

# 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

Our numbers have been severely trimmed by a combination of plague (which prevents *Chris* from participating) and technical conferences (which have distracted *Ernest*). *Paul*, *Patrick*, *Tim*, and *Bruce* remain the dazed survivors, intent upon carrying on no matter what additional disasters might visit them. And everyone wishes speedy recovery to both *Chris* and *Ernest* – admitting that in *Ernest's* case this is a big ask, escaping from the tech bubble is notoriously difficult.

## Hero Point Bonuses

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

## The Corruption of the Unnatural



In spite of the warnings from the Argent Adept, the Abyssal has studied with *Kha-alee*, the Rebel of Hul whom he brought back during the group's rescue of *Nightstalker*. The alien draws a lot of attention, so the two of them work a ritual with the *Amulet of the Abyss* to disguise it as *Kate*, a slightly frumpy middle-aged woman who now works as the receptionist for KDI.

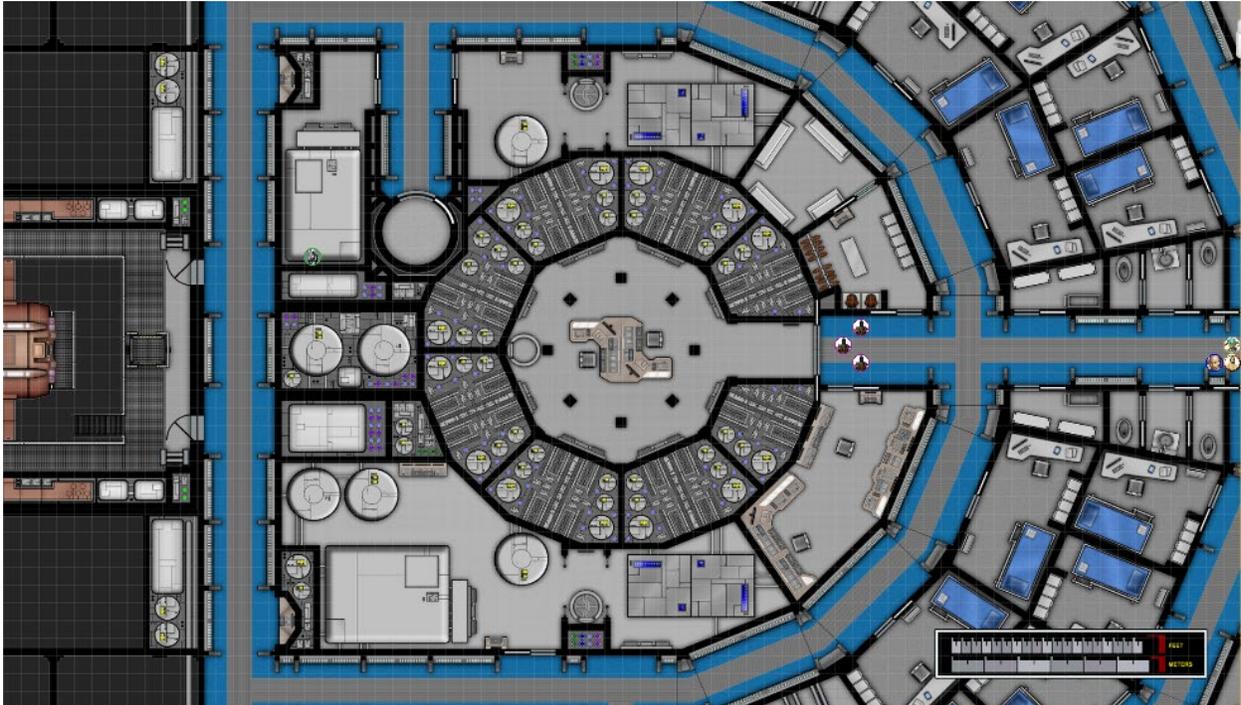
As a side effect of the Abyssal's studies, he has replaced the Principle of Dependence with the Principle of Whispers. He has partly internalized the power of the Amulet of the Abyss and made contact with some ancient Atlantean entity that surely will contribute to the ongoing corruption of the Abyssal.

