

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	Golden Key	Dooley Marson	Speedster with the Magical Heart of Speed
Ernest	Yowie	Hugh Sullivan Marston	Size-Growing Relic-Powered Detective
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 is out for the day, except for a bit of light gossiping – he’s still recovering from the ‘Rona. *Tim* takes over note-taking duties, and does a really excellent job of it. *Chris* and *Patrick* alternate between listening to *Bruce* cough up bits of lung, *Georgina* explaining how the only reasonable path now is to burn it all down, and *Paul* generally agreeing with everyone because he’d prefer to talk about how the ‘Rona is disrupting his new tea business. *Ernest* shows up a bit later, with the explanation that his enhanced level of spiritual awareness led him to lunch at *Teji*’s. Or something. Really, *Bruce* is just jealous because it’s really hard for him to get food there these days.

Hero Point Bonuses

As usual, each character have five Hero Points to assign to bonuses for the session.

A Vision of the Future

X-Celerate is now called the Golden Key. He’s visited the future (through his speed power) and seen some disturbing outcomes for his relationship with *Ermine*.

Ermine is being immature, demanding, and volatile, so Golden Key decides to up the ante, and acts *even more* dysfunctional and crazy. Weirdly enough, this works! *Ermine* seems to respect the crazier side of Golden Key.

The couple is remarkably dysfunctional, and in danger of being tabloid fodder, but stable for now.

Jacques Cousteau Has Nothing On Dynamo Joe!

Dynamo Joe has recently had a makeover, with Maerynian-made armor plating, so he looks more futuristic and aquatic. He now has a submarine mode, that he wants to test out and show off! He travels to the waters off of *Insula Primalis* (a tropical island above the arctic circle, heated by volcanic activity, and home to exotic life forms) to look for signs of connections to the Nexus of the Void.

Yowie tags along, because boating around tropical waters with *Dr. Broussard* sounds like a good time. So, the three fly to the Northern Hemisphere and rent a boat to go cruising around the island of

monsters. Dynamo Joe is a little worried about encountering the Citizens of the Sun, who used to lair up on the island, but they haven't been seen since the Oblivion event. Now the island is occupied by its native monsters, and a Cult of the Gloom.

The trip is fairly successful. The trio succeeds in scouting the island and locating signs of many kaiju rampaging on the island. They even see two kaiju fighting in the distance (some sort of sloth-bear vs some sort of Tyrannosaur).

As a twist, they also encounter some Cultists of Gloom, and Dynamo Joe develops a lasting enmity with [Gloom Cultist Villain to be determined later].

Not Quite the Dream Vacation

Yowie took Dr. Broussard along on the Primalis trip hoping for water skiing and drinking and flirting. However, Broussard is mainly interested in photographing Kaiju. She pesters Yowie to investigate further, until he gives up on his hopes for a Magnum PI style tropical vacation. Grudgingly, he taps into his mystic powers to commune with local spirits (this looks like him using his spear like a dowsing rod while the spirits guide him around).

As a twist, they encounter the *Lure of the Deep Wilderness*, a creature that looks like a cross between a sloth, and anglerfish, and a rabbit. It is connected to the spirits of the Nexus of the Void. They get into an argument about the "natural order" of things, with Yowie complaining that kaiju are a violation of the natural order, and the Lure complaining that human industry is a violation. Fair dinkum, there.

The Lure of the Deep Wilderness fades away, and Yowie and the good doctor bump into the Cult of the Gloom (who had also been summoned by the Lure and have been lost in the jungle since). This results in a running fight against zombies and cultists. Yowie gets away, but not before an undead minion manages to painfully rip out a handful of his prized chest hair.

Nightwalker, You Need to Talk? I'll Build a Machine for That

Overwatch spends his time help out Nightwalker, and talks to Nightwalker's psychologist, Dr. Caleb Greene (who is also the partner of the superhero Dr Medico). Dr. Green said Nightwalker needs more relaxation, so Overwatch build some gadgets for relaxation, granting a +1 boost for Nightwalker to use later.

