

Kaiju Defenders Inc.

The Group

Player	Hero Name	Alias	Description
Paul	The GM	"The Tea-Drunk Dandy"	Ruthless
Bruce	The Abyssal	Haskell Marston	Dynasty, Mystical, Sorcerer, Decisive
Chris	X-Celerate	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

Today we are gaming in person! It is a baffling and amazing thing, particularly because everyone is still connected to their laptops. And also because *Paul* is disoriented by the need to actually leave his house. *Tim* saves the situation by discussing the incredible longevity of his catbox technology – which continues to operate in spite of having to deal with the “load” of six cats. *Chris* displays diligent interest in the conversation, which dismays *Cookie* because it distracts him from distributing treats. *Ernest* merely grins – he’s winning various online auctions for things that aren’t NFT’s. *Bruce*, in contrast has NFT fever – the more useless, the better! *Patrick* is also interested, because he’s a Bitcoin billionaire and is eager to find anything that he can spend his “money” on.

Hero Point Bonuses

Last session, the characters earned 5 Hero Points. This session, they can be used for bonuses – but the bonus size needs to be defined at the start of the session.

Kaiju Business Credits

The characters have accumulated 8 points of the 12 total points to bring Kaiju Defenders, Inc. up to Level One:

- 3 points for defeating Ryujin
- 2 points for saving the hospital
- 3 points for defeating Dogzilla and preventing the destruction of a trailer park (and all of its inhabitants).

Montages!

Overwatch devotes himself to researching the origins of Ryujin. He finds that Kaiju Defense currently has extremely old and incapable computer systems, so he goes to his own lab, paid for with military money. It’s still cobbled together and very DIY, but at least it wasn’t built in the 1990’s. He thinks very hard, which makes his thought bubbles tinge red, and he assembles a giant conspiracy board. He finds records that Ryujin has attacked several oil rigs, and all of them are owned by Conte Energy. Sure, they own 80%

of rigs in the southern hemisphere, so it could be a coincidence. But then, he finds evidence that they suddenly shut down an inland facility – far from where Ryujin could reach.

Hoping to learn more, Overwatch attempts to find more information through more invasive means. He finds that everyone who might know more has been silenced by NDA's.



Yowie puts on his old uniform and looks up an old navy buddy, Marty Bayan. Marty greets him, “Hugh! How’s it going?” They exchange a firm, manly handshake. Marty tells him that the new Legacy visited their ship – they got to participate in an action against a missile robot out in the ocean with her.

“It’s too bad that she’s out showboating, and not fighting against the real threat!”

“Hippies?”

“No! Sea monsters! This Ryujin thing has been tearing up oil platforms.”

Marty notes that the brass has been relying upon private contractors like KDI to deal with the monster problem. Yowie presses him, suggesting that anti-sub defenses must have seen something. Marty defers, suggesting that while someone could start a project like that he hasn’t heard anything so far. Yowie encourages him to do what he can.

X-Celerate heads inland at great speed to investigate the inland site his brother Overwatch found. His encounter with Dogzilla took a lot out of him, so he steals speed from a herd of kangaroos on the way. He finds a lot of destruction at the site. He also finds the prints of a giant four-footed creature, maybe an immense ungulate. Whatever destroyed this place was not Ryujin, but it was huge. He tries tracking the creature to the ocean. It isn’t long before the prints vanish, but he does find similar prints that are smaller (though still very large) and differently shaped – like hoofprints that are widely spaced as if the creature were running.

X-Celerate’s investigation ends when Conte sends out some security personnel to tell him to leave the area because it’s not safe.

Dynamo Joe goes down to the beach to place underwater sensor probes. He is interrupted halfway through by a team of Blade Battalion soldiers intent upon bringing him back into Baron Blade’s thrall. The leader tells the others, “The Mistress has sent us to capture him!” They are in no way his equal – he shows up for the next team meeting with a stunner and a net gun (worth a +1 bonus).

