

Kaiju Defenders Inc.

The Group

Player	Hero Name	Alias	Description
Paul			
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 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 is high upon life, because he was out at a very cool convention in San Antonio yesterday. *Bruce* and *Tim* are equally enthusiastic, mostly because Alex Jones was assessed some \$50m in damages for the consequences of his various Sandy Hook lies. *Chris* just chuckles. He still believes in the ability of the American justice system to deliver justice. And *Patrick* is lost in an existential moment: what is justice? Is justice eternal? Is it only subjective?

Paul has no patience for any of this, he just wants to run a Sentinels game about giant monsters. Is that too much?

Hero Point Bonuses

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

The Serpent Is Vanquished

The last session saw the end of the *American Serpent* adventure and the midpoint of the group's second collection. It also saw KDI's recovery reach a point where the company is once again able to pay its bills more or less on time – and to provide the characters (and, presumably, other employees) with resources like vehicles and mundane gear. Even better, the characters all have their own quarters in the KDI headquarters now:

- **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.

Night at the KDI Headquarters

Dynamo Joe is in his new room. He has a pegboard wall crowded with tools, and a Star Wars-style oil bath for him to relax in. He's taking a pleasant soak when alarms start to go off...

The walls of Abyssal's room are decorated with dark tapestries, the details only barely visible. There is an altar in the corner built around an Atlantean artifact that cannot be clearly seen, even if you focus upon it. To one side he has shelves stacked with ancient books and decaying artifacts. He sits upon a low cushion in the center, in front of a low desk. The edges of the comic panel seem to fade off into elsewhere. The alarms break him out of a deep meditation session.

No two items in Golden Key's room have the same color – he has embraced an NFL locker room style, plus a liquor bar with many flavors of schnapps, and hasn't been particular about ensuring that his sheets match his drapes. Also, he has a treadmill built around a giant wheel – when he exercises, he can power the entire KDI building. The alarm klaxon almost interrupts a fight he's having with Ermine – they were each accusing the other of not being sufficiently committed to the relationship, and pregnancy hormones are only accentuating her underlying behavioral instability. And Golden Key's willingness to point out that she's being unstable is like pouring gasoline upon the flames.

Overwatch's room is directly between Abyssal's and Golden Key's room. He wears noise-canceling headphones a lot, though he thinks of them as "head canceling" half the time. His décor is Spartan – a weight bench, a soldering and electronics bench, a regimental flag upon one wall, and a few framed photos of his old comrades in arms. His bed is simple, made up in military style. Oh, also he has an array of military and flight simulator games and a station to play them. Unlike Golden Key, he realizes there is an alarm quickly.

Yowie took his decorating spirit direct from the 1970's. He has a mini beer fridge, a poster of Bo Derek on the wall, and a closet full of Hawaiian shirts. He has a balcony overlooking the beach as well, and that's where he is – using binoculars to find hot mamas he can jog by. What he *actually* sees is a huge tentacle covered with arms and mouths. He adjusts his binocular focus.

The Neighborhood Goes Downhill



Yowie looks around and recognizes that the tentacle is just one of several, and that they are coming from above, not below. There is a disturbance in the sky and tentacles are slithering out of it. Even better, there are scattered hulspawn lurking through the nearby streets.

Overwatch heads for the express elevator to the helipad, then takes to the sky! Dynamo Joe and Golden Key leap to action, scattering hulspawn and giving the civilian bystanders time to get out of the way. Overwatch does his best to pick up civilians and drop them off in a place that will make them happy – one ends up in an ice cream

parlor, one ends up in a nice boutique, and one rather disturbed guy ends up in a cinema watching a Chris Pratt alien invasion movie.

Yowie grows large, then jabs at a tentacle that is hugging a pickup truck. It shudders in disturbing fashion, then grabs and squeezes him. Reality tears, and another hulspawn drops into the scene. The hulspawn mob Golden Key, Dynamo Joe, and Yowie (who manages to deflect the incoming attack very effectively).

Abyssal steps out of a shadow near Dynamo Joe. He stares at one of the hulspawn, projecting the image of the Amulet into its mind. The creature utters a dismaying scream and collapses, its mind overcome by the Amulet. He calls up three *planar shadows* to usher the last few civilians into a nearby civil defense shelter, while his primary form distracts a nearby tentacle.

Dynamo Joe unleashes an *electrical storm*, collapsing four nearby hulspawn and dismaying one of the tentacles. Golden Key teleports a key into the hulspawn in front of him, unleashing a wave of essential energy that topples three more. The *eye in the sky* counteracts the force wave, protecting a single hulspawn.

Yowie grabs a hulspawn and flings it into a tentacle. The effect upon the hulspawn is dramatic. The effect on the tentacle is negligible.

Three new squads of three hulspawn shimmer into reality and attack. They rush to the attack! Dynamo Joe complains, "My favorite bath towel!"

Apparently, Dynamo Joe's complaint is heard! The hero Mysterious Defender shows up to help against the eldritch horrors, wearing a power suit and wielding robotic minions (he is a friendly d12 lieutenant). His drones fan out and attack the tentacle cluster near Golden Key. Overwatch and Yowie work together against the tentacles nearest the building – Overwatch shoots it to get its attention while Yowie draws away some of its power.

Dynamo Joe notices that the hulspawn are standing in a pool of water from a broken hydrant. He electrifies it all, jangling three of the monsters. They rush to attack him, but the Abyssal makes reality shake, protecting him from the damage. The sky tentacles lash out, filling the area with tentacles that grab whatever they can.

The Mysterious Defender sends a wave of drones straight into the tentacles. The drones explode, forcing the tentacles to recoil back. Another wave of drones sends the tentacles back further.

Overwatch ignores the forest of tentacles to unleash an *unerring strike*. His power rips a ghastly gash along one side of a sky tentacle. Horrible greenish gore drips upon the pavement. Yowie brandishes his sacred spear and drives it into another tentacle. The thing shudders. There is a horrible shrieking from above, and the tentacles withdraw into the sky. Abyssal, Dynamo Joe, and Overwatch clean up the last of the hulspawn.

An Accusation

The Mysterious Defender points at Abyssal and accuses him, “These creatures are drawn here by THAT!” He points at Abyssal’s amulet. “But you are not completely to blame. Meet me tomorrow at Café Pushkinova and I will tell you all!” He turns on his heel and flies away.

Dynamo Joe is left behind to deal with the police, even though the others are somewhat concerned that he might use the occasion to announce a list of demands. Overwatch and Yowie ensure that Dr. Broussard is also on hand to mitigate any damage that Dynamo Joe might do.

Abyssal flees back to his room. The pressure of the voices in his head is just becoming too great. He closes the door and sags to the ground, holding his head and howling in cross-dimensional agony (and, incidentally, gaining a “encroaching madness” bonus).

Golden Key recalls that Abyssal mentioned that he can no longer go into churches because his skin burns and breaks out into boils. He and Yowie work together to assemble an array of blessed and sacred weapons – Golden Key gains a “power of the keys” bonus.

Dynamo Joe reviews footage of the battle from his onboard cameras. He is very concerned that Baron Blade might come back, and wants to convince himself that the Mysterious Defender is not a lieutenant (or alternate identity) of the Baron. He studies the current situation in Mordengrad and finds that it is now ruled by Ivana Romanat, who claims to be the daughter of the original Baron Blade. He also calibrates his multi-missile rack to work better against Hul-derived tentacles.

Overwatch comes into Dynamo Joe’s room to share some information. He’s learned that Café Pushkinova is the only Mordengradian restaurant in Sydney – and that the Mysterious Defender was speaking with a Mordengrader accent. Also, using powered armor and arrays of drones is very much in keeping with Baron Blade’s style. He gains a “well-informed” bonus.

Suliman’s Story

Yowie has access to all of the Abyssal’s browser bookmarks and finds out that there are very few sources of information on otherworldly abominations available on the Internet. He steals a couple of the Abyssal’s notebooks and finds that the Abyssal knows very little about ancient Atlantean secrets – because all that was gathered up by secretive wizards and scholars who felt a need to restrict it. But he realizes that Sulimar the Magnificent does know these things, so he goes to visit the man’s magic shop on Broad street. Sulimar greets him, and shares a shot from a bottle that tastes and smells like it was made out of pine tar. He also tells Yowie that he serves as guardian of the Atlantean Keystone, ever since the characters recovered it.

Sulimar goes on to describe how the Altanteans used their magic for everything, but then found that their powers attracted malign elder forces, personified in the shape of xxtz’Hulissh. They destroyed their own cities, artifacts, and civilization to entrap the creature. But now scientists have found the old site of Atlantis and study its artifacts – which is weakening the prison that holds xxtz’Hulissh in place. The removal of the Twelve Sacred Artifacts is a key problem. The Amulet of the Abyss is one of them, and

the Keystone is another. Simply returning those artifacts to Atlantis would be a start, but would not nearly be enough.

There was once a cult of xxtz'Hulishh created on the Internet. They were organized enough to obtain a submarine and used it to reach Atlantis, but the city's defenses destroyed the vessel and all of the cultists except the leader. The research team there found him wandering the corridors of the dead city, incurably insane. He has since been committed to a mental hospital.

Sulimar notes that while traveling to Atlantis might be on the menu, he and his ventriloquist's dummy are not planning on going along. And that rumors that Sulimar might himself be an ancient Atlantean sorcerer, suffering under the curse of immortality to ensure that the secrets of his lost home remain secret.

The characters know that *Tempest's Storm-Blade* and the *Atlantean Conduit* are two of the other Atlantean artifacts.

The Abyssal emerges from his room and says in a haggard voice, "I know a way to reach Atlantis that nobody else knows."

Golden Key asks, "Does it involve tentacles?"

The Abyssal says nothing.

"Does it not involve tentacles?"

Again, the Abyssal says nothing.

Overwatch, knowing where the group is going, runs a deep diagnostic upon Dynamo Joe. During the process, he inserts his own secret "kill command" to disable Dynamo Joe in the event that Baron Blade (or his successors) retake control of the robot.

Twelve Canonical Relics of the Ennead

- Staff of Ra - fire powers! his deck cared about three things: fire, damage, and fire damage
- Scarabs of Atum - granted sun powers, leadership things
- Sickle of Geb - turned him into a giant serpent man, and could make earthquakes
- Sun Disc of Isis - she sprouted big bat wings and weird mystic powers
- Ankh of Nephthys - turned her into a mummy, gained funerary powers
- Magic Orb of Nuit - granted control of the sky
- The Crook and Flail of Osiris - had death powers
- Typhonic Rod of Set - storm control
- Khopesh of Shu - turned the wearer into air
- Votive Shield of Tefnut - turned the wearer into a furred cat creature, really mean in a fight
- Rod of Anubis - can blast people with Infernal damage
- Idol of Anput - can heal people

Café Pushkinova

The characters visit the café. The menu includes a lot of traditional Mordengrader cuisine, including meat stews and other heavy dishes. There is a very heroic painting of Baron Blade looking to the sky. Sitting at a table right underneath the painting is a figure with a hooded cloak in white and blue. The other patrons pointedly ignore them.

The characters do not. Overwatch and Golden Key are first to join him. Golden Key orders a *shubat*, herring under a golden coat – a traditional dish. He has no idea what he has just ordered. Abyssal also sits down and orders *oghi*, which he is certain is tremendously alcoholic.

The figure speaks, “Welcome, friends. We have fought together, and that makes us brothers. We should drink.”

Abyssal agrees, “We must drink.” He downs his glass of *oghi* in a single swallow, then winces.

Dynamo Joe doesn’t need to eat, but he does know a lot about Mordengrader cuisine. He advises the others on which dishes they shouldn’t order. Several characters order bowls of *ukha*.

The Mysterious Defender drinks his tea. “I have information on the strange creatures coming here from another world. They are being excited by the projects of Ivana Romanat, the new leader of Mordengrad.”

Yowie jokes, “She makes me crack a rib too, but I don’t cross dimensions for it.”

The stranger warns, “She has not gone the path of her forbears, the path of science. Instead, she has gone the path of magic.”

Dynamo Joe asks, “How to do know this?”

“I know her as well as I know myself, for I am her clone!” The stranger pulls back his hood to reveal the scarred visage of Ivan Romanat. “Ivana was the result of a project I started to clone myself, but she has come out wrong!”

Dynamo Joe asks, “So you want us to depose her, so you can take the throne of Mordengrad back for yourself?”

“That might be a side effect, yes.” Dynamo Joe recognizes this as part of Standard Plan 17: “Reconquer Mordengrad.” The once-Baron continues, “As you know, I suffered these scars while saving the world

Often dubbed as Armenian vodka, *oghi* is a strong Armenian spirit that is distilled from various fruit and berries. The drink is traditionally produced as a local moonshine variety, with many households distilling their versions from various available fruit.

Ukha is a rustic Russian soup consisting of a broth filled with herbs, seasonings, root vegetables, and fish such as salmon, cod, perch, and trout. A bit of vodka is often added into the pot while the soup is simmering. Although it originated as a simple broth, it evolved into an elaborate dish during the 16th and 17th centuries, when it was served in Russian courts. Apparently, the soup is so good that it was even a favorite of Ivan the Terrible.

from Oblivion. But I am not asking you to retake Mordengrad, I am asking you to travel to Atlantis and stop her from unleashing powers that would destroy the world. You are noted specialists in defeating the giant monsters that will surely attend her ritual.”

Abyssal rasps, “I will go to Atlantis.” He drinks another glass of oghi.

Yowie asks Ivan Romanat, “Will you also go to Atlantis?” He notices that one of Ivan’s arms is a cybernetic replacement.

“You saw me fight, did you not? How could you deny that I need to be at your side?”

The Abyssal tells the others, “We must go, we have no choice. It is obvious.” He drinks another cup of oghi and falls silent.

Overwatch notes, “I’m surprised to say it, but I agree with Abyssal.”

The others hem and haw for a bit, but eventually all agree that they will accompany Ivan Romanat on his submarine to Atlantis. Ermine reassures them, “Oh, I’ve worked with him before! I was on his team when he was getting vengeance on the Freedom Five. I don’t think he’s ever not betrayed a team he was on, so you should expect him to betray you at some point.” She seems to think that this is reassuring.

The characters also recruit Sulimar the Magnificent to accompany them as an ally.

The Guardians of Atlantis

The scene shifts to the characters loading their gear on board the Luminary’s submarine. The journey from Sydney to the South Atlantic site of Atlantis is surprisingly convenient. As the vessel gets closer, the characters see strange examples of undersea life. The long strands of kelp writhe and twist together. Giant squid with too many eyes and mouths shadow the Baron’s vessel. And the ship is finally confronted by an ancient rusted submarine hulk, except that giant crab legs dangle from beneath its hull – as if a giant hermit crab was wearing it as a shell. Beyond these monstrous guardians, the characters can see the magical dome enclosing the ruined city of Atlantis.

Overwatch boards his modified personal watercraft and heads out to scout the terrain.

Sulimar attempts to open the way through the wards. He cries out from a burst of magical feedback. Abyssal joins in and peels away two of the barriers.

Meanwhile, Yowie has himself loaded into a torpedo tube and shot at the Canned Crab. He grows to giant size and swims towards the monster, though the entangling seaweed slows him down. Dynamo Joe follows a moment later. He powers forward using his new underwater rotor drive, even though one of the propellers gets fouled by seaweed. Both of the giant squids follow his passage with interest. They lash at him with tentacles and beaks.

The Canned Crab fires a missile barrage! Everyone is amazed – the crab can fire torpedoes! The Baron's submarine is struck several times, forcing the characters (and the Luminary) to do several bridge rolls to show how bad the situation is.

Golden Key unleashes a full array of teleported keys at the giant squids and the Canned Crab. Both squids are wounded, and are even more wounded after Dynamo Joe blasts them with an electrical surge. Golden Key swims around and punches one of the wounded squids. It lashes its tentacles at him with a weak sense of determination.

Back in the submarine, Sulimar and Abyssal continue to break through the wards.

Luminary sends more torpedoes at the Canned Crab, which retaliates against the only target it can reach: Overwatch! It grabs him with two claws and *pulls...* Overwatch struggles free and gets off a single shot at the Crab, leaving the creature open for Yowie to strike with his spear.

A strange ward triggers and inflicts backlash upon the Abyssal. He shudders as mystic energy courses through his body. He and Sulimar redouble their efforts, and finally manage to open the wards.

Golden Key teleports another barrage of keys at the squids, taking one of them out. The Canned Crab retaliates against Yowie, but he is saved by a combination of Abyssal's *Abyssal shield* and Golden Key's speed defense.

Dynamo Joe unleashes a flight of targeting torpedoes. They isolate the exact location of the Canned Crab. Abyssal uses his precognitive senses and makes a gesture, one of the torpedoes changes direction just slightly and strikes the creature at the exact perfect spot. The torpedo explodes, killing the giant mutated crab inside the submarine hull. Unnatural guts and body parts flow into the water as the wreck sinks back into the darkness.

End of the Session

The session ends with the wards of Atlantis bypassed and the defenders defeated. Next session starts with the characters entering Atlantis!