

Kaiju Defenders Inc.

The Group

Player	Hero Name	Alias	Description
Paul			
Bruce	The Umbral	Haskell Marston	Dynasty, Mystical, Shadow, Decisive
Chris	Golden Key (Black Clavis)	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 recommends that everyone talk about Earth-29. *Bruce* is very confused – surely Earth-17 is more worth attention. *Chris* explains that there was a failed TV series called *Naomi* that treated it as a high-value plot point. He also notes that the program failed to even broadcast all of its episodes.

Tim must know, “Is it better or worse than *The Inhumans*?”

Ernest assures him, “Everything is better than *The Inhumans*.”

Patrick rests easy in the knowledge that he has access to the secret archive of *Naomi* episodes. It is secure. Completely secure.

Paul logs in just in time to hear *Ernest* scream out, “I can see your dirty pillows!” He feels grateful that he was not privy to what led up to that moment. The others just know that he is right.

Hero Point Bonuses

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

Are We Supervillains Now?

The characters emerge from the Dreaming to discover that the area around Ayers Rock is now a lush forest. *Golden Key* is concerned, “Are we villains now? How much trouble are we in for interfering with an Australian natural wonder?”

Fortunately, his concern is short-lived because the next thing the characters learn is that mutated monsters are coming up out of the oceans all along the coast and spreading yellow dust that creates giant monsters. Based upon their appearance, the things are terrasours from *Insula Primalis*. Normally, terrasours cannot reach the mainland because it is very isolated – but apparently not any more.

Battle for Sydney

The group returns to Sydney to find parts of the city in flames as Kangasaurus Rex goes on a rampage! The creature is a gigantic green monstrous kangaroo, escorted by a pack of Joey minions. Overwatch takes to the skies while Dynamo Joe ramps up his minion creation engines. The first minion has helicopter blades and takes to the sky. And Yowie ramps up his size to challenge Kangasaurus directly.

Golden Key moves through a large office building, warning employees to move to safety. He notices that all the local tech and facilities systems are triggering (and destroying themselves) randomly. He moves down a corridor into a cafeteria and disturbs a Joey gorging itself. It raises its head and looks straight at him, then rushes over to take a kick at him.

Kangasaurus Rex pauses next to an electrical substation. A cascade of lightning flows into the creature, which feeds upon the sheer chaos.

Umbral spots a crowd of civilians that are about to get trapped by the crowd of Joeys converging on Yowie. He steps through shadows to get near to them, then uses his suggestion powers to guide them to safety. Unfortunately, he also draws the attention of all the Joeys. High overhead, Overwatch calls out, "Watch out! They have you cornered!"

Golden Key zooms down the high-rise stairwell and straight into the crowd of Joeys, disorienting them. One of them turns around just in time to see Yowie's giant, hairy foot as the hero kicks it into Kangasaurus' gigantic torso.

Flames gout from a nearby building, showering Yowie and Golden Key with burning embers. Kangasaurus attacks with unerring precision, swatting at both Yowie below and Overwatch above. Golden Key throws up a spray of debris to shield Yowie from the attack.

Umbral ushers the last group of civilians in peril towards a solidly-built parking garage. His strange powers cause the wall of the building to shimmer and distort, allowing the civilians to pass through to safety. The backlash of the distortion effect hits Kangasaurus Rex, confusing the giant monster's precognitive defenses.

Dynamo Joe orders his tarantula bot to surface and take down one Joey, then powers himself up and unleashes a *cosmic blast*, a giant cutting beam that spins around the landscape. The robot hero intones, "I am the Alpha. I am the Omega. Zorpf!" By the time the beam dissipates, all the Joeys are down.

Golden Key is *always on the move* and tears up one of Kangasaurus' legs. Yowie follows up with a *strike from sight beyond*. And Umbral teleports up to its head to hit it with a broken traffic sign. Kangasaurus shows its displeasure by creating a wave of random explosions. And more Joeys leap out of Kangasaurus' pouch.

Overwatch flies near to take a shot at Kangasaurus Rex. The monster catches him with one of its immense paws, ringing Overwatch's bell pretty thoroughly. Overwatch regains control of his autogyro

and shoots again, this time hitting Kangasaurus in the eye. The monster collapses to the ground, and as it falls all the misbehaving technology nearby goes back to normal.

