

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 still has the spirit of the season going on – he’s lost in what looks like a Christmas Wonderland.

Chris is also lost, but very much not in Christmas. He asks the others, “I’m in this space, and there’s a lot of snow, and a lamp-post. Could you provide me with some directions home?”

Tim urges, “You need to look for a wardrobe. And above all, if a faun offers you tea and crumpets don’t trust him!” He also points out that the current holiday is The Earth Is Terrible And I Want to Leave.

Bruce isn’t sure that holiday will catch on. *Patrick* is willing to embrace any holiday, as long as it includes kolaches and doughnuts. Even if some psychopath put gravy on them.

Paul calls in just in time to not hear any of this nonsense. He’s really grateful for this.

Hero Point Bonuses

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

Café Time Is Over

The characters understand that creating a path to Insula Primalis requires the help of the Argent Adept, the current Virtuoso of the Void. And the Argent Adept is needed to play the Zither of Zarathorpe and open the way to the Nexus of the Void, currently located at Insula Primalis. And this requires that the characters locate the Argent Adept.

The Umbral hates the Argent Adept and has to grit his teeth to search for the hero. He relies upon his network of strange occult booksellers and hedge magicians to find the location of the Argent Adept. One particularly grimy example, an oneiromancer who speaks to Umbral in his dreams, tells him, “Last I heard he was fighting a giant rabbit in Seattle.” Of course, Umbral’s activities do get back to the Adept – who assumes (probably correctly) that Umbral isn’t looking for him for any good purpose.

Dynamo Joe follows up. He uses the phone to talk to Tempest at Global. He needs the Adept’s help to decant the otherworldly spirit that currently inhabits him into a robotic backup body he built for it. But

he needs to be cagey about asking for this, because making robotic duplicate bodies is something you don't talk about out loud. Tempest agrees to help, but not immediately: he's got a kind of Night of the Lupus situation going on.

Yowie cares nothing for Seattle, or the Argent Adept. He *does* care about flying business class – so he arranges that for the characters as they travel to the West Coast. Golden Key likes business class, but he likes being a performative hero more, so he detours himself away from the plane trip a couple of times to correct various minor acts of evil.

Seattle Besieged

The characters see the current crisis in Seattle as the plane approaches Sea-Tac International. The city is under attack by a gigantic, hundred-foot, rabbit. Dozens, maybe hundreds, of smaller rabbits surround the creature in swarms, eating everything in their path. The Argent Adept hovers over the action. A halo of musical instruments hovers around him as he directs energy beams down at the monster. Anubis is on the ground – the characters see him instantly age a rabbit monster into dust. He does this right in front of an elementary school, surely traumatizing dozens of kids in the process. And Tempest is whirling through the air, raising up huge storms in his path.

The pilot comes on the intercom, “There are some problems with the weather, I don't think we're going to be able to touch down at Sea-Tac!”

Overwatch responds, “Hell you say! I can get us down on the ground!” He takes control of the plane and lands it safely.

Meanwhile, the hero Haka (now female, swapped with the original Haka during the OblivAeon) leaps up with a tremendous battle cry and delivers a massive double-handed hit to the giant rabbit's head. The creature collapses to the ground.

Golden Key and Yowie explain the situation to the Argent Adept, who immediately explains to his teammates, “I must leave you here! The world is in jeopardy and only I can save it!” Tempest and Haka roll their eyes – apparently the Argent Adept is constantly doing this sort of thing, abandoning his comrades in favor of some cosmic risk that's above their pay grade.

The characters and the Argent Adept work out their plans in a Starbucks that is still open. Golden Key realizes that this is because Starbucks workers aren't unionized and have no work protections. After all, the Waffle House down the street is closed. Dynamo Joe recognizes that if Umbral is allowed to talk to the Argent Adept, he's just going to pick a fight with the hero – so he distracts Umbral by plying him with coffee. Every time Umbral tries to speak, Dynamo Joe hands him more coffee and urges him, “Drink! Consume!”

Golden Key and Yowie go on to explain that the characters got the Zither of Zarathorpe from Golden Key's daughter from the future. They also know that the Heretic is located upon a former Baron Blade weapons platform in the middle of the Indian Ocean. And the Heretic is important because he has control of the spirit Finder of Paths Unseen, who can open the way to the Nexus of the Void.