## The Evil-Doers Must Be Caught! And Punished!

The characters ended the last session intent upon bringing the villainous General Nevarro and his remorseless ally Doctor Avispa to justice, potential international incidents be damned! *Overwatch* hopes that the characters will be given some cover in their activities by GLOBAL, and by major governments' instincts to cover up malfeasance, rather than complain publicly about it.

Overwatch has a +2 boost because he obtained floor plans of the secret base.

## Black Site Assault



The characters are faced with the problem of attacking Doctor Avispa's off-book laboratory. The goal is to interrupt his work with fruits taken from the Nexus of the Void – and to prevent him from using the gas he has extracted from them to control giant monsters for evil ends.



From the outside, the site just looks like a suburban office park. However, Overwatch already knows that the uninspiring exterior conceals a giant subterranean base. The character break into the base and the underground lab. Nervous scientists work upon a giant central tank containing the severed neck and head of the hydra. Hard-eyed guards watch over them.

Doctor Avispa is easy to detect – he wears a flight harness over his lab coat and green goggles. His skin is sallow and pale – he looks like he has had serious health problems in his past.

“You came to reclaim the infinita tree? You are too late, I have already used it to create the black spores! Stick around and see what they can do!” He flies up to challenge the characters.

Doctor Avispa evades Dynamo Joe's grapples. He triggers an absorption field that slows the robot hero and the Abyssal, then fixes upon Overwatch. “I see I will need more black spores to stop you!” He

surrounds himself with a cloud of black spores. His physique grows to unnatural proportions! He flies straight at Overwatch, striking him with tooth-jarring impact!

The Abyssal steps sideways into the shadows, then out again to engage the three assault-rifle armed guards. He hits one of them with a precognitive strike so hard it literally knocks the man into next week. Behind him, Dynamo Joe overloads the absorption field.

Doctor Avispa uses his *stolen power* to strike again at Overwatch, but Abyssal uses the *shield of the Abyss* to divert the attack. Overwatch backs off and counterattacks, relying upon his *super Army training*. Doctor Avispa takes Overwatch's shot, then flies up to a circular control panel. A screen comes to life, showing the current location of the hydra monster. A dotted line shows it is heading straight towards the lab. "Fools! Did you think I would magnify the hydra's power without being able to control it? Your only hope is to flee!"

The hydra now represents a new Doomsday Scenario to *stop the hydra*, one requiring four Overcomes to defeat.

A panel opens near Dynamo Joe, revealing a battlesuited agent. The agent thunders at the other guards, "You weaklings are going to lose your paychecks if you let that feeble mystic beat you!" Dynamo Joe more or less avoids the agent's power claws.

The ground shakes as the hydra comes closer to the lab.

Doctor Avispa flies in at Overwatch, blazing away with his *acid guns*. The Abyssal opens a void in reality to absorb most of the attack and allowing Overwatch to hack into Avispa's control console to override his control over the hydra. He determines that Doctor Avispa isn't actually controlling the hydra – someone else at a remote location is doing that, but the Doctor's machine is creating a vibration that attracts the hydra. Dynamo Joe takes up the challenge with his *anti-doomsday protocols*. He provides everyone with a short lecture on how to dismantle doomsday devices, while doing so with rockets.

The Abyssal takes cover to avoid the guards' gunfire. One of the scientists helps out by activating a device that knocks one of the guards off the catwalk. The Abyssal steps through the void to the tank containing the hydra's head. He uses *principle of whispers* to create a repellent resonance between the head and the living creature, repelling it and resolving the Doomsday Challenge. The severed hydra head opens its eyes and screams with an otherworldly howl! The monster turns around and heads back to the deeps.

Dynamo Joe unleashes a *power arc* to electrocute Doctor Avispa.

