

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

We are gaming in person! IN PERSON! It is an amazing thing! *Bruce* cannot get over the fact that he will actually be able to roll physical dice for a change! *Tim* exults in his resurrected gaming laptop, now with a real OS! *Patrick* doesn't understand why he can connect to local WiFi, but he can... though *Paul* cautions that the network is often fragile when faced with multiple users. *Ernest* admits to no such thing, saying only, "I shall bring in the various treats!" *Chris* is just happy to have a space on the couch...

Hero Point Bonuses

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

Next Stop: Insula Primalis

The characters' next stop is to travel from Seattle to Insula Primalis, north of the Arctic Circle. The Argent Adept travels with them, for he is key to their ambition to find the Nexus of the Void. They board a flight to take them to a NATO base at an undisclosed location – from there, they can get a plane to go to Insula Primalis.

During the flight, the Argent Adept goes back to use the restroom. As soon as he's out of earshot, Umbral just lets out all of his accumulated disgust at the Argent Adept. "Virtuoso of the Void! Have you ever heard anything so unhinged and arrogant?"

The others don't say anything. They do notice that Umbral's new artist is drawing him a little bit darker – he still doesn't have a shadow, but now there are shadows visible in his eyes.

Yowie finally changes the subject. He tells the others, "So, our working theory is that the Heretic is being controlled by the spirit Song of the Swarm, and he's one of the Dahaan people who live at Insula Primalis and who are attempting to protect the Nexus of the Void. Correct?"

The others nod.

Yowie takes this as an indication to learn everything he can about *Song of the Swarm*, the (now-trapped) spirit *Thirst for Flesh* (as an aside, the binding charm that *Abyssal* constructed to trap that spirit is now held down in the restricted section of the University of Sydney library. He is particularly interested in any known weaknesses of the spirit, including how it might have been bound in the past. There are a number of named spirits that live in the Void. At one time, *Akash'Thriya* consumed many of them to build her own power, but after her self-sacrifice in the OblivAeon they have started to reconstitute themselves. He finds that unless a spirit chooses to inhabit something physical it is difficult to kill them, but they can be captured or commanded. Yowie uses his strong eye of mystical awareness to construct a spirit charm for use against *Song of the Swarm*.

Also, the recent shenanigans have left Yowie somewhat more cursed. Even when he has not grown to massive size, he appears more bestial – his former Magnum PI-like good looks are a thing in the past.

Golden Key is content with life. He builds up a charge (as it were) by looking up *Sable*, the mundane president of *Ermine's* fan club, and persuading her that the two of them should go and visit some states and performing a variety of locally illegal acts. "In Florida, it's illegal to (beep) with your (beep) inside a (beep)." Yes, this is tawdry. No, Golden Key doesn't care.

Overwatch learns some of this, and it makes him twitchy. Later on, he gets through some of his stress by micromanaging and hectoring the pilots of the transport taking the characters to the base, endlessly pointing out how they should be doing their jobs. This goes on until the chief pilot turns on him and dresses him down in detail, leaving Overwatch with a newfound humility and a keen understanding that he has been getting too big from his britches. He has also been growing his hair out.

Meanwhile, Dynamo Joe expelled the Atlantean spirit that had been changing his appearance and his powers. He goes back to basics, an atomic robot who electrocutes people and flings lightning bolts. Apparently there was a fan outcry that the writers were getting too far from the essence of Dynamo Joe. Of course, the Atlantean cosmic spirit is off at a superhero training camp with *Feral Juggernaut* trying to come up with its own superhero identity and name. The spirit is fairly naïve and keeps on coming up with hero names that actually invite ridicule. Dynamo Joe isn't helping: he keeps on sending lists of suggested names that he knows will cause trouble. Yowie overhears a lot of this and gets a morale boost from it.



The Approach to Insula Primalis

The final leg of the trip to Insula Primalis uses an old Soviet-era ekranoplan. Umbral is able to see the island on the final approach, after passing over otherwise-impassible ice floes. The island is dominated by active volcanoes, lava flows, and obsidian fields, but surrounded by lush vegetation and lots of dinosaurs. As the Umbral sees the island, he feels a deep chill go through him. Perhaps the mysterious presence that follows him is somehow inimical to the Void.

The new feature of the island is a cloud of the yellow electrical fog that transforms animals into destructive monsters. Argent Adept says, “The real problem is that these beasts have been trained to attack vestiges of man’s civilization. The presence of Overwatch and Dynamo Joe will make things interesting.” The characters already know that the Cold War-era NATO base has long been abandoned – and doubtless the ruins destroyed by apocalypse beasts. The lack of a solid landing point, the impassability of the surrounding ice, and the fact that there are still some intermittently-functional air defenses, are all reasons why the transportation in is provided by the low-flying ekranoplan.

Meanwhile, Dynamo Joe is already aware that he’s drawing negative attention from the island even at a distance. Whatever window he looks out becomes subject to bird strikes. More concerning are the giant mutated Pteranodons that fly uncomfortably close to the ekranoplan. Dynamo Joe answers the situation by going up into the dorsal turret and using his powers to generate a massive electrical field around the vehicle. This gets rid of the Pteranodons, but it also draws the attention of an actual thunderbird, a charged bird that looks like an ancient charged toucan.

Shoo, Lightning Bird!

Dynamo Joe uses basic robotics to fire drone missiles at the incoming thunderbird. It turns and twists, evading the blasts. Overwatch notices this from his vantage point in the cockpit. He opens a window (to the loud consternation of the pilots) and shoots it.

The very annoyed thunderbird zaps Dynamo Joe with a lightning bolt. Curiously, he’s not actually immune to lightning.

Yowie finally takes the thunderbird out by clambering out onto the wings, growing to tremendous size, and punching it. The others are pleased when he drags a giant, unconscious, toucan-like, thunderbird into the ekranoplan hull through the cargo hatch.

Golden Key emerges from the restroom. “What’s been going on out here? And why does the whole plane suddenly smell of burned feathers?”

Overwatch points out, “It’s not actually a plane. It’s an ekranoplan.”

And This Will Work?

Overwatch realizes that his autogiro will draw the same kind of unfavorable attention from the island beasts as Dynamo Joe. He uses materials available to mask its artificial nature.

Meanwhile, Golden Key steps into the compartment. He asks Overwatch, “You’re really good with technology, aren’t you? Like, phones and things?”

Overwatch nods, a bit tentatively.

Golden Key doesn’t wait for more of an answer. He pulls out his phone and starts texting Ermine. “Hey, babe – we’re going to Insula Primalis, it’s really dangerous and we might not make it back. Can I talk to my daughter?”

Golden Key hands his phone to Overwatch. “When she calls back, trace it!”

Ermine sends back a cryptic message, “Why don’t you just ask Sable? I’m sure she knows...”

Overwatch realizes that he’s putting himself into the middle of a truly epic slap fight. Even knowing this, he tries tracing the message. He tells Golden Key, “She’s definitely somewhere in Asia.”

Island Landing

The ekranoplan lands out in the bay. The characters board a small zodiac and motor in towards the decaying dock at the NATO base, accompanied by *Stan the Battalion Mechanic* and Yowie’s thunderbird. He is trying to train the creature to obey orders, and he’s named it *Jackie Zappa*.

The Argent Adept tells them, “I sense a center of power on the island! We should go there first before trying to open the way.” The group moves inland on his directions. Umbral trails behind, grumbling. He doesn’t need the Argent Adept to show him the path – a spectral voice whispers the true way into his ear.

Dynamo Joe tries using GPS to navigate. The active technology draws a small dinosaur, who rams him out of nowhere.

Center of Power

The characters finally find the center of power. It is a giant glowing tree surrounded by spirits, exactly like the giant spirit tree in *Avatar*. A guardian spirit with an armored facemask and elk’s antlers above an amorphous body made up of ghostly leaves and a chimera made up of pieces of three different dinosaurs block the way. Golden Key notices that the diplodocus head is dripping caustic acid, while the triceratops eyes are mesmerizing. The two are escorted by four executor coconut spirits.

Golden Key rushes around, attacking the giant palm trees. He breaks one of them.

Dynamo Joe is not subtle. He rolls up some speed and rams straight into the dinosaur chimera. He does little injury, but he does knock the thing off balance. Umbral teleports up to the stegosaurus head and blinds it with a bundle of brush, interfering with the hypnotization zone. And Yowie grows to massive size to punch the stegosaurus head hard!

The dinosaur chimera uses *explosion of fangs*. Its tyrannosaur head opens its mouth wide, displaying a mass of giant teeth. It’s teeth start to rotate, and then explode outwards. They don’t just do damage – when they hit, they *burrow* in!

The guardian spirit gets locked into battle with the Argent Adept. “I’ll hold off the guardian while you deal with its lap dog!”

Umbral grouses, “Oh yes, way to denigrate your loyal allies.”

Meanwhile, Golden Key is getting overwhelmed by a crowd of angry, coconut-throwing tree spirits. He is pleased to see that a giant dragonfly (D8 minion) has been attracted by the commotion.

Dynamo Joe uses a lightning bolt to blind the stegosaurus head, ending the brainwashing zone. The blast also partially exposes a weak point in the creature's armor plating. Umbral follows up, using strange shadow magic to further weaken the creature's armor – though Umbral's spectral ally whispers insistently, hungrily, "Reach the void! You much reach the void!"

Yowie shrugs, causing the dinosaur's burrowing fangs to fall away. He stands strong and strikes with his mystic influence, removing the last of its armor. He calls to his thunderbird, "Get him Jackie!" The thunderbird manages to do the first damage to the beast, barely scratching it with a lightning strike.

The dinosaur chimera growls and unleashes acid breath – more damage than fangs, but less hinder, and all stink. The diplodocus head swings back and forth, gushing acid and filling the area with sulfuric fumes. Overwatch dodges to the side, only to be forced to dodge again to avoid the giant dragonfly. Overwatch complains, "It wants to steal my rifle! Outrageous!" He swoops and shoots the dinosaur monster.