The Mobile Defense Platform

The characters use a KDI corporate jet (leased) to reach the weapons platform. On the trip over, Overwatch consults with Dynamo Joe to understand the technical details of the installation so he can be as prepared as possible to deal with it.

The platform comes into view. Umbral performs a ritual and generates a discontinuity in reality. The characters are all suddenly standing on the platform's helipad. Yowie made sure to grab a double fistful of tiny liquor bottles before the interior of the plane shimmers away. Dynamo Joe finds that he's still holding the plane's espresso maker. Then the defense platform shudders and sways to the left: the engines that keep it hovering are clearly not in great shape.

Golden Key takes down one of the robot defenders with a handful of hard candy. Yowie leaps on a spider tank and delivers it a *knuckle sandwich*. The spider tanks and robot guards respond with automatic gunfire. Golden Key dodges, then destroys two more defender units with the last of his hard candy.

Dynamo Joe rolls to one of the platform's laboring engines and starts to restore it. The engine spins up and stops emitting terrible grinding sounds, but then spits flames straight into Dynamo Joe's face. The entire platform shudders.

Umbral fades into existence behind a spider tank, tearing away some sensors. For his trouble, he draws fire from one of the robot defender units. The Argent Adept notices this and uses his Rhythm to protect him. This creates a significant conundrum for Umbral.

About this time, Stan the Battalion Mechanic comes out of a service door and yells at the characters, "What are you doing? Stop breaking up the machinery!" He fixes some of the damage Yowie has done to the Cybermaus, who promptly turns around and hits Overwatch with an energy blast.

The Argent Adept suffuses all the heroes with the power of Edison's Horn, while Stan the Mechanic does his best to reattach a broken arm to one of the defense robots. It's not clear what he does, but he also causes some old Baron Blade technology to come online – the two surviving spider tanks become electrified! Meanwhile, Dynamo Joe converts the coffee maker he took from the Global airplane into a minion. A spider tank rakes him with autocannon fire, but Yowie summons up enough vines and ferns to shield him.

The Cybermaus revs its giant chainsaw and howls, "The Apocalypse is nigh!" Golden Key and Yowie are very impressed by its words.

Golden Key tries to take out a spider tank. It stands strong against his assault, though a robot guardian gets in the way and pays the price. Golden Key is becoming very impressed by the quality workmanship of the spider tanks. Unable to get past the tank's defenses, he turns to the Cybermaus and drains speed from it. He glows with new vitality as the giant monster's movements slow.

Yowie finally grows to gigantic size!

Dynamo Joe recalculates, then dumps cosmic power at Umbral, leaving him cosmically caffeinated. Umbral unleashes *liminal skirmishing* against the tank, tearing away sensors and breaking one of its legs, then dodging away as it peppers the area with autocannon fire.

The second spider tank keeps up its barrage on Dynamo Joe, who proves to be surprisingly resilient.

Cybermaus opens up with a barrage of anti-threat missiles, damaging Overwatch's autogyro and injuring Yowie. Overwatch's *reactive field* responds, leaving a smoking gouge in Cybermaus' armored shell. Yowie follows up with a *royal ro-sham-bo*. His strike is strong, but Cybermaus' defenses are also strong.

Then a third spider tank clambers up over the platform's hull. This one has missiles! Missiles fly everywhere! Ouch!

The Argent Adept plays upon *akpunku's drum*, granting Dynamo Joe an extra action. He uses the time to offer Stan the Mechanic a new job if he just stops fixing the spider tanks! This proves to be an incredibly effective approach.

Golden Key tries to take down a damaged spider tank. He is dismayed to find that this specific tank is very well maintained – it ignores his attack. Then Dynamo Joe blasts Cybermaus and two spider tanks with cosmic energy while striking the third spider tank with a chain gun that springs out of his back.

Then the missile tank reveals that it is also equipped with a single-shot *doom cannon*. It fires on Golden Key, who does his best to run between the bullets – throwing up *100 shields* as he does to protect Yowie from gunfire from another of the tanks. Then Umbral teleports underneath the damaged spider tank, overbalances it, and pushes it off the edge of the platform. The missile spider tank cannot believe what it is seeing and loses its balance. Dynamo Joe follows up by obliterating the spider tank that had been shooting at Yowie with a spear of *cosmic power*. And Golden Key cripples the missile spider tank with a well-placed wrench. And a moment later, Umbral teleports over and destroys it.