The Abyssal steps back through the shadows, right in front of the remaining guard. The man shoots at him, but ends up striking the powersuited lieutenant instead. While he is distracted, Abyssal throws him off the catwalk. Behind him, the lieutenant relies upon his own armor to protect him from the gunfire while he grapples with Dynamo Joe.

Doctor Avispa flies in at Abyssal, sending the mystic flying. The Abyssal looks up to see six more guards stomping up the metal stairways. Bullets fly wildly through the laboratory. The Abyssal dodges to avoid gunfire, only to be taken out by Doctor Avispa's acid guns! A moment later, the guards gun down Dynamo Joe, leaving Overwatch on his own.

Overwatch responds with a devastating sniper shot at Doctor Avispa. Even with the Doctor's absorption field, he is almost defeated. Doctor Avispa shouts at his minions, "Power up your shields!" The battlesuit trooper brings up an absorption field.

Overwatch hears Abyssal's voice in his mind, "There's a small crack at the base of the right wing on Doctor Avispa's flight suit..." Dynamo Joe sends out an electrical surge, distracting the villains. Overwatch finds that his rifle was slightly damaged by the last shot – he's facing a -2 persistent penalty, but he doesn't let that stand in his way. He lines up on Doctor Avispa and fires, clipping off a wing from his flight harness. The villain falls into the office area, screaming in rage and pain as acid goes everywhere.

The Doctor's minions decide that this is the time to run away.

One of the scientists runs over and passes a healing serum to the Abyssal, then backs off as he sees the unnatural orange glow of the mystic's eyes, matching the glow of the amulet upon his chest. The Abyssal staggers back to his feet. Overwatch lands next to Dynamo Joe and plugs him into a wall socket, restoring him to Yellow hits.

## Who Was In Control?

Overwatch is unable to find good evidence of who was actually in control of the hydra. He is also unable to get a current location of the hydra.

Dynamo Joe realizes that the healing serum the scientist gave the Abyssal matched the color of the infinita fruit. One scientist explains, "I'm Professor Malo. Doctor Avispa had us working on a serum to cure the malady that plagues him. I never told him that I'd succeeded, and he used all the other fruits to make the black spores. And the Doctor's experiments killed the tree that the fruit came from."

"Are there any seeds?"

"None of the fruits had any seeds in them. Perhaps it is a plant that needs multiple of its own kind to reproduce, but we have never seen any others like it. But if you have a way to study the black spores, maybe you can use them against the hydra!"

"Who was Doctor Avispa working with?"

"We don't know. Perhaps Baron Blade?"

"There's a lot of Blade's gear around, that's certain."

Abyssal suggests, “I’m certain I could track the hydra by taking some of the black spores! And there must be power there – look what they did to Avispa!”

Dynamo Joe isn’t about to hand any spores to Abyssal.

The characters hand Doctor Avispa over to the authorities. They are more than happy to take him into custody, as he is a known criminal. The characters elect to not post their exploits to YouTube or Twitter.

## Recovery

Back at El Genio Farmaceuticos, Teodoro calls a doctor to patch up Abyssal. He takes a -3 Hinder because the doctor provides him with a lot of painkillers. Dynamo Joe takes advantage of some of the spare parts in Doctor Avispa’s lab to repair himself – though now he incorporates some Blade tech that hasn’t been rendered safe by Overwatch.

Teodoro tells the others how El Genio saved him from his own self-hatred, and that he would gladly go into the mountains to search for the infinita fruit but he has already accompanied many expeditions and found nothing. He hopes that the characters’ unusual powers will help them find success. Dynamo Joe modifies his drive train into a snowmobile chassis.

He asks the characters, “Do you know anything of Teju Jagua? He is the son of some of the deities of the local people. They say that Tau, the god of Evil seduced Kerana, daughter of the First People. She bore him seven children, but the Goddess of the Sky hated Tau and cursed all of the children to be born as monsters. Teju Jagua was the eldest, born as a huge lizard with seven dog heads and a fiery gaze. He was driven from human lands because he was feared, though he eats only fruit and the honey his brother Jasy Jatere brings him.”

Teodoro continues on in some detail about the legends of the Guarani people:

## Seven legendary monsters



Tau pursued by Kerana

Kerana, the beautiful daughter of Marangatu, was captured by the personification or spirit of evil called [Tau](#). Together the two had seven sons who were cursed of the high goddess Arasy, and all but one were born as hideous [monsters](#). The seven are considered primary figures in Guarani [mythology](#), and while several of the lesser gods or even the original humans are forgotten in the verbal tradition of some areas, these seven were generally maintained in the legends. Some of them are even believed in down to modern times in some rural areas. The seven sons of Tau and Kerana are, in order of their births:

- [Teju Jagua](#), god or spirit of caverns and fruits
- [Mbói Tuĩ](#), god of waterways and aquatic creatures

- [Moñái](#), god of the open fields. He was defeated by the sacrifice of Porâsý
- [Jasy Jatere](#), god of the [yerba mate](#) plant and also of the [siesta](#), only of the seven to not appear as a monster
- [Kurupi](#), god of sexuality and fertility
- [Ao](#), god of hills and mountains
- [Luison](#) (or *Luisõ*), god of death and all things related to it

## The Mountain Ascent

The characters set out into the mountains to find the lair of Teju Jagua.

Dynamo Joe finds that his weight is a challenge – spider legs would have been more useful than his tank treads. He does well as long as he can build up good *momentum*, pushing ahead even through unpromising terrain. Also, he is indestructible and can shelter the others from biting winds and blinding snows. However, on a particularly tenuous slope he encounters an angry mountain goat. It charges him, but some of the new Baron Blade equipment he added to his structure detaches from his chassis and implants itself upon the goat. He now faces a hostile lieutenant – an enraged mountain goat, powered by evil cybernetics. He faces it alone, though aided by targeting information from Overwatch and strange precognitive visions from Abyssal. He flings it down, then Overwatch shoots the cybernetic processor and shuts down the armor. Dynamo Joe frees the creature from the equipment and sends it on its way.

Midway up the mountain, the Abyssal senses that an ice shelf is about to give way. Nobody could predict a safe path across the collapsing ice, nobody except for the Abyssal of course. He guides the others where nobody else could.

Overwatch is the essence of a prepared climber. Not only does he have heaters and climbing hooks and ropes, he has a seismic sensor to seek out caves and openings in the rocks. He finds something unexpected – a young boy, high up on the mountain peaks, taking a nap upon the rocks. The kid is wearing a blue and gold soccer jersey, one for the Boca Juniors. Though it is cold and frozen on the mountain slope, the area right around him is warm and sunny.

Overwatch suspects that the boy might be Jasy Jatere, the only of the seven gods to not appear as a monster.

Abyssal points out, “Jasy Jatere is supposed to bring honey to Teju Jagua. Is there a honey jar near him?”

Overwatch approaches carefully. The boy awakens, “Why are you awake? It is siesta time!” Overwatch notices that his teeth are stained slightly green. “Did you come all this way just for me? Perhaps you would like some yerba mate?” He offers some leaves for Overwatch to chew. Overwatch accepts them and chews. He gains a +1 Yerba Mate bonus.

The Abyssal points out, “We are looking for Teju Jagua, and the infinita plant.”

“My brother doesn’t like visitors. You should go back to human lands.”

“We need the fruit to heal a friend.”

“Well, you can’t get the fruit unless you pass the tests. There are three – of speed, of strength, and of honesty. They’re all tests against me. Normally I just use my magic to make people wander around the mountains until they give up and go home. Or freeze and die.”

### The Test of Speed

Jasy Jatere tells Overwatch, “You see that rock like the head of a jaguar? First one to stand upon it wins.”

Overwatch flies to the rock with his gyrocopter. He flies halfway, then Jasy Jatere waves his stick and teleports to the destination. They arrive at about the same time, though Overwatch’s copter is damaged in the attempt. “We can call it a tie...”

Dynamo Joe takes a different approach. He races over, causing a landslide as he does. Again, Jasy Jatere teleports ahead of him, but creates a shelter for himself from local vines. “You know, you’re doing pretty well to die, but you’ll never win like this. You should just go down to the base of the mountain.”

Abyssal attempts the challenge by invoking a planar shadow, causing himself to be present seated at the starting point and upon the destination at the same time. Again, Jasy Jatere attempts to teleport but does so a moment slower than the Abyssal. He complains, “You cheated! It’s supposed to be a race – you’re not supposed to be both places at once! Given how much you cheat, you’ll never win the test of honesty!”

Abyssal is not worried – he knows that he only lies to himself.

### The Test of Strength

“Well, let’s go to the cave.” Jasy Jatere waves his stick, and the characters are all at the mouth of a huge cave. Inside, the giant figure of Teju Jagua laps at water from a cold pool; he is a massive dragon with seven heads. The infinita tree is behind him.

“Okay, here’s the test of strength! Win a wrestling match against Teju Jagua!”

Dynamo Joe is confident – he is indestructible, and the strongest member of the group. He wrestles with the dragon. Jasy Jatere teleports up to a rock ledge to watch. The others realize that the infinita tree is unguarded... and while Overwatch and the Abyssal are tempted to steal the fruit, they resist the temptation. And against all expectation, Dynamo Joe is able to pour enough electricity into Teju Jagua to stun and pin the monster.

### The Test of Honesty

Dynamo Joe stands and salutes the monster, “You are mighty!”

Teju Jagua answers, “Thank you.”

“I apologize for intruding; I know you do not like visitors.”

“It’s not that I don’t like visitors, I just don’t like to frighten people. Most people are scared of my appearance.”

“I have that trouble as well.”

“If you’d like to live in this cave with me, you are welcome.”

“I still have responsibilities in the human world.”

“But you are welcome to visit. And because you have not tried to steal the fruit, you have passed the test of honesty.”

Jasy Jatere complains, “You weren’t supposed to tell them that!” but he does teleport over to the tree and pulls a magical seed from one of the fruits. The characters take it with a sense of reverence. “There is only one other to come up here and pass these tests in recent years.” The characters know that this must have been El Genio’s father, who used the seed to make the serum to cure his child. “With this, you will be able to grow your own infinita tree, though it will not be able to bear seeds on its own.”

Dynamo Joe asks, “We need some juice from the fruit, to save a friend lost in a coma. Could you provide some while we wait for the tree to grow?”

“I guess. You have a cup?” Dynamo Joe provides one, and Jasy Jatere squeezes the juice from one of the fruits. “Now, I still have to finish my nap.” He waves his staff, and the characters are back at the bottom of the mountain.

## Curing El Genio

Back at El Genio Farmaceuticos, Teodoro explains, “We’ve tried to understand the black spores, but we really need El Genio.”

Dynamo Joe hands over the seed and the juice. Teodoro is able to make more of the serum from the juice, which brings El Genio back.

El Genio thanks the characters, then tells them, “The General has contacted us. Before, the government did not trust us but now they have concluded we are their only hope. They sent this video.”

He shows them a video of a shadowy figure. It proclaims, “I am Heretic, and I control the hydra. Answer my demands, or the hydra will destroy San Juan. You must provide thirty billion pesos and the artifacts I crave!”

El Genio tells the characters, “The artifacts are part of a trove recovered by an Interpol anti-trafficking operation.”

The characters are having none of that. They spend some time preparing to find and fight the hydra. And while they are, Prof. Malo doses himself with the black spores and gets superpowers. He becomes a d10 lieutenant with the power: When you Attack, Defend with half the rolled value (round down).

## End of the Session

Next session – the enhanced hydra attacks the dam above the city of San Juan! Everyone earned five hero points over the session.