

# 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

*Paul* calls in, but points out that he cannot hear anyone. *Chris* suggests that this might mean he's about to run his best game ever. *Patrick* says nothing, as is his wont. *Tim* also says nothing, but he does so because he's been contemplating Redactyl and dying big-box retailers.

*Ernest* shows up a bit later, because he decided that lunch was a priority. Also, he's interested in The Devil's Backbone – referring in this case to a Belgian-style tripel, and not to a Guillermo del Toro movie of the same name.

## Hero Point Bonuses

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

## The Atlantean Situation Is Getting Out of Hand

Dynamo Joe has been exposed to a huge amount of eldritch Atlantean energy, and this is causing weird glitches in his code. Weird phenomena manifest around him – sparks leap from him to other devices in the KDI building, causing them to behave in strange ways. He addresses the problem largely by taking a couple of (robot) aspirin and ignoring it. The very realistic possibility that this is going to end incredibly badly is not something he only considers later, after the mechanical hauntings start to affect technology outside the building. It is only then that he goes to talk to Overwatch, Yowie, and Abyssal about the situation. They find him hiding in a used car lot after a charity event there went badly, badly wrong – the monster trucks in the lot are all starting to animate.

Overwatch leaps to direct action, "Let's deal with this!" He plugs Dynamo Joe into his laptop to see what's going wrong. Overwatch tells him that there are strange alien glyphs in his code, "I can't get the extra code out! Hold on, I'm going to need to turn you off and turn you back on."

"Not again!"

Abyssal looks strangely gaunt and pale. He draws out the Amulet of the Abyss and uses it to channel the Atlantean power into himself. Yowie notices that the skin on Abyssal's chest normally covered by the

Amulet is grey and burned. Abyssal tells him, "An Atlantean power source is working through you. I can redirect it to free you!" He performs a ritual and Dynamo Joe feels more normal.

The instant the ritual is completed, Abyssal tells the others, "I have to leave." He walks around the corner of a building and disappears like an IT tech. Steps around a corner and is gone. He reappears in his chambers, shuddering. He is enervated, but at the same time infused with strange power. He clutches the Amulet. The skin upon his hands is turning grey and wrinkled. Shadowy chains wrap around his legs, and something shadowy looks over his shoulder. And then a moment later it is gone.

Yowie is convinced that Abyssal is going down a rabbit hole that isn't going to end well. He knows that talking to Abyssal isn't going to produce useful results, so he calls upon Sulimar the Sage for help. He finds that Sulimar is back in his shop, and for some reason it's full of musical instruments. Yowie asks Sulimar how he's doing, but it's only Sulimar's magical ventriloquist's dummy that answers him, "I love movies! Sitting around watching Netflix is about all I can do!"

"That's great. Sulimar, are you running high school marching bands now?"

"No! All of these instruments are *cursed!*"

"That's great. Say, the Abyssal seems to be getting all cracked-out on his talisman now. I think we need to take it away from him or something, before he turns into some kind of Atlantean lich and homeless folks start turning up with their eyes ripped out."

"Atlantean magic is not evil as you describe, but it may be that our friend has overused it enough that something from another plane has come through, some kind of magical parasite. I think it has attached itself to him. But even without that, we need to prevent Atlantean powers from wreaking havoc in the world – the original ritual sealing them away has been disrupted by the archaeological expeditions."

"Yes, that's great. But what are we going to do with Abyssal?"

"Do you have the ability to take the Amulet from him?"

"Maybe a few of us can. We can surprise him at night."

"I fear that may not be possible. He seems to now be able to slide through shadows."

The puppet suggests, "You should do an intervention! We totally did one for my uncle!" He's been watching way too much reality TV.

Yowie continues, "But if it's a parasite, would the goal to help him deal with it? Or banish it?"

"Abyssal seems to believe that he has an absolute need for the Amulet. I do not believe he would give it up willingly. But if we could remove it from him, we could separate the two and solve the problem."

Yowie muses, "Are there any funhouses around here we could use?"

"Perhaps. Would you like a blessing or a meditative crystal before you go?"