Yowie, freed from the need to dodge autocannon fire, decks Cybermaus. The giant monster staggers back under the force of the blow.

All Systems Red

Suddenly, the defense platform computer systems spring to life! The platform puts up a force field around Cybermaus and starts feeding it tactical response data. Revitalized, it hammers Yowie and Overwatch with *ferocious attacks*. Overwatch responds by gaining altitude and striking Cybermaus with *devastating precision*.

Argent Adept plays a *sarabande of destruction*. Pieces of armor fall away from the Cybermaus. Yowie strikes, then Golden Key follows up by running through a rent in the cyborg's side and extracting the mouse that was guiding the entire thing. Robbed of control, the cybernetic shell collapses to the deck of the platform.

After the Battle

The Argent Adept floats to the platform and tell the others, “You did well, but harder challenges await! We must find the Heretic, and he will be more difficult to overcome than this mechanical contrivance!”

Dynamo Joe is in poor shape, but the lightning spirit inside him draws in pieces from the nearby wrecked robots and incorporates them into his structure. Stan the Mechanic helps out with his multitool as well. “Hey, wait a minute! This is all Blade Tech!”

Overwatch cautions the mechanic, “I’ve made some modifications. Do not do a factory reset!”

The Argent Adept lays his hand upon Dynamo Joe, “I know you want this spirit removed from you, but we should wait until after the Heretic is defeated.”

“I understand.”

Golden Key scouts the weapons platform, looking for interesting items he can use as weapons. Including hard candy from the commissary, some of which does not conform to simple Western sensibilities.

Overwatch uses exercise to deal with injury – the Army taught him that the best response to pain is “walk it off!” and it’s always worked for him. Argent Adept surreptitiously infuses him with healing power. “You see! It works!”

The Umbral walks over to the cosmically-infused espresso machine Dynamo Joe left attached to the platform engines. He places his hands on the machine and draws off the cosmic power. He falls to the deck, afflicted by what looks to all intents like a petit mal seizure. He seems to shift and distort as reality waves pass through him. But a few minutes later he gets up, none the worse for wear.

The Heretical Heart

The characters move down into the depths of the platform, escorted by Stan the Mechanic. “The interior of the ship has gotten a bit weird ever since the plant monster showed up and started rearranging corridors, but I think this is right.” The characters reach the bridge, only to find that place is infested by a giant plant monster. Heretic hovers in the air behind it.

The Argent Adept leads, “Villain! Your abuse of the powers of the Void will not go unanswered!”

“You are no longer worthy of the title Virtuoso of the Void!”

The Adept plays *sadistic dissonance*, hindering the Heretic and his allies. Golden Key clears the field, taking out four of the five robotic platform defenders.

Dynamo Joe hands some old *blade gauntlets* over to Umbral. As he does, the blast doors to the bridge start to close. Umbral shadow-walks to grab a metal shelf, then uses the gauntlets to fuse the shelving unit into place on the door track, fusing it in place. The last defense robot gets in the way and is destroyed.

The plant monster The Root Burrows Deep traps Umbral in vines. Heretic moves around and uses sonic powers to ring Golden Key's ears. The effect also leaves Umbral's ears ringing.

Overwatch swoops by, drawing the attention of an autoturret, which shoots him. Ow!

Yowie grows to immense proportions. The Argent Adept plays a *counterpoint bulwark*, improving Yowie's defenses.

Golden Key rushes in and inflicts a glancing hit upon the Root Burrows Deep.

Dynamo Joe sees a scythe in a nearby rack of weapons. He grabs it, charges it with cosmic power, and tosses it to Yowie. "Here's a scythe, Mickey Mouse!"

Yowie catches the weapon and yells back, "Why are you speaking like that, Donald Duck?" He attacks with the empowered scythe, chopping a particularly aggressive-looking patch of tendrils off it.

Umbral tries sneaking up on the Heretic to strike him with the powered gauntlets. His attacks go right through the villain. Heretic laughs, "I have drawn myself into the spirit world! I can attack you but you can't attack me!" He responds with a scream of anger that leaves Umbral staggering.

Roots Burrow Deep unleashes a *photosynthestrike* against Yowie. Yowie takes the hit, then watches as pieces of the spirit grow right back the way they were. He hefts his empowered scythe and reaps a good chunk out of the spirit.