A meeting with GLOBAL

Vanessa summons the team to headquarters to meet some important guests. It's Emily and Paul Parsons! One is the former superhero Legacy (how "Heritage") and the other is a former senator and administrator of GLOBAL (Geocentric Limited Operations for the Benefit of Advanced Lifeforms).

As Dynamo Joe enters the room, his Blade-based weapon systems all start powering up. He frantically powers down while Paul Parsons gives him a superman stare. After the awkward near-battle calms down, the conversation begins.

Emile explains that GLOBAL exists to facilitate superheroes acting across borders to handle extraterrestrial or other existential threats. They need specialist teams for various types of threats, and find themselves in need of a giant-monster squad. They have a high regard for Kaiju Defense Inc's record for limiting collateral damage, and Paul Parsons has friendly memories of the company's founder.

They can't offer the most competitive rates for jobs, but Central and Vanessa quickly step in to smooth over the financial details. The assignment will require sending the team to international locations. (perhaps the next collection will be called "Kaiju Hunters International). More relevant, they have a job right now! A multi-headed snake is menacing Argentina, and needs addressing. The team gladly accept the mission (especially Dynamo Joe, who is rather desperate to smooth things over with Heritage). There is a local superhero called "El Genio" who will assist. He also owns a pharmaceutical company.

A Brief History Lesson

As the team is slightly suspicious of Heritage, given that she is a Yank, and spend time looking for a hidden angle. Dynamo Joe launches into a lengthy explanation of the feud between the Legacy family and the nation of Mordengrad (a small European country that was often a stand-in for Germans or Soviets in various war comics), and why Baron Blade (the last surviving member of Mordengrad's ruling family) has sworn bloody vengeance on Legacy (for the death of his father, Fyodor Ramonat).

The rest of the team listens politely, and quietly wonder how much Baron Blade propaganda is still lingering in Dynamo Joe's memory banks, particularly when he speaks about the noble struggles of the Mordengrad people.

The upshot, though, is that Legacy was always unfailingly ethical and moral, much to Baron Blade's frustration.

To Argentina!

GLOBAL cannot provide transit to Argentina, so the team arranges their own transit, on commercial air flights. They eventually end up at the doorstep of El Genio Pharmaceutical at the base of a mountain in the Nevado de Cachi.

There they meet Teodoro Benitez, head of legal, and an old friend of El Genio, whom he served in the military with. Dynamo Joe observes that an ex-commando turned corporate lawyer sounds like a one-man "Lawyers, Guns, and Money" squad. Teodoro shares an anecdote that "El Genio" was originally a sarcastic title, as fellow soldiers would call him a genius for his constant heroics, assuming he was going to get himself killed. Ironically, he actually is a genius, and his tactical awareness allowed him to survive the war.

Attack on the Lab!

Suddenly, security alarms go off, and window shields slam down. Someone yells "someone is breaking into the lab!" Overwatch begins assembling his assault rifle. Teodoro presses a button on his walking cane, and parts fall off to reveal a high-tech weapon. Everyone rushes off to defend the lab.

In the lab, the characters see two figures in Battle Suits, and four minions. El Genio is trapped in a force bubble in mid air. Teodoro slides under the blast doors as they come down, but the rest of the team is trapped outside. There are three initial challenges to overcome:

1. Free El Genio from the force bubble
2. Open the security doors
3. Stop the explosives (three boxes)

Round 1:

- Yowie leaps to action, using his vast strength to hold the doors open so the rest of the team can enter the lab.
- Overwatch runs into the room and clambers up on a tall piece of equipment to provide overwatch to the team (a +2 boost for everyone).
- Dynamo Joe rolls in to fire some rocket grapples at one of the Powersuit minions; it does no damage, but does inflict a -1 hindrance (wrapped in steel cabling).
- Golden Key rushes into the room to deal with the explosives (using Principle of Speed), scoring one of the three successes needed to resolve the challenge. As a twist, Golden Key is locked outside when the Security Key comes down while he's throwing the bombs out of the building.
- Teodoro runs in and stabs at one of the minions with his anesthetic-tipped sword cane.
- The lab's automated defenses activate, and separation beams activate to break up the combat. The result is everyone in the scene (heroes and villains) has a free Defend 1 action.
- One of the infiltrators attacks Dynamo Joe, inflicting some 7 damage (after armor and defenses). Another hits Teodoro, reducing him a die size.
- One of the Powersuit Infiltrators fires on Yowie, and the other fires on Overwatch, but both are frustrated by the defense field.

Round 2

- Infiltrators deal 7 more damage to Dynamo Joe, and reduce Teodoro to a D6.
- Powersuit Infiltrators deal 4 damage to Yowie, and 9 damage to Overwatch.
- A piece of equipment explodes and bathes Dynamo Joe and one of them minions with Vita-Rays (a +1 boost to both of them, but if either goes down, they both lose the bonus).
- Golden Key (currently trapped outside and carrying bombs), runs up the side of the building, looking for a helicopter or other vehicle used by the infiltrators. He finds a missile helicopter taking aim at the lab. He also sees a hole in the wall and some guys escaping into a second helicopter. Golden Key runs and jumps from missile to missile, knocking them off course, and getting up close to the helicopter. It's a complete success, and the helicopter is destroyed.
- Yowie barrels into an infiltrator, and swings the infiltrator into a powersuit goon. This takes out the infiltrator, but leaves the powersuit unharmed.
- Dynamo Joe unleashes an electrical storm! He reduces both powersuits down a die size, takes out all of the goons, and heals himself back into the green zone. A great deal of delicate scientific equipment gets destroyed in the process.

- Teodoro, showing no sense of self-preservation, charges a powersuit goon with his sword cane. He accomplishes nothing.
- Overwatch goes looking for explosives, using an explosive disarming gadget. The explosives challenge is now down to one box.

Round 3

- Yowie leaps into the air and does an Offensive Strike with his spear against a powersuit infiltrator. However, the infiltrator dodges out of the way.
- Dynamo Joe uses his electrical powers to free El Genio from his force bubble.
- Outside, Golden Key takes stock of the situation. The second group of infiltrators have already escaped in their helicopter. So, he runs to investigate the hole the infiltrators escaped from; it leads to a heavily secured vault. The hole was made with a high-concentration acid, and inside is a device specially built to contain.... *Something*. Seeing nothing useful to do here, he turns intangible and rushes back to the main battle, however, he ends up getting confused trying to navigate the labs.
- Overwatch disarms the final bomb, in a moment of quiet competence.
- El Genio activates uses *Alchemical Boost*, drinking a vial to boost himself up (Inventions+Science+Status), gaining a persistent and exclusive +2 boost. Then he attacks a battlesuit infiltrator, reducing it to a D6.
- Teodoro continues to ineffectually stab at a powersuit infiltrator.
- The laboratory then activates a security droid, a four-legged robot with a humanoid torso, programmed to restrain any unfamiliar people. It charges Overwatch, inflicting a -2 hindrance ("held by security droid").
- A battlesuit infiltrator attacks Yowie with a mechanical claw, inflicting 4 damage. The other attacks El Genio for 2 damage, which doesn't pierce his alchemically enhanced skin.

Round 4

- The laboratory activates a Laser Grid! It blocks Yowie off from his Powersuit opponent. Yowie takes 4 damage and the powersuit takes a -1 persistent hinder (blocked by lasers).
- Overwatch is grappled by a droid. He devises a very clever solution to this problem: he shoots it (reduces it to a d6).
- Dynamo Joe fires a *Targeting Missile* at the Powersuit infiltrator fighting Yowie. It fails to do damage, but does provide Yowie with a +1 boost ("targeting points").
- Yowie clobbers the targeted powersuit, reducing it to a D6.
- Golden Key uses *Principle of Speed* to return to the fight. He is continually confused by the lab's strange layout, but does eventually make it back inside.
- El Genio finishes off the powersuit goon he has been fighting with an alchemically boosted punch.
- Teodoro continues to try to contribute to the battle with no success; the sword cane's simply aren't suited to powersuit fights.

- The security droid, in single-minded obsession, continues to restrain Overwatch, inflicting a -1 hindrance.
- The remaining Powersuit infiltrator attacks Yowie, but due to multiple hindrances, does only 1 damage.

Round 5

- The environment has no twists to play this round, due to Golden Key preemptively resolving the airstrike challenge.
- Golden Key attacks the remaining battlesuit pilot by stabbing him with keys, reducing the suit to a d4. He also stabs a key into the head of the security robot, but the thing is remarkably sturdy.
- Overwatch performs an *overwatch* maneuver, granting everyone a +2 boost.
- Yowie stabs the remaining powersuit with his magic spear, taking it out.

After the Battle

The fight comes to a halt and El Genio takes stock of the situation. He's 6'8", and built like a professional wrestler in a custom-made lab coat. He wears a bandoleer of vials of various liquids. Golden Key informs everyone about the second infiltration team. (*Note: as a hero, he is generated from Medical, Genius, Physical Powerhouse, and Natural Leader*)

El Genio exclaims, "Oh no, the Infinita!" when he hears about the broken vault. He tries to decline the heroes' help with the missing Infinita, saying that they're here for the kaiju, not a missing proprietary botanical project.

He calls the local kaiju "the Hydra" because it has five heads, and can regrow its heads quickly. It is surrounded by a yellow cloud, which seems to be a unique spore. Also, it has earth powers, and can tunnel quickly through the earth.

The heroes recognize the yellow spore cloud from their own kaiju battles, but El Genio says the Hydra's spores cannot infect humans. This is not the huge reassurance that El Genio seems to think it is.

El Genio has sensitive seismic sensors to track the hydra. He has a hovercraft they can use to approach the Hydra, since it seems aware of the vibrations of heavy machinery (like tanks) and avoids them. He suggests setting out in the morning to hunt the hydra.

Montages

Overwatch and Dynamo Joe look over the infiltrators, looking for identification or ties to known villains. They don't find anything. Dynamo Joe interfaces with the powersuit's onboard computers to look through logs and protocols; he determines that the powersuits are military made, not some custom supervillain job.

Overwatch goes on a hike (and run) through the mountains of Argentina, appreciating the scenery, and recovering back to Green.

Yowie uses his plant control powers to connect himself to the local flora, gaining a +2 boost to be used later.

Golden Key takes a moment to call and wake up Ermine at 2am her time to get into an argument, then when she's good and riled up, he mutes his phone and goes off for lunch. After a decent meal, he uses his speed powers to travel briefly forward in time and get some insights on what to do later. He gets a +1 boost.

Dynamo Joe scavenges some ammo and parts from the fallen powersuits to use in the next battle, scoring a +3 boost.

Hydra-la-la-la-la-la

In the morning, the team tracks down the Hydra, finding it attacking an entire herd of cows and their attending gauchos; some of the cows appear paralyzed by some sort of serpentine hypnotic vision. The hydra itself is the Environment. The main head is the primary villain. Each of the four secondary heads is an environment minion. The area is bathed in a yellow spore cloud. Initial scene challenges:

1. Save the gauchos and the cows (3 boxes)

Round 1

- El Genio bounds forward to attack the main head, inflicting 4 damage. As a reaction, Hydra redirects the attack to one of the secondary heads (reducing it from d8 to d6).
- Overwatch performs an *overwatch*, granting everyone a +2 boost to attacks and overcomes.
- Dynamo Joe charges forward using Momentum and Imposing and the *Principle of the Indestructible* to run interference for the cows and gauchos to escape. He scores an exceptional success, marking off two boxes.
- Yowie grows to giant size, and wades forward to engage the hydra. He gets a +2 persistent boost.
- Golden Key uses super speed to attack multiple targets, (*Non-stop assault / Devil's Dentist*) stabbing keys into each of the minor hydra heads. He takes out three heads!
- The remaining minor head snaps at Golden Key for 5 damage.
- The main head uses regenerate to replenish all of its head minions.
- The hydra (environment) inflicts "acidic venom" on Golden Key, via the bite he suffered earlier. This ends up being a -1 Hinder.

Round 2

- Each minion head performs a boost for the primary head, granting four boosts (+3, +2, +2, +1)
- The main head activates *multi-strike*, making one attack per boost, hitting Yowie for 8, Golden Key for 7, El Genio for 7, and Dynamo Joe for 6.
- The hydra (environment) moves the scene into YELLOW. The venom in Yowie's blood inflicts a persistent -2 Hinder.

- Golden Key uses his inherent *Penalty* power to treat a hindrance as a boost, and then attacks the main head for 10 damage, and 6 damage to all the minion heads. The Hydra uses *Many Heads* to counter attack Golden Key for 2 damage. Two of the minion heads get taken out, and the other two are reduced in die size (d4 and d6).
- El Genio drinks a vial to boost up, granting himself a persistent +2 boost, then attacks the main head with a glancing blow.
- Dynamo Joe continues to provide cover for the herd, shielding them with his body. He takes 2 damage (minor twist), but finishes resolving the danger to the herd.
- Yowie attacks the main head with his magic spear, inflicting 11 damage.
- Overwatch employs his *Super Army Training* to attack the main hydra head from his Gyrocopter. He gets a +2 persistent bonus, and then inflicts 5 damage.

Round 3

- Golden Key performs another “stabbing keys into heads” attack, which is great against an enemy that’s all heads. He inflicts 6 damage against the main head, and hits the minion heads for 2. One of the minion heads is eliminated, leaving only the d4 minion.
- Yowie then stabs at the Hydra’s main head, inflicting 9 damage.
- Dynamo Joe fires a targeting missile at the Hydra, inflicting 8 damage and providing Overwatch with a +2 boost due to tactical data.
- Overwatch then performs an overwatch, granting everyone a +4 boost!
- El Genio uses a power strike on the Hydra, hitting for 12 damage.
- The Hydra (environment) uses *Frozen in its Gaze*, hypnotizing El Genio and freezing him in place (requires an overcome to snap him out of it, or he loses his action and the Hydra will get a free attack on him).
- The Hydra (minions) attacks Yowie, inflicts 3 damage
- The Hydra (villain) regenerates all of its heads.

Round 4

- The Hydra (minions) inflicts 8 damage on Yowie. However, the Golden Key zips into motion, blocking all of the damage! Then 6 damage on Golden Key (but reduced to 4 by a shield of plants, courtesy of Yowie), 2 on Overwatch, and 4 on Dynamo Joe (reduced to 2 by armor). One of the head attacking Overwatch, however, it killed by the Gyrocopter’s blades.
- The Hydra (villain) regenerates it’s heads all up to full and then boosts itself.
- The Hydra (environment) inflicts a persistent -2 Hinder on Golden Key from the venom in his blood.
- The Golden Key then uses his Punishment power to treat the Hinder as a bonus, then attacks all five heads. He hits the main head for 13 damage and takes out three of the minion heads.
- Yowie rears back to feint with his spear, and then lands a *Knuckle Sandwich*, which bypasses defenses and reactions! He inflicts 10 damage.
- Dynamo Joe lashes out with a *Lighting Strike*, which also bypasses defenses and reactions. This inflicts another 10 damage, taking out the main head.

- Overwatch sees one remaining head, a d6 minion, and takes it out with a sniper shot.

Enter the Government Helicopters

The great beast falls at last. It has already started regenerating. The heroes can hear helicopters and see military choppers flying into the spore cloud. Over megaphones, the soldiers issue orders, which none of the Kaiju Defenders can understand as none of them speak Spanish. The helicopters fire missiles at the Hydra. The missiles releases clouds of blue gas, which turns the spore cloud black.

The hydra's heads rear up, more armored and stronger than before. It's still hurt from the battle, though, and decides to flee. It lunges into the earth, and escapes, and its spore cloud dissipates. The military choppers exit the scene.

The heroes note that El Genio is lying unconscious on the ground. Golden Key checks him over; the Argentina hero is stable but comatose, and it looks like his strength has been stolen from him.

Golden Key runs over to the gauchos to see if any of them can translate the military's orders. One of gauchos is bilingual, and explains that the helicopters are from General Nevarro, that everyone should move away from the monster, and that the gas was supposed to stop its regeneration. Everyone reflects on the failure of the gas to prevent the monster's regeneration.

Also, one of the gauchos perched a cowboy hat on Dynamo Joe's head, in thanks for saving them.

The heroes load El Genio into the hovercraft and fly back to the lab.

Back at the Lab

Teodoro places El Genio into a hyperbaric chamber, and explains that the Infinita fruit is no longer working. With the Infinita stolen, they cannot make more.

Overwatch remembers that the military gas was the same color as El Genio's elixirs. Everyone concludes that the military knowingly depowered El Genio.

Teodoro explains that El Genio was always sickly, and his father nearly went bankrupt on treatments. The only thing that saved him was following legends of the Infinita's fruit, which was guarded by a monster called Teju Jagua (a multi-headed dog monster). When El Genio returned with the fruit, he found the juice would keep him stronger and healthier, but he's been dependent on it ever since.

There are two main paths to pursue next: either find the original source of the fruit, or track down the military cabal that stole El Genio's supply.

Overwatch advocates for just returning to Australia, on the grounds that getting involved in foreign governments is dicey business. Dynamo Joe argues that the hydra that they were contracted to stop is still at large. Yowie says that having defeated one hydra, we should collect pay and get a new contract for hunting the regenerated form. Golden Key suggests seeking out the original source the fruit for more and fighting the Teju Jagua.

Teodoro suspects Dr. Avispa, a mad scientist, is suffering from a condition caused by his own experiments on biological weapons. He has been seeking the Infinita fruit himself and has used acid in his schemes in the past, which matches the hole in the vault.

Montages

Golden Key goes for a run in the desert, draining speed from dust storms and tumble weeds, recovering to green.

Overwatch does some research on General Nevarro, trying to decide if he's gone rogue or acting with the blessing of the larger government. He hacks into the military network, and finds out that Doctor Avispa is secretly working for the military at some sort of black site. He figures out the location, but also gets noticed by network security (minor twist).

Yowie climbs into a second hyperbaric chamber to heal. He alarms the technicians by opening a beer in the chamber, and is annoyed when it doesn't fizz up at all. Ah, well.

Dynamo Joe goes to the robotics bay, to get repaired. He notices the security droid is also there for repair. The techs are complaining about how badly it was shot up by the fight. Dynamo Joe recovers to green.

Yowie also does some research on General Nevarro, looking through public information and his military contacts. He determines that Nevarro is in good standing with the government, but has a reputation for being ethically-challenged, and would be the exact sort of person who would be in charge of a black-site project.

End of the Session

Everyone earned five hero points over the session. The plan for next session is to go after General Nevarro and Doctor Avispa, despite Overwatch's concerns about creating an international incident. Overwatch is, at least, consoled by the knowledge that GLOBAL will give them some backing, and also governments tend to cover up illegal operations rather than making big diplomatic stinks about them.

Overwatch has a +2 boost rolling into next session, due to getting floor plans of the secret base.