

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

Patrick and *Chris* are late to log in because they're touring *Chris*' house. Meanwhile, *Paul* reports that he just returned from a week trip to the beach, during which time he left his kitten at home (don't worry – *Matt* was checking up on her). Upon his return, he and Michael found that the kitten had no recollection of them and was utterly terrified of their presence. A bit of dirty-sock therapy later and she recovered her memory... and now refuses to be separated from Paul for even an instant.

Ernest doesn't care about any of this, because he brought fudge.

Bruce cares, but he's an electronic ghost and can't have any fudge. Such a problem!

Tim probably also cares, but he shows up late.

Hero Point Bonuses

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

Cueball Is Defeated But Yowie's Troubles Remain

The characters have defeated the villain Cueball and given *Atoyo* over to *Jansa Vi Dero*, the Terminarch. As a favor, she returned them all to the beach outside Sydney – and has indicated that they can call upon her in the future, once.

All is not well, though. *Yowie*'s powers are fading and he has been told that he is cursed to die. The old man *Hal Akarnassus* in Dust Reach told him about *Merricumana*, a traditional sorcerer who still knows how to make a cursing-bone. *Yowie* reaches out to his contacts and makes arrangements to meet *Merricumana* at the KDI headquarters.

The Sorcerers Arrive

Yowie and the *Umbral* meet the traditional sorcerers in one of the KDI conference rooms. There are two who show up: an older man in a suit who grimaces at *Yowie*, and a young man in a Slayer t-shirt. The young man introduces himself as *Getano* and explains that the older man is *Merricumana*. "He will not

“speak the white man’s tongue.” It develops that Getano and Merricumana are related in some way, though the family history is confusing.

“Could you ask your grandfather why he has cursed me?”

“It is because you killed the Burragorrie! He was a powerful witch, a shaman. You hold his spear!”

“But I did not kill him! I fell from a boat and I found the spear. There were bones, but he had been dead for a long time.”

“In the Dreamtime, all times are the same time. It is the Everywhen. The beginning of the world is now.”

“Surely there is some ritual I could do?”

“It does not matter. You are cursed. You will die.”

“So, even if Merricumana is convinced of my innocence that doesn’t matter?”

“Yes.”

“Well, I don’t want to go to my death with your grandfather holding a poor opinion of me. How do I prove my innocence to him?”

“I do not know. I cannot say.”

“If the Dreamtime is all time, then could we visit there and see what happened?”

“Some have that ability. But where is the spear? It is sacred and you should not have it.”

Yowie notes that he has it over the mantel. He hands it over. “I once saw it as a source of power to overcome the wicked, but then I realized the power was within me all the time.”

“Merricumana says that there is an evil power within you. Perhaps because you have murdered, and that stains your soul. The death of Burragorrie taints you.”

Yowie grumbles something about how it is clear that Merricumana is not interested in listening to anything he says.

From the corner of the room, Umbral intones, “I will be saddened when you are gone, but I know better than most that when a stain spreads across the soul there is nothing that can clean it away.”

Yowie answers his comrade (and relative), “Shut up, Umbral!” He turns to address Merricumana, “Please take the spear and go in peace.”

Merricumana and Getano leave KDI with the Spear of Burragorrie in hand.

Overwatch Educates Himself

Overwatch notes that he knows nothing about any of this aboriginal magic stuff, so he tries to educate himself. He goes to the Internet! Also, he shows up at the local First Peoples Outreach and Community Center and signs up for some seminars. He learns a surprising amount, and gains a bonus to be *Dreamtime Woke*.

After that, *Overwatch* returns to his true interest: setting up a hero training ground at the KDI campus. He brings in the hero *Juggernaut* (a junkyard kid who built his own power suit) to help in the project.

The Darkness Inside Reflects the Darkness Outside

The Umbral returns to his rooms, turns out the lights, and enters a trance. In the darkness, his eyes are visible... and so are the eyes of something else. In the corridor outside, a custodian touches his door handle and backs off when he realizes it is abnormally cold.

The next morning, Umbral finds himself in a cave outside the city. There are claw marks upon his shoulder, and he has insight into *The Darkness Within*.

The Villainous Index

Golden Key has much more mundane questions. Specifically, he wants to network – learning about villain activities, and those folks who move stolen and forbidden goods around the region. He wants to collect information for his *Villain Index*. He gets several good entries to add, plus a nice credenza. On the other hand, while he is lurking around in his *Black Clavis* identity he gets at cross purposes with the *Wraith*. He and the villain *Red Heist* are robbing a warehouse (the Red Heist wants to steal a crate of ruby-accented Rolex watches) when *Wraith* shows up with a bunch of younger heroes-in-training in tow. *Black Clavis* ends up in a running fight with *Wraith* and *Daybreak*.