“Yeah, gimme one of them crystals.” Yowie heads out, wishing Sulimar the best. He calls up Overwatch and Golden Key, “Sulimar says we need to get Abyssal’s Amulet away from him. He thinks either Abyssal or the Amulet has an extraplanar parasite on it, we need to understand which one.”

Golden Key uses the Internet and a company credit card to buy a lead box large enough for the Amulet of the Abyss. In the process, he finds out that Sulimar’s shop has a presence on the web – and deals in lead boxes. When he comes back to the suite he shares with Ermine, he finds that an entire wall has been destroyed (blasted in) and Ermine is nowhere to be found. He looks around for a ransom note, then races out to find his villainous fiancé. He finds evidence that Fright Train is the one who broke down the wall – though as far as Golden Key knows, he was securely locked up. Even worse, there is some evidence that she went willingly: some of her favorite jewelry is gone!

Dr. Broussard looks up Overwatch. She tells him that his public profile is low – he just flies around, and nobody knows anything about him. So she has him host a series of YouTube videos doing “relatable” things – he plays *Waltzing Matilda* on a digeridoo, he does some workout videos, and a promotional video for the Australian Army. And she gets him a cameo on “Neighbors.”

Golden Key sends Dynamo Joe a text message, “Ermine is gone! She might be back together with Fright Train!”

Dynamo Joe curses out loud, “The Loathsome Locomotive! The Murderous Motivator! My nemesis!” He goes into the workshop to manufacture *The Derailer*, a giant railroad spike-launcher gun.

The Abyssal ignores his phone alert twice, but he finally shakes himself back to reality long enough to see Golden Key’s plea for help. He knows that Ermine has a piece of jewelry with three Atlantean gemstones on it, and he can see the echo of those stones in the astral space. He seeks for them, and gets a vision of a very populated place – with many people dressed in the colors of the now-disbanded Freedom Five. He also gets a vision of several pieces of a technological orb.

Barely coherent, Abyssal goes to get Overwatch’s help. He tells him about the orb, then uses the Amulet to make a diagram of the pieces appear upon a piece of paper. Overwatch feeds the image into an Internet image search. He finds out that the pieces are components of the *Ultimate Warpocalypse Core*, an alien doomsday device brought to Earth by the Grand Warlord Voss. He was defeated long ago by Baron Blade and the Core was supposed to have been destroyed years ago.

Overwatch tells Yowie all about it. He assures the military hero, “This is clearly a job for the second-greatest detective in the world!” He already knows that all of the superhero cosplayers are going to be at Freedom Con this weekend. It’s time to go to a superhero convention! Yowie notes that the Freedom Five were originally opposed by the Vengeance Five, whose membership included Baron Blade, Fright Train, Proletariat, Ermine, and Friction (now deceased). Given that Fright Train and Ermine are back in circulation and there is a doomsday device on the line, it seems inevitable that they will end up at Freedom Con.

## An Additional Complication

Just then, Central interrupts, “We just got an alert from Global! Some kind of magical bird/fish has broken out at Crucible Basin. It’s using magic to control the Crucible agents!”

## Freedom Con Fracas

Welcome to Freedom Con, the first and only gathering to celebrate the Freedom Five! They have a website that proclaims their family-friendly atmosphere and their schedule as the event moves from city to city.

Golden Key and Yowie arrive in time to blunder into a fan event, the Tachyon Run – in which costumed conventioners compete to run the most likely the speedster Tachyon. The stream of competitors goes right between the two heroes, separating them. They suspect that Ermine and Fright Train are looking for the pieces of the Ultimate Warpocalypse Core. Golden Key runs up onto the ceiling to look for them, just in time to see the cosplayers of the 501<sup>st</sup> Blade Battalion march through the hall, complicating everyone’s ability to operate.

Yowie suddenly recognizes that Ermine is disguised as one of the Blade Battalion cosplayers. He sidles up to her and whispers some neo-humanist gender relationship talking points at her. She responds by yelling out, “Hey! This guy’s bothering me!”