Dynamo Joe watches as an Omni-Blade Drone detaches from the platform's main core and floats to the action. Dynamo Joe is horrified as the drone's whirling blade chops him straight into the yellow zone. He decides to dismantle the Omni-Blade Drone using his knowledge of robotics and science. The drone laughs at him.

Roots Burrow Deep runs writhing flora all through the area, slowing and trapping half the group. Heretic screams at Umbral again, harming him and causing his *intangibility* powers to affect Yowie. And just as a bonus, seven more robotic defense units clatter into view.

Umbral fades out with *shadow distortion* and grabs hold of Heretic, pulling him partway back into reality. Behind him, Golden Key methodically disassembles every single one of the newly-arrived squad of defense units.

Reality distorts and frays around Umbral. He pulls hard, and suddenly the Heretic is standing right there in cold, hard reality. The villain is dismayed, "Noooooo!"

Acidic goop sprays from a failing pipe, engulfing Yowie. Golden Key does his best to protect the hero, but cannot protect him from the Root Burrows Deep. And the Omni-Blade Drone cuts deeply into Dynamo Joe.

Overwatch realizes that the Heretic is tangible now and decides to shoot him. A lot. Sadly, his shot is mostly deflected by the Heretic's defenses. Overwatch shoots again, and this time the Heretic is not defended.

Umbral tells the Heretic, "You think you can see me, but you can't. Umbral vanishes, then hits the Heretic hard from behind with an *unerring strike*. The effect is so surprising that the Heretic isn't even able to react.

Golden Key moves in, teleporting bullets into both Heretic and Roots Burrow Deep. In response, the defense platform releases nanohealing factors to revitalize the robotic defenders... all of whom are destroyed utterly. The only thing they do find is Dynamo Joe, who finds himself in much better health.

The Heretic has decided that he hates Umbral the most. He screams at Umbral, but Umbral hears nothing because Golden Key puts his fingers in the sorcerer's ears until the risk is past.

Meanwhile, Roots Burrow Deep hates Yowie the most and unleashes a *photosynthesstrike* to prove it. Yowie shrugs the effect off. And Dynamo Joe takes another hit from the Omni-Blade. Dynamo Joe tosses a sack of cosmically-charged switchblades to Golden Key, hoping that the cosmic backlash will be enough to damage the Omni-Blade... which ignores the attack. Golden Key moves in to help, and leaves a substantial scar on its flank. It's not invulnerable!

Yowie and Umbral hammer on their respective targets. Umbral gives up on subtlety – he simply stands in front of Heretic, phases out of continuity to avoid his attacks, and just hits him in the face.

Meanwhile, Dynamo Joe manages to hit the Omni-Blade Drone.

Platform Shutdown

Suddenly, the defense platform's main computer starts to fail and shut down. The entire structure shudders, threatening to fall from the sky. The Argent Adept uses the occasion to strike the Heretic, while instructing him, "All your plans are falling apart!"

The Omni-Blade Drone is single-minded – all it cares about is chopping at Dynamo Joe. Which it does. Over and over and over again.

The Heretic pays the Argent Adept no heed. He's interested only in screaming his rage at Umbral. Unfortunately, this leaves him vulnerable to being shot by Overwatch. Which Overwatch does, taking him out. And as Heretic falls, Finder of Paths Unseen is released from Heretic's body – it was that spirit's powers that were allowing Heretic to take himself into the spirit world. The Argent Adept uses his powers as Virtuoso of the Void to capture the spirit. And he also removes the animating spirit from Root Burrows Deep, causing the creature to collapse into a pile of vegetation.

Yowie stomps over to the hull, slams his hand clean through, and wrenches one of the engines back into proper position. The platform starts to stabilize. "Someone come over here and weld this cable! Stan, get your ass over here!" Stan shows up with a portable welder and does the repair – the engines of the platform rather resentfully cough back into life.

While Yowie and Stan are working on the engines, Golden Key ends the Omni-Blade Drone.

The characters fly the defense platform back to their headquarters. The Argent Adept is onboard and has the resources he needs to get the characters into the spirit world.

End of the Session

The session ends with the characters back in their base. This marks the end of the third collection, *Kaiju World Tour*. The group collected over five Hero Points through the session that can be used for bonuses next session.

Also, the Kaiju Defense Incorporated business goes up to Level 4 and gains a new improvement. *Stan the Battalion Mechanic* comes on full-time as a D6 Sidekick, with the special ability *cheering section* (Boost action can affect 2 heroes).