The spirit grove triggers *primordial plant life*. Toxic plants and vines grow up around all the ground-bound characters, slowing them and filling their lungs with poison.

Yowie hits the dinosaur chimera with a *power strike*, taking some damage from one remaining *burrowing fang* as he does. The kaiju growls and loses some ground under the impact. It opens up one remaining stegosaurus eye and uses it to dazzle Dynamo Joe with *mind control*. He shuts down completely. Apparently the chimera overwhelmed Joe's robotic brain with love. Or saurian hunger. Or something. Then Golden Key stops by, shifts Dynamo Joe into an alternate dimension where time runs differently, does a full maintenance check and restart, and then brings him back. Golden Key hands him a bill for services written in an alien hand.

Suddenly the nearby ground changes from lush greenery to sharp obsidian fields. Umbral fades away, steps past the chimera's swinging tail, then stabs it with a shattered tree trunk. He picks up a viciously sharp piece of obsidian, sidesteps again and slashes through the chimera's hamstring. A moment later, the revived Dynamo Joe sprays a barrage of obsidian shards up at the chimera and the thieving dragonfly. The dragonfly will steal no more.

Dynamo Joe and Yowie start up a rapid barrage against the dinosaur chimera. Jackie Zappa piles on with a well-aimed lightning bolt as well. It is critically injured! It responds with another *explosion of fangs*, but it's power has been sapped by Golden Key's *speed drain* and the characters mostly evade the effect.

And then the ground turns to lava.

Everyone gets burned. Golden Key shields him from a flying spray of molten rock. The surviving palm spirits burn. Stan the Mechanic runs off, "It's too hot for me!"

Umbral vanishes. The dinosaur chimera's diplodocus head looks around with googly eyes, confused. Then Umbral reappears out of nowhere to slam the head into a pool of lava. The creature burns and thrashes. Dynamo Joe revs up and rolls straight at the dinosaur, hammering it deeper into the lava. The creature struggles as it burns, then falls still.

Guardian Spirit Crisis

The Argent Adept cries out, "It has absorbed too many spirits! I cannot hold it!" He is struggling to hold back the guardian spirit, which is actively summoning additional spirit allies.

"The Argent Adept is losing! The Argent Adept is LOSING!" The others cannot help but hear the glee in Umbral's shout.

Overwatch flies over and starts calling out instructions as additional spirits come flying in to attack the Argent Adept. Golden Key tests the guardian's remaining strength with a *supersonic streak*. The guardian spirit responds by erasing Overwatch's reconnaissance bonus. And then it heals.

A panicked herd of dinosaurs breaks out of the brush and stampedes directly across Golden Key and Umbral. Neither of them is impressed by the primal beauty of the creatures. But then, being trampled by something will do that. And then the guardian spirit summons up another pair of palm spirits, who proceed to barrage Overwatch with coconuts. Ow! Coconuts!

Yowie stands directly in front of the guardian spirit and hits it with *front-line strength*. Dynamo Joe powers up *chain lightning*. He and Yowie both heal, drawing strength from the charge. The guardian spirit just takes damage. Then Golden Key inflicts a *violent stop* upon it, doing tremendous damage but leaving the spirit only lightly wounded.

The two palm spirits feed their strength to the guardian spirit, which then unleashes the *spirit maelstrom power* upon Yowie and Golden Key. Both heroes are flung violently away. And then the lava drains away as new plant life blooms and exudes hallucinogenic spores. Overwatch and Golden Key both breathe deep before they realize the danger.

Umbral flickers in and out of reality, striking the guardian spirit with hands that cleave through the spirit's reality. The guardian spirit is critically injured! Dynamo Joe follows up with a lightning bolt! Jackie Zappa hits the spirit as well, leaving it on the ropes.

The guardian spirit answers the characters' attacks by *absorbing the spirits*, consuming both of its palm spirit allies. It looks substantially stronger. A major volcanic eruption begins, engulfing everyone. Golden Key saves Umbral, then is taken out by the heat.

Jackie Zappa hits the spirit with lightning, covering Yowie's giant hammerblow strike. He takes the guardian spirit out. It explodes in spirit energy. The power flows across the characters, healing all of them.

The Argent Adept climbs to his feet. He readjusts his cape. "I am fine, no need to waste your concern on me."

"Don't worry," The Umbral's lack of concern is noted.

"It is time for us to locate the great Finder of the Ways at the tree that is the center of the universe."

Yowie asks, "Do we need to play instruments?"

“No need! I have that covered!” The Argent Adept is surrounded by a ghostly circle of instruments. He gestures, and they play an unearthly tune. The glowing tree splits open to reveal the pathway to the Nexus of the Void.

End of the Session

The session ends with the characters standing at the threshold of the Nexus of the Void.

The group collected 5 Hero Points through the session that can be used for bonuses next session.