Path to the Dreamtime

Yowie asks *Overwatch* to take him on an aerial tour of rural Australia. Yowie is interested in finding ways to enter into the Dreamtime. He finds that the typical path of entry is the walkabout, usually done by young men preparing for adulthood. A successful walkabout also usually takes months of preparation. There are also rituals that can be performed at specific sacred locations. These rituals also require drugs to achieve the proper state of consciousness. Yowie isn't too used to shopping for this kind of thing, so he ends up with herbs that are far too powerful – everyone who uses them will suffer a *purple haze* hinder.

The Backup Bodies Are Robots?

Golden Key steps into *Dynamo Joe's* shop and discovers that the “backup bodies” Joe is producing for the characters are actually robotic. Golden Key doesn't like this idea even a little bit, and gets in touch with his acquaintance *Biomancer* to obtain biological materials and cloning machines to create a fleshy backup body. He finds that *Biomancer* is currently interested in getting samples from superpowered people, to help him to build superpowered clones. He's particularly looking for psychics, reality-shapers, even strange shadow-denzens like Umbral – and he tells Golden Key that if he could assist, he'd be happy to provide clone bodies. He could even ensure that the clone bodies also have superpowers!

Golden Key dresses himself up as Black Clavis and goes out to obtain samples from a range of younger heroes. He reasons that if nothing else gives the new generation a healthy distrust of authority figures, this will. Specifically, he gets blood samples from the Daybreak Team, including *Headlong*, *Rockstar*, and *Aeon Girl* (who is actually made of energy, which makes getting a sample difficult). *Muerto* is actually a ghost, so getting a biological sample from him is... challenging.

Ayers Rock Ritual



The characters head out to Ayers Rock (also called Uluru) to perform the Dreamtime Ritual. The ritual first requires that they climb to the top – but (as Yowie mentions several times) *does not require* that they strip once they reach the top.

Overwatch is concerned, “Am I going to be able to bring my gyrocopter into the Dreamtime? What about my sniper rifle?”

Yowie assures him, “You cannot bring anything into the Dreamtime. Your mind will construct what you need, though it may be in a different shape.” After that, Yowie goes from suggesting that Overwatch’s rifle may turn into a bundle of javelins to other thoughts that are... less acceptable.

Everyone agrees that taking the drugs should be done *after* the climb, not before. The climb is difficult, because it must be done without benefit of superpowers. At the top, the characters form a circle and smoke the herbs that Yowie provides.

Overwatch inhales the marijuana fumes deeply. He asks the others, “Is this working?” and promptly falls over, unconscious. Every time Umbral breathes in the fumes, his body becomes slightly transparent, then regains solidity when he breathes out. When Overwatch passes out, Umbral vanishes.

The Dreamtime looks very much like the mundane world, except that the land around the rock is a teeming wilderness. The climate is very hot.

When Umbral appears, he looks more like the shadow of a man than a man. Yowie actually changes more – rather than being suppressed, in the Dreamtime his powers are enhanced, and his physical form reflects that. He is hairy and bestial, in a way that normally only happens when his powers are active. Overwatch carries a javelin and atlatl. A huge sea eagle perches upon his shoulder. And Golden Key is split down the middle – half of him is bright, the other half dark (showing his duality with Black Clavis). Dynamo Joe (who entered the Dreamtime by using psychoactive software) looks like a vaguely humanoid stack of rocks with glowing yellow eyes, perched upon a rolling boulder instead of legs.

Yowie sees two people walking in the forest, carrying a water carrier between them. They can clearly only barely support it. Golden Key approaches to see if he can help. They tell him, “We are carrying this water so we can make our own water hole.” They introduce themselves as *Weary* and *Wallawidbit*.

Golden Key offers to help carry the water.

“But there is not a lot of water to go around.”

Overwatch flies up, “Where did you get this water?”

“This is the last of the water from the well. The greedy people on the mountain wanted to share it all around, but then there would be no more and everyone would all die. We realized that there was only enough for a couple of people – everyone else would die.”

Yowie approaches, “Do you know where the Rainbow Serpent?”

“The Rainbow Serpent is in the sky. The land of the dead is in the sky as well.”

By this time, other people have approached. They carry spears, and from time to time they throw spears at the two people carrying the water. Golden Key uses his incredible speed to knock the incoming spears away.

Yowie intimidates the two water stealers, “You must bring the water back!”

“We cannot do that! Wam-muta the Clever Man threatens us! And we need some water, or we will die!”

Dynamo Joe sends out a swarm of stony minions to find a depression that could hold some of the water.

Umbral calls upon the shadows and tells Weary and Wallawidbit that they should step away from the water carrier, that Wam-muta cannot touch them while the characters are near. The two men step away. Yowie grows to huge size and picks up the water bag, then addresses the approaching spearmen, “The water is here, to be shared by all!” He picks up the bag and flings it into the sky. The water falls over everything, and everywhere it rains down grass and plants and trees spring from the ground.

Yowie suggests that Weary and Wallawidbit should go back to the Clever Man – they might be punished, but they can live in a paradise of plenty. He realizes that both men look slightly hypnotized, a side effect of Umbral’s suggestion powers.

The characters go back to the aborigines living on the mountain. Now that Yowie has created rain it is a wonderful place, and there are a lot of people there of all ages. The elders thank the character for bringing the water back to the mountain. They say that the two thieves thought of themselves first and not the community. Then Wam-Muta the Clever Man comes forward, “I know how to punish these men.” He makes a strong magic upon Weary and Wallawidwit. Weary is changed into an emu. “Let him go!” Weary the emu runs down the mountain into the plains. Wallawidbit is changed into a blue tongued lizard. “Let him go!” The lizards slinks down into the rocks.

Then the Clever Man turns to the characters, “What can we do for you, strangers?”

Yowie explains, “I have been bone-cursed. I seek to battle the Rainbow Serpent.”

“That is a difficult thing. Head West, and know that you must find yourself before you can find what you seek.”

Dark Yowie

The characters head to the West. The journey takes a long time, but it is difficult to know how long exactly. Yowie claims that he knows how to survive in the wilderness, but he also tries to talk to every passing wallaby. One of them exclaims, “Oh! You frightened me! I thought you were the hairy evil spirit who lives in the forest! It has long, tusklike teeth! They call it the Yowie!”

Yowie thinks that he may have just found himself. He thanks the wallaby and heads to the forest.

As the characters enter the forest, they see that there is Yowie, or a version of him, present – but he is a wildman much larger and more ferocious than the original. Dark Yowie is accompanied by inverted versions of the other characters:

- Dark Umbral is withered, a sucking dark void in his chest.
- Dark Overwatch is more machine than man, bonded to his gyrocopter.
- Dark Joe is a mechanical monstrosity with “I Heart Baron Blade” written upon his chestpiece.
And
- Darkcelerate is a burning skeleton with a fiery heart.

Evil Yowie calls out a challenge, “At last you have found me! Now I will consume you completely and take your power! It was I who possessed you to take the spear and slay that old man!” Yowie sees an image of him stabbing the old man through the chest and using the spear to drain out his life force until the corpse looked like a desiccated husk.

Yowie cries out, “Noooooooooo!”

Dark Yowie grows to tremendous size. Dark Overwatch buzzes into the air and starts relaying information on the scene to his allies. Darkcelerate and Dark Joe strike the group with swift strikes and lightning. And Dark Umbral teleports in and punches Yowie.

Dynamo Joe reaches into the earth and draws out stones, which he uses to provide Yowie with armor. Pathetic armor, unfortunately. Yowie strikes at Dark Yowie, draining power back from him.

Tiddalik the Frog hops into the fight, swollen from drinking all the water in the creeks, lakes, and rivers. He is a d8 Lieutenant who forms an attachment to whoever just went in turn order (Yowie). If he is taken out he spews all the water out, resulting in a Hinder on all characters using environment Mid die. Tiddalik attacks Dark Yowie, but Dark Yowie surrounds him with plants to dull his strike, and then draws strength from the vegetation.

Umbral steps into Darkcelerate’s shadow and vanishes, then reappears in Dark Umbral’s footprints. He throttles his opposite, choking him out. Umbral does not notice as a couple of shadowy sparks flutter up from the felled Dark Umbral and attach to him.

Dynamo Joe again calls upon the stones, surrounding Yowie with floating boulders that block attacks and strike his enemies. Yowie *strikes from sight beyond*, leaving Dark Yowie staggering back. Golden Key’s *non-stop assault* leaves Darkcelerate and Dark Joe limping.

Darkcelerate whips around chains of keys at the characters. They are able to evade his attacks, but he manages to fall into a rupture in the Dreamtime that leaves him both stronger, and wounded.

Umbral realizes that Dark Overwatch is unhurt. He teleports up and strikes the villain, weakening him but taking a riposte for his trouble. Umbral musters his powers into an *unerring strike*, taking the villain out in a single strike. The two of them plummet to the ground.

Dark Yowie strikes Yowie with his evil spear. Yowie staggers back, saved only by Golden Key's defenses. Yowie strikes back, putting Dark Yowie off balance and forcing him to bring up a shield of plants to block the damage. Yowie and Tiddalik both attack Dark Yowie, leaving the wild creature bloodied. Yowie strikes again, then Tiddalik leaps up into Dark Yowie's mouth – releasing all of the waters from all the world's watering holes into Dark Yowie's body, killing the monster. And that's how Tiddalik the Frog saved the day.

Dynamo Joe provides Golden Key with a gigantic stone key. Golden Key uses it to boost a *relic drain* against Darkcelerate, slowing him. Overwatch hovers closely around Darkcelerate, calling out directions to Golden Key, who then defeats and completely absorbs his dark half.

Yowie takes the spear wielded by Dark Yowie. He intends to give it back to Merricumana, when he is able to do so.

End of the Session

The session ends with the characters victorious over their dark opposites within the Dreamtime. They still need to find the Rainbow Serpent so it can kill Yowie. The group accumulated five Hero Points over the course of the adventure.