Abyssal goes to the Deep Library underneath the University of Sydney and sneaks past the Deep Librarian to read from ancient colonial- and aboriginal-era documents. He’d previously sense that Ryujin had a Void connection, and he knows that the Nexus of the Void features every biome known to man

and more beyond – strange creatures roam the island, as it is a focus of the Void. There are spirits there that want to protect the Earth and which can transform creatures with curses. He thinks that Ryujin and the fleas might be subjects of such a curse. The attachment point of the Nexus to Earth was destroyed recently but may have re-formed – and the story of the giant tree Akash-flora in the center of Megalopolis, and its origins from the sacrifice of the spirit Akath-Thria explain that destruction.

Abyssal steals an aboriginal tablet describing a ritual to reverse the curse upon a creature afflicted by the power of the Nexus of the Void. He can tell that the ritual is long and complicated and may require several successes to complete. He ventures out to an aboriginal settlement outside Sydney to speak to an old shaman he knows. The man had previously helped him expand his consciousness enough to find the Amulet of the Void, and this time is able to give Abyss some ritual dusts and strange substances to assist in the ritual (+3 bonus).

Overwatch is in the middle of an *American Psycho*-style fitness regimen when he gets a call from his mother. She wants to talk about Walker, professionally known as Nightwalker. She is concerned because after his parents were killed in front of him he spent years trapped in demonic dimension of darkness, and it was only the Old Man who was really able to get through to him. She isn't sure how he will respond now that the Old Man is gone.



Meanwhile, Dynamo Joe has an appointment – he's signed up to compete in a tractor pull with a bunch of other strong, robotic heroes. It's for endangered animals, so even Fright Train gets let out of prison for the occasion. Fright Train is wearing a shirt with the Tasmanian Devil printed on it. The two of them get into an argument over how many "chugga chuggas" you say before you shout "Choo choo!" A reporter interrupts the conversation looking for awesome quotes. The reporter has a definite agenda, asking Dynamo Joe how he squares his job destroying giant animals with

his work to preserve native species. Fortunately, Dynamo Joe is ready with charts and data describing the need for animal rights vs. animal welfare. He makes a very good impression.

No Time for Socialization – Our Public Is In Danger!

Yowie gets a call from Marty. "You set us to tracking giant underwater monsters. Well, we found one. Unfortunately, it's attacking a prisoner transport ship – taking prisoners from the mainland to the new giant super prison, the one we needed to build after the extradimensional prison The Block vanished." And Fright Train is on that boat, along with Arms Dealer and a lot of other minor criminals. The Australian hero Parse is already on the way, and to complicate things the ship is caught in a sudden storm.

Yowie is forced to cancel his date with Dr. Broussard. He calls the rest of the group.

Overwatch checks on Nightwalker to see if he can accompany the group. The young hero is not doing well, and says that he can't join them. For an instant, Overwatch sees Nightwalker's demonic form

appear alongside his mortal shape. It seems to draw in everything around. The air seethes with hatred. And then in an instant, it is gone.

The Whimbrel Is in Trouble

The Australian Navy issues the group a cigarette boat painted in gunmetal gray. Nobody questions why this vessel is available to it. Instead, they zoom across the waves at ridiculous speed, with Overwatch flying overhead in his gyrocopter. The destination is obvious – the prison transport *Whimbrel* is caught in the middle of a storm that seems to come out of nowhere. Several Australian military helicopters hover around the outskirts of the storm, but they're clearly having trouble staying on station.

Notably, there is no giant monster in evidence.

X-Celerate leaps over the side of the boat and runs over the water surface, slowing down the storm with his own velocity. The waters calm down. Yowie leaps over to the deck of the *Whimbrel* and finds that the forward decks are lousy with armed low-grade supers. Arms Dealer has clearly been up to his old tricks. The armed prisoners open fire on both Yowie and Dynamo Joe with cobbled-together superscience guns.

Dynamo Joe gets on the radio and starts insulting Parse. He also deploys his experimental inflatable pontoons and uses them to guide the cigarette boat to the *Whimbrel*.

As the boat approaches the larger ship, the massive beast Atoyo comes up out of the water, a thrashing mass of tentacles, claws, and a tripartite mouth! It howls with reverberating volume and raises a storm front. Fortunately, X-Celerate's efforts to neutralize the storm completely counteracts it – he runs along the edge of the wave, stealing the momentum from the water.