The characters return to the KDI headquarters and their apartments.

Sydney Is Saved!

Yowie took a lot of hits from Kangasaurus Rex, so he returns to his room to rest and place a healing gaze upon his posters of Bo Derek and Jansa Vi Dero. Apparently he is developing a fascination with the Terminarch, though the poster looks more like something out of the artist's imagination than the actual entity.

Future Daughter Comes Visiting

Golden Key goes out to gather speed energy in the area attacked by Kangasaurus Rex. He finds that absorbing kinetic energy from falling debris is an effective strategy. But while he's out, he encounters a young woman doing the same thing, running around at super-speed, except that she also leaves a trail of fire. Her costume is similar to his, but with a flaming skull motif rather than keys.

She tells him, "I'm so glad to meet you, Dad!" Golden Key doesn't know what to say, except that speedsters and time travel go together like olives and pita bread. "My hero name is Blitz Fire!"

Golden Key reflects that it could be worse, she could be called Blitzkrieg.

"This Apocalypse Beast situation is only going to get worse, and I want to help out! Besides, I know where we can find The Heretic."

"So, he's the person behind this?"

"The spirits are the ones really behind it, but Heretic is involved. He has the only spirit that could help you get into the Heart of the Void. Also, I brought the Zither of Zarathorpe. It can help you, but I think you will need the Argent Adept's aid."

Somewhere, miles away, the Umbral shudders at the mention of his nemesis' name.

Golden Key continues to talk to his daughter, "Are you going to help us? Also, how are your mother and I getting along in the future?"

"I can't really say – there are some serious rules about interfering in the past."

"Okay. But you remember all those times I brought you to Little League games?"

"Well, yes. I can't tell you much, but I can say that Heretic is on an old Blade platform out in the ocean. You will need the Zither and the Argent Adept to open the way to the Heart of the Void."

"Great. If you need someplace to hang out we have a library. It's full of books and nobody ever uses it."

(The scene shifts to show Umbral studying in the library)

Study Session

Umbral is in the library, poring over *Errechari's History of Sorceries of the Void*, when Rainn Blitzfire suddenly arrives. He stammers, "I'm absolutely not researching secret weaknesses of the Argent Adept!"

"My Dad said nobody would be in here. I'm sorry to disturb your... whatever... So, what do you call yourself these days?"

"Umbral"

"And you're not a supervillain yet?" She recognizes him but seems apprehensive.

Umbral recognizes Blitzfire's origins, and that he cannot expect too many straight answers from her, "How far from the future are you?"

"About twenty years."

"What are you able to tell me?"

"You won't like what I have to say. To get to the Heart of the Void you will need to enlist the aid of the Argent Adept."

...The reader knows that this is the moment when Umbral turns to villainy, and Blitzfire clearly also knows this, but the Umbral does not...

"Why do we need his help?"

"Only the Adept can play one of the instruments of the Virtuosos."

Once Blitzfire is gone, Umbral researches the Virtuosos. There have been many of them, each with their own specific instrument. The Argent Adept is the most recent of these. His instrument is the flute, but he can manifest the spirit of any of his predecessors and play their instrument. Some of them have been distinctly malign, and Zarathorpe is one of them. Other Virtuoso instruments include Akpunku's Drum, Drake's Pipes, Eydisar's Horn, Musaragni's Harp, Telamon's Lyra, and Xu's Bell. And unfortunately, the Umbral is unable to find any way for another to steal the power of a Virtuoso's instrument.

Global Emergency

Overwatch goes to the Global Defense Office to learn the extent of the Apocalypse Beast attacks. He learns that there have been sightings and attacks all over the world, and that several superteams including the (once retired) Freedom Five, the Darkwatch, the Prime Wardens, and others are fighting individual monsters. The Argent Adept is currently fighting as part of the Prime Wardens.

One of the Global officers tells Overwatch that the biggest current open problem is in Zurich, where a giant snow monster called the Tatzylwurm is burying the city in ice and snow. It has also released to monsters, Boogg and Schmutzli. She offers to provide the team with fast transportation to the scene.

