

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

Chris and *Paul* start off the day with a discussion about *Extra Ordinary* (available on Hulu), a program involving a non-superpowered woman living in a world where everyone else has superpowers. It's a comedy! *Bruce* says nothing, but he's all in on the idea... until he hears about the guy whose power is to be a living 3D printer. And nobody wants to hear about where the printed items come from. *Tim* also reserves judgment, until *Chris* starts talking about *Pokerface*. Everyone likes *Natasha Leggero*, especially when she's playing a dead-broke dead-ender... with really unusual skills. *Patrick* just knows that people are committing murders, but he values his current exalted status within society.

Ernest shows up very late because his pizza order fell into the void, but he is broadly forgiven because he also brings Girl Scout cookies. Which doesn't help those of us who are remote, but our disappointment is not operational.

Hero Point Bonuses

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

One Long Step into the Void

The characters step through the portal into the Void and find themselves... in a small village. The residents have constructed log cabins and small gardens. A man marked with Dahaan tribal tattoos approaches the group. "Oh, hi! Are you guys new arrivals?" He explains that his tribal name is *A'uluh*.

Several characters answer hesitantly, "Uh... Yeah."

The man points at *Dynamo Joe* and *Overwatch*. "I don't know about these weapons and technology and things, we're not really down with that. We already had a guy come through and try to combine spirituality with technology. He also never took a tribal name, so we just called him *Larry*. We had to kick him out."

Overwatch explains, "Don't worry, we're not going to try to do the same thing, no fear."

"Are you also descendants of the Dahaan? I used to be a computer programmer in California, but I found I was descended from the Dahaan through 23-and-Me."

Golden Key thinks, "I bet you're also 2% Jedi." He struggles to avoid laughing.

Overwatch is more practical. He asks, "Could you point me to your leader, or your prophet or whoever?"

"We don't really have a leader like that. We just talk directly to the spirits." A dark-skinned woman approaches. "This is my wife, Rumbala. We got the calling and the gateway opened up and we came here. It's great here, the spirits help us grow vegetables, you barely need do any work. Mostly we just make love and get high."

Yowie is skeptical, "Don't you have problems with caterpillars eating everything?"

"Oh, the caterpillars have plenty to eat!" A'aluh gestures to the forest surrounding the village.

Umbral asks, "How many Dahaan descendants are there here?"

"Like fifteen."

Yowie tells the villagