

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

Tim claims that he will be late but shows up almost on time. *Bruce* suspects that he might have cut his delightful brunch short, even if *Tim* refuses to admit it. *Paul* isn't worried about brunch – he's only interested in fancy Chinese tea these days. That, and software. *Ernest* simply tells *Bruce* how to fix his microphone problem – and that's why he's Director of Engineering. *Chris* and *Patrick* are just living their lives. They can't be bothered with the others' bizarre problems.

Hero Point Bonuses

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

San Juan Under Threat!

The Heretic has sent his demands – give him 30 billion pesos and a series of recovered artifacts, or he will have the Hydra devastate San Juan by destroying the Los Caracoles Dam. The Heretic clearly does not know that the characters have the ingredients to make an antidote for the black spores, something that will free the Hydra from the Heretic's control.

Dynamo Joe assembles a massive hypodermic needle mounted upon a missile as the delivery mechanism for the antidote.

The characters go to talk to General Navarro, a man with a tremendous paunch and a beard you could hide an emu under. He is apologetic – he had no idea that Doctor Avispa was merely a pawn of someone else, or that he was going to make the Hydra even more dangerous. The characters elect to work with the General on this – he can assemble the artifacts and the money, the characters will put some obvious bugs on them, and then have Yowie shrink himself down as the "bug" that isn't detectable. The Abyssal notes that he can create a mystical tracker so he can always know where Yowie is.

The Abyssal examines the artifacts. Some of them are strong in spirit magic, in particular a *spirit mask*. Others just look like decoys. So Golden Key stops by a tourist store and buys a decoy to replace the mask. The shrunken Yowie gets in the box with the mask so it'll still detect as magical.

The Ransom Pickup

The characters get into position around the plaza. The ransom is placed carefully at the foot of a statue. At the appointed time, an older sedan plows into the plaza and stops at the edge of the statue (scattering a bunch of tourists in the process). A balding, overweight man gets out, picks up the ransom items, gets back into the car, and drives off.

Far overhead, Overwatch runs the plates. He traces the car to Hector Alvez, a man whom Golden Key quickly determines lives alone in a crappy apartment on the edge of the city. He finds a stack of cash and a note saying, "Use this phone to stay in touch with me!" But there is no phone, and suddenly the cash explodes right in Golden Key's face!

Meanwhile, Hector Alvez drives away. Abyssal guides a surveillance van to follow, though his ability to track the car is limited by the fact that he cannot sense the city around – only the presence of his charm. Far above, Overwatch sees the car enter an underground parking area. And in the car, Yowie hears Hector Alvez speaking on the phone with his boss... in Spanish. It seems like he doesn't know where to go, so he's getting instructions from the phone.

Then Yowie starts to lose consciousness. He realizes that the cause is mystical. He wakes, but in a strange, formless void. A man with long blond hair, half-Asian features, and tribal tattoos upon his face and arms, stands before him. "You have taken the one thing of importance out of the ransom. You must have friends with great magical knowledge, but they cannot help you against the spirits!"

"What is your beef with Argentina? Or whatever?" Yowie is confused by the villain's goals. Mmm, Argentinian beef.

"Song-of-the-Swarm's plan will come to fruition. The beasts of this world will become Apocalypse monsters and destroy the works of man!"

"Why don't we just give you a nice national park and call it quits?"

"Why don't I order the Hydra to destroy the dam and the city, and then you will understand the doom you face. And don't believe that you can simply slay my Hydra, I can always make more Apocalypse Beasts!"

Yowie regains consciousness. Hector Alvez is unconscious in the front seat of his car, which is still sitting in the parking garage.

Hydra Alert!

"We've picked up Hydra movement! It's just north of Los Caracoles dam!"

The characters rush to the dam in various ways. To lose the dam would create a series of disasters – loss of electrical power generation, interruption of agricultural irrigation, and of course a 450-foot wave of water thundering down the canyon towards the city.

The characters are able to hear the Hydra long before they can see it or its surrounding cloud of black spores. Dynamo Joe rolls in and hits the Hydra with a *targeting missile*, aided by Overwatch's guidance, sending the antidote missile straight into the Hydra's flank. The cloud of black spores starts to lose color and dissipate and the Hydra's scales shrink as material flakes away from them. Unfortunately, Dynamo Joe realizes that there is an array of lightning rods on the top of the dam that interferes with his electrical powers.

Yowie grows to massive scale and uses his insight to hold the dam together. He realizes that the Hydra is not using its bulk and strength to destroy the dam. Instead, it is using its powers over earth and stone to cause the dam to break apart on its own. Knowing this, the Abyssal summons a range of planar duplicates to form a mystic chain along the dam, fighting to break the Hydra's control.

Huge stones fall from the top of the dam. One of them strikes Golden Key, leaving him winded. The Hydra's heads strike out at everyone (except Dynamo Joe, who is still out at missile range).

El Genio gets paralyzed, caught by the serpent's gaze, then slammed clean off the dam by a ripple that runs through the stone.

Golden Key launches himself at the Hydra with a *supersonic streak*. He runs at the beast then runs around it so fast that all four of its subsidiary heads tie themselves together. He takes them all out! Huzzah for Golden Key!

Yowie strains like Spider-Man to hold the dam together! Not only does he succeed spectacularly, he also inspires everyone else to greater heights! Dynamo Joe uses the *principle of the indestructible* by leaping into the water and welding weakened support components together. The ritual circle of Abyssal duplicates all coat their hands with blood from the Hydra heads. They scream as they press their bloody hands to the dam. Everywhere they touch with blood, the stones knit themselves back together.

El Genio springs into action! He drinks an alchemical potion, then fortified with fizzing power he slams into the Hydra, knocking the stuffing out of the snake! The Hydra reels! From the control room, the dam engineers cheer the characters along, lifting their morale!

But the Hydra is hardly out of tricks! The Hydra's Tail lumbers into the action as a new lieutenant! And all of its heads regenerate!

Golden Key is having none of that. He unleashes a *supersonic streak*, hammering the main head and (once again) taking out all of the Hydra's lesser heads. The Abyssal follows up – one of his planar shadows pulls a Hydra tooth out of the dam and flings it at the Hydra's Tail. The venom upon the tooth burns the monster, while the removal of the tooth helps the dam solidify. And Dynamo Joe finishes welding the gaps closed.

Yowie leaps up onto the dam and slams his mystic spear into the Hydra's side! El Genio follows up with a super-science strike that leaves the Apocalypse Beast gasping. Then Overwatch's sniper shot takes down the main head! And yet, the Hydra's Tail remains active...

And it isn't only the Tail that remains active – the characters watch in dismay as the main head regenerates! And then the main head attacks with a barrage of strikes, tearing into half of the group. Golden Key's *golden shield* preserves Overwatch from harm, while Yowie's *reactive strike* takes the main head down, again. The Hydra's Tail enters a frenzy, but a short-lived frenzy – Overwatch shoots it down, Golden Key tears down all but one head and injures the Tail, and Yowie turns the one head upon the tail. And finally, Dynamo Joe surfaces in the lake and sends a *targeting missile* at the Tail, ending the fight. The body of the Hydra slides and tumbles down the side of the dam to the ravine below.

El Genio leaps from the dam and forces something alchemical from his pouch into one of the Hydra's wounds. He tells the others, "I don't know how to permanently kill this thing, but this should keep it from regenerating. For now, we need to get this back to the lab!"

El Genio continues, "It seems like the Hydra problem is taken care of. You have earned your commission from Global handily. Now, if only we can do something about the Heretic."

Tracking the Heretic

Dynamo Joe has an excellent (perfect) memory, and uses it to reconstruct the Heretic's tattoos and look for them online. He determines that they are similar to those used by the Dahan, an obscure native tribe who live on an island that hasn't been seen for generations. They once were the people who lived in the Nexus of the Void, and the island of Insula Primalis is the new location of the Nexus of the Void – and it is located in the Arctic Circle.

On the plus side, it is very likely that the Heretic is operating much more locally than Insula Primalis. Otherwise, it would be hard for him to hire local drivers to pick up his ransoms.

With few other leads, the Abyssal uses his precognitive powers to seek out people who may have seen the Heretic. He is successful, but there is a cost – a *void minion* starts watching him, and while he can see it from time to time, none of the others can. Abyssal's Dark Voice leads him to the Capitanich Vineyard. He learns that all of the employees were recently fired, and the master of the house is staying there alone. He explains all this to the others, and they accept his lead without nearly the level of question that he might have expected. Golden Key in fact explains, "For you, this is a very rational explanation."

Yowie sponsors a wine tasting at a nearby vineyard as a healing montage; since they are Australian it devolves into demands for "more plonk" and obnoxious drinking songs very quickly.

Capitanich Vineyard

The characters head up the road to the main house carefully. They note that there are speakers mounted up on poles. As the characters pass they crackle to life and the Heretic addresses them, "I see you have found my hiding spot, but it will help you not! You cannot fight the spirits, and in addition to spirit forms I have guardians forged of science!"

Two creatures burrow out of the ground, each about the same size as the main house: a two-headed lizard creature that breathes fire and has a magma arm, and an armor-plated stegosaurus.



The Heretic mocks the characters, “Just a couple of little presents from Insula Primalis!”

Duo-lizard and Mechastego advance upon the characters. The sky takes on a reddish hue – and the creature’s aura reduces all of the

characters’ power dice.

Overwatch takes to the skies! Dynamo Joe blasts lightning into the skies to break the effect. “This is an atmospheric effect! If we can create enough charged particles we can dismiss the effect!” Abyssal takes him at his word and creates a vortex of Atlantean power with the Amulet of the Void, drawing away the power of the red aura.

And then Yowie boosts up his size and flings a giant wine bottle at Duo-Lizard. The giant lizard doesn’t seem to notice that, but it does rasp back at him, “Your power will be mine!” It absorbs his *size control* powers – everyone sees Yowie shrink back to normal size.

Then Mechastego shoots dual lightning bolts at Abyssal and Golden Key. Golden Key responds with a *non-stop assault*, after reversing the effects of the beast’s electricity into a bonus with *inside your defenses*.

Dynamo Joe trundles up the vineyard road, leaving a dual-track trail of destruction behind him. He shoots a *rocket grapple* at Mechastego. Mechastego is annoyed.

The Abyssal flings the Amulet of the Void up into the sky. There is a reverberating discharge that ripples through the air, clearing away the red sky effect. The Amulet hovers for a moment, then falls back to Abyssal’s hand.

Duo-Lizard stomps into the fields and unleashes *field of fire* upon Golden Key and Dynamo Joe. Golden Key has some defenses active, and easily escapes harm. And then Mechastego sweeps around and clobbers Golden Key with its tail. Yowie responds with a *knuckle sandwich*.

Overwatch circles around with his gyrocopter and sends bullets ricocheting off Duo-Lizard’s armored head. Duo-Lizard crushes a nearby gazebo in anger. Golden Key comes in at speed, hammers the lizard

but gets hit by the lizard's *fire shield* in return... until Abyssal deploys the *shield of the Abyss* to first block the blast, and then hammer Duo-Lizard directly with the Amulet of the Abyss.

Duo-Lizard responds with *your power is mine*, wracking Abyssal with a hinder and stealing some of his *eyes of the Amulet* powers.

Dynamo Joe sends a lightning attack at Mechastego, only to find that the beast is immune to electrical attacks. Mechastego responds with a shattering *lightning bolt* that hits half the group and leaves both Dynamo Joe and Golden Key shaken. And Duo-Lizard engulfs Yowie and Abyssal in a *field of fire*. Abyssal summons and sacrifices a planar shadow to consume Duo-Lizard's power drain on him, though the effect leaves him shaken.

Golden Key unleashes an *unerring strike* upon Duo-Lizard, slipping completely past the monster's defenses. Abyssal twins the Amulet of the Void. Holding one copy in each hand he leaps up and hits Duo-Lizard once in each head, knocking the monster out. The creature flops to the ground and starts to shrink – except that the metal parts of its body cannot shrink, so the process is slightly gruesome.

Yowie grows back to giant size as Duo-Lizard's powers wane. He turns to Mechastego and invokes a *relic drain* upon the creature. Mechastego responds by displaying his *awesome might*, and it is truly awesome.

Yowie and Golden Key move in on Mechastego. Golden Key's *unerring strike* really is unerring, he leaves one of the beast's armor plates hanging limply. Mechastego answers with a *lightning bolt* at Abyssal and Yowie. They use defensive effects to mostly deflect the damage, but Golden Key takes a *shocktail* right to the flank that interferes with his flow.

But Mechastego wasn't paying attention to Overwatch, who found a vulnerable spot and sends a precision shot straight through the creature. Greenish gore splashes upon the ground in massive quantity. Mechastego collapses, but then comes back up because he's got *hard to knock out*. Abyssal knocks him down with an *amulet strike* and lands a penalty on him. Dynamo Joe fires a *rocket grapple* and adds another penalty. And both of them leave Mechastego opened up for Overwatch to take the creature down with *ultimate weaponry*, which turns out to be a rifle. Or maybe gyrocopter blades.

Heretic Escapes

Heretic comes out of the house and monologues, "You have forced me to retreat to the spirit world, but you will not be able to follow me!"

Then he vanishes.

Because of course he does.

The heroes are left alone at the winery. "This plonk is ours by right of conquest!!!" proclaims Yowie.

Fate of the Vineyard

Yowie investigates the vineyard house. He determines that Heretic showed up, used his magic to convince the staff that he was the actual owner, fired them all, and then walled up the family that actually owned the place in the walls of the cellar “Cask of Amontillado” style. Thanks to his work, the characters are able to rescue them alive!

KDI Levels Up

KDI goes up to Level 2 – the company is now able to pay its debts, and there is money for some additional equipment and vehicles. The company gains a new perk:

- **Dormitory:** Each hero now has their own quarters at the KDI headquarters, decorated how they like and specialized for their needs. Each player should describe what their character’s quarters are like. If the heroes have a decent amount of time to go back to HQ and relax in their quarters, they can recover all Health.

End of the Session

The characters have finished the adventure *American Serpent*. This is the ninth session, so halfway through the group’s second collection. Everyone earned five hero points over the session.