Robot Bodies Are the Way to Go

Dynamo Joe concludes that having backup robot bodies might be essential if the team is going to go fight Apocalypse Beasts. He's working against a deadline, so he takes some shortcuts – he relies upon old Baron Blade technology, some tissue samples he took from Kangasaurus Rex, and a surprisingly useful collection of pieces Golden Key left for him. He doesn't question where Golden Key might have found all of the components (Biomancer) or whether they might be evil...

Zurich Touchdown

The group touches down in Zurich and immediately heads to the scene of the Tatzylwyrms' depredations. Contrary to Yowie's expectations, they're not just out caroling. The whole place is engulfed in a massive snowstorm. Ice is growing up the sides of buildings and tearing them apart, and sections of the city are in ruins.

Overwatch takes to the skies, calling out locations on the three villains. Blitzfire takes to the ground, running a burning trail into the ground and setting both Boogg and Schmutzli on fire. The Tatzylwyrms are ripping a building to the ground while the smaller villains run around unleashing hellish forces upon the town. She calls out, "Come on, Dad!"

Golden Key follows in her footsteps, performing a *non-stop assault* upon the Tatzylwyrms. Boogg flies up out of reach, having no desire to get hammered by multiple speedsters. Behind them, Yowie grows to gigantic size to take on the monster directly and Dynamo Joe assembles a *buzzbomb*.

While the characters pile onto Schmutzli, Boogg hovers around overhead... things are going well for Schmutzli, until a statue falls on him. Boogg fires down upon Golden Key with *infernal power*. Then the Tatzylwyrms attempt to crush everyone. Umbral responds by severing away the Tatzylwyrms' shadow, weakening the creature. Umbral moves back into the snows bearing a piece of the monster's shadow.

Boogg swoops down to unleash *vicious entanglement* upon Yowie, who shrugs off the effect. Then Tatzylwyrms *entombs* Dynamo Joe in ice. Blitzfire leaps into the air upon a pillar of fire and attacks Boogg in return. Boogg attempts to flee, but is only able to evade some of the assault.

Yowie *strikes from sight beyond* against the Tatzylwyrms. The creature still has defenses strong enough to shed off most of the attack. Golden Key exposes more weaknesses in the creature's shell by packing it with burning rubble, incidentally also stacking rubble against a collapsing church to reinforce it.

Everyone gets free of their bonds - Dynamo Joe breaks out of the ice block, Schmutzli frees himself from beneath the statue. But then Umbral steps over to the threatened church and touches a single ice column. Reality distorts, shattering the column and saving the church – and also washing over Boogg, Schmutzli, and the Tatzylwyrms, leaving them all disoriented by *distorted reality*.

Boogg attempts to attack Blitzfire, but the speedster is easily able to avoid the *infernal shroud*. Schmutzli doesn't even manage that much – his *organized march* is completely consumed by reality distortions. The Tatzylwyrms counters by *sending the snows*, leaving the characters blinded by snow squalls.

Umbral steps into the last shreds of the Tatzylwurm's stolen shadow, emerges in front of Boogg to deliver a right hook, then shadow-steps back to Yowie's shoulder to clear the snows from his eyes. Yowie takes advantage to hammer the Tatzylwurm again, while Blitzfire punches Boogg out.

The Tatzylwurm punches with the *fury of the wyrm*, striking out from under the cover of *blinding snows*, but Golden Key is able to deflect the attack with *100 shields*. And in the background, Dynamo Joe is busy constructing a *spidermech* that can scamper across ice and snow with disturbing ease, then boosting it up to impossible strength!

Umbral shadow-steps up to an overhead electrical cable and shatters it. He swings down at the end of the cable, using it to throttle the creature. The Tatzylwurm howls and unleashes an *ice scale explosion* that takes down one of Dynamo Joe's robot minions. It thrashes around, impeding everyone, except for Overwatch who is able to shoot it down. It collapses to the ground. The characters have saved Zurich!

Golden Key knows that Blitzfire cannot stay, so he tells her how proud he is of her, and refrains from pointing out that her mother is a bitch. She hands him the Zither of Zarathorpe.

Things Are Not Good out There

Within moments after the destruction of the Tatzylwurm, the characters are sitting in a pleasant Zurich café drinking coffee and watching news reports about monster attacks in other cities across the world.

End of the Session

The session ends with Zurich saved and the characters sitting in a Swiss café. The group accumulated a paltry 2 Hero Points over the course of the adventure.