Golden Key gets a text message from Dynamo Joe, “Things are going great here! I hope things are under control at the convention center!” Golden Key is inspired to stop for a moment and take a selfie in front of the Freedom Five Hot Dog stand that he sends back to Dynamo Joe. Then he goes looking for Fright Train. He does this by using super speed to examine the faces of everyone in the hall. He finds Fright Train, but is awed by the fact that he also finds the actor who played Flash Gordon – he just has to take a few seconds to watch the guy.

A security guard shows up and yells at Yowie, “Hey! Stop pestering her!”

Ermine deals with the situation by throwing a *flashbang*. Yowie is momentarily blinded by the bracelet-induced distraction. While he blinks his vision clear, she tries to slip away into the crowd – but Yowie is too alert and sees where she went.

Meanwhile, Fright Train has located one piece of the Ultimate Warpocalypse Core!

Fright Train comes barreling out of the flanks, straight at Golden Key. “You been looking for me?” He attacks with *all aboard*, plowing straight into the speedster. Golden Key is flung back into a wall, then comes back with a fistful of keys, which he buries in the villain’s hide.

## Crucible Basin

Abyssal, Overwatch, and Dynamo Joe race to Crucible Basin in Japan to stop the musical fish-bird kaiju Mogilos. They arrive to a fusillade of gunfire from mind-controlled Crucible agents. Dynamo Joe sees one of the Crucible agents heft up an electrophasic cannon from a storage locker.

Overwatch takes to the air, his speakers blasting AC/DC's "Shoot to Thrill!" The noise confuses the monster's control. Abyssal steps in and flings the agent with the cannon into one of his allies. The cannon power supply shorts out, engulfing both of them in electrophasic energy and knocking both of them out.

Mogilos unleashes a *shocking blast* against Overwatch and Abyssal. They stagger back under the impact.

Dynamo Joe opens fire on Mogilos, unaware that Atlantean energy is leaking out of his chassis. The energy possesses a forklift, which promptly attacks him. Abyssal glows with Atlantean energy and leaps straight at Mogilos, striking the creature with scale-rattling strength. Dynamo Joe rolls along the catwalk, launching missile after missile at the monster.

Mogilos flaps weakly to escape the assault, then calls upon cosmic power to grow itself to immense size. It thrashes and almost crushes Abyssal. Then the remaining Crucible agent opens fire on Abyssal. Abyssal is only barely still up.

A hidden Crucible agent pops up and shoots at Dynamo Joe. Dynamo Joe is unimpressed. The possessed forklift sideswipes him. He also ignores it.

Overwatch draws a bead upon Mogilos and scores a direct hit. He tells the others, "The army totally trained me on how to fight giant bird-fish women!"

Mogilos ignores Overwatch in favor of Abyssal, sending the mystic flying against a wall. Abyssal slumps to the ground.

## Reality Discontinuity!

Everything seems to flicker, then falls still. When the others look around, they find that Abyssal is missing, as if he had been erased from reality by some outside force, something utterly incomprehensible. Even worse, narrative continuity was interrupted, perhaps by that same force. Even Sulimar the Magnificent is unable to explain what has happened, except by breaking the near-legendary Fourth Wall. He suggests to the others that Abyssal was felled by a great storm in the place of Richardson. None of the others have any idea what that might mean.

What is indisputable is that the Argent Adept chooses this moment to strike. With the Abyssal exiled from reality, the Adept takes hold of the Amulet of the Abyss and all of the other wayward Atlantean artifacts. He uses them to construct a barrier that excludes all alternate realities from the world. None can tell what effect this might have upon the missing Abyssal, and the Argent Adept does not appear to care. He mentions something about eggs and omelets, which makes Golden Key hungry.

## End of the Session

The session ends with the world safe from alternate-reality incursions and the characters (mostly) headed back to the KDI headquarters. This represents the conclusion of the second Kaiju Defense collection, which might be titled *KDI: Reality Discontinuity* (depending upon editorial's decisions).

The characters easily accumulated 5 Hero Points to use for next session's bonuses. Also, this is an opportunity for characters to be reworked prior to the start of the third collection.