Fright Train emerges from the lower decks and stares straight at Dynamo Joe. "You!" He adjusts a cowcatcher headpiece that Arms Dealer apparently made for him. "All aboard!" He slams into Dynamo Joe, sending the robot hero spinning.

A prisoner who looks like an echidna comes out on deck. He holds a guard hostage. He licks the side of the guard's face with his anteater-like tongue. Abyssal's shadow-images phase all around him. The Amulet of the Abyss flares upon one image, resolving into Abyssal himself. The Ugly Echidna is taken by surprise, allowing Abyssal to shove him over the edge of the ship and rescue the prisoner – but also creating a new potential challenge to save the drowning prisoner. X-Celerate runs by to catch the Ugly Echidna even before he hits the water, running him up the hull and back into his cell.

Arms Dealer hands a super-science gun to the villain Acid Beth. Nobody things this is going to go well. Parse shoots an arrow at her, which Acid Beth just barely manages to avoid.



Yowie leaps up onto Atoyo's back, expanding himself to tremendous size. Atoyo's head sags down under Yowie's incredible weight. Abyssal hammers the monster, binding it with the Amulet of the Abyss. And then Overwatch shoots it with his sniper rifle.

Dynamo Joe pulls a Blade Battalion spear-shooter off his back and fires it straight into the storm. Lightning strikes the spear, carrying down to electrify the robot and shock Fright Train and a collection of lesser minions. Only Fright Train remains standing. Arms Dealer yells out in dismay, "Nooo!" Then he uses a device to create a shimmering distortion field around Dynamo Joe and the Abyssal. Fright Train follows up with a devastating punch. Dynamo Joe explains to the others, "That punch yellowed me out!"

Atoyo rears up to swallow Overwatch and his gyrocopter whole. Overwatch's reactive field triggers, but he and his vehicle still go down the monster's gullet. He puts the gyrocopter into overdrive and forces his way back out.

A sudden wave sweeps in, washing a guard and one of the incapacitated prisoners over the edge of the ship. X-Celerate sweeps in to rescue the prisoner (reasoning that a stunned prisoner is going to drown first).

Fright Train looks up. Dynamo Joe challenges him, “Eat radiation, you overgrown funicular!” The ship goes silent. Everyone wonders what Joe means, and whether “funicular” might be something racist. But that hardly matters, Fright Train takes a massive hit. Abyssal summons a swarm of planar shadows that disorients Fright Train and the Arms Dealer. And for his trouble, Arms Dealer also takes an arrow from Parse.

Arms Dealer picks up the giant (+4) gun Acid Beth dropped, reconfigures it quickly, and slaps it on Fright Train. Fright Train hefts the *railway gun* and tells Dynamo Joe, “I am the conductor, and I’m going to punch your ticket!” He fires, but Yowie raises up a wall of vines to deflect the shot.

Dynamo Joe is unhurt. He sneers, “The meal car is serving vegetarian fare!”

Fright Train complains, “I hate vegetarians!”

Atoyo unleashes an ink blast upon Yowie and Overwatch. They end up covered in inky goo.

One of the Australian Navy helicopters manages to land four soldiers on the deck. The characters gain some heroic minions. They take aim on Fright Train and fire. Bullets ricochet off his armored hide. And a moment later, Overwatch’s smart bombs hit Fright Train, and also Arms Dealer and Atoyo. Overwatch is shocked when Arms Dealer’s reactive field sends all the damage back to him, then shocked again when X-Celerate uses a hundred shields to stop the attack.

Abyssal makes an off-balance “precognitive” hit on Fright Train, then watches as Dynamo Joe lights both Fright Train and Arms Dealer with electricity. Fright Train hammers down Dynamo Joe, but Abyssal intercedes with his shield of the Abyss and redirects the damage.

Yowie lines up on Atoyo. Dynamo Joe encourages him, “Take them out! Like a Japanese character! In a light novel!” Yowie magnifies himself, creating a nice persistent bonus for himself. Atoyo responds by lashing out with a jellyfish sting, then attempts to swallow Yowie whole. Yowie ends up stuck in Atoyo’s mouthparts. Yowie struggles, lashing out with his Aboriginal spear. Atoyo opens up his jaws and lets a badly injured Yowie out.

X-Celerate asks the robot hero, “Are you having a stroke?” He zooms down to rescue the drowning guard and runs him down into the hull – but then finds that a bunch of additional prisoners have escaped. He brandishes a fistful of keys at them, “Who wants me to turn them on?” Three of them hold him down so the fourth can hammer him. He squirms to the side to avoid a fist, just in time to see two more prisoners get out of their cells. X-Celerate acts with blinding speed, striking all the prisoners with keys and taking one of them down.

Arms Dealer is ready to create more trouble. He has a supergun, because of course he does, and he uses it to shoot the Abyssal. The Abyssal staggers from the impact, then responds by flinging his Amulet at Fright Train, damaging the villain and diminishing the worth of the Railway Gun.

Dynamo Joe calls down another lightning storm on Fright Train and Arms Dealer. Arms Dealer’s reactive field hits back, but Dynamo Joe barely notices because he’s juiced on lightning.

Yowie unleashes his field of hazards, sending a wave of kelp flowing down the ladderway and across the deck. All of the prisoners are incapacitated, and both Arms Dealer and Fright Train are forced to struggle free of the seaweed strands. Arms Dealer is so surprised that Parse is able to hit him squarely with an arrow. And the four soldiers are able to pin Fright Train with a burst of automatic fire. He spins, and goes down just like King Kong.

Dynamo Joe sees what happened and tells the downed villain, “You’ve been de-railed!”

But it turns out that Dynamo Joe is a moment too quick – Fright Train staggers back up to his feet. The locomotive villain lurches at Dynamo Joe, grabbing him and throwing him into Abyssal, an attack that gets almost completely neutralized by the combination of Yowie’s vines and Abyssal’s shield. The four soldiers continue shooting at him. One of them tell him, “You stay down!”

Little gadgets spring out of Arms Dealer’s supergun and sever the links of kelp that bind him.

The Scene Goes Red!

Up from the depths, Ryujin comes up out of the water and grabs Atoyo by the neck! The monster is helping us!

X-Celerate performs a violent stop upon Atoyo. The monster’s movement suddenly halts, as if it just hit an invisible barrier. Yowie grabs the creature’s head and pulls it back, creating an alluring attack for the others. He calls out for Parse to take the shot! She does, and exposes a vulnerability on Atoyo’s hide.

The Abyssal takes his amulet in hand and flings it straight at the Arms Dealer. His attack is unerring, bypassing the villain’s reaction, and strikes hard. Arms Dealer flies back, arms windmilling as his ramshackle hardware flies everywhere. He hits the deck hard.

Lightning strikes Dynamo Joe, charging him up. He redirects the blast straight at Atoyo, inflicting a nasty burn. Atoyo thrashes around, almost ready to return to the depths – but it decides to try and take the annoying Overwatch with it. Overwatch runs his gyrocopter to the red and just barely fails to avoid the monster’s swallow. He does manage to fling a tracker onto the thing’s flank, then flies away as Dynamo Joe launches himself into Atoyo’s stomach so he spits out Overwatch. And the Australian military barrage finally convinces Atoyo to swim away. Ryujin follows shortly after.

Just as the characters are ready to celebrate their victory, the ship’s auxiliary power fails and nine more prisoners escape their cells. Yowie sends another wave of kelp to trap them all. Abyssal takes two down with intuitive fighting and X-Celerate takes two more down with teleported keys. Parse shoots one. With a boxing-glove arrow. Or that’s what she tells everyone else. He’s only sleepy. Very, very sleepy.

X-Celerate and Abyssal clean up the last three prisoners.

KDI Levels Up

The characters have gained enough points to move Kaiju Defense Inc. up to Level One. KDI has enough money to survive day-to-day: closure is no longer a risk. Also, there is enough money for a few better

computers and a coffee bar. Finally, the company can take a Level One perk. They bring in Dr. Broussard, in part because she has social media savvy that the company desperately needs. Abyssal leaves it to Yowie and X-Celerate to explain to her that the company doesn't care about her medical degree, just for the fact that she can use Instagram.

The End of the Session

The session ends with the characters victorious over Atoyo. Each character gained five Hero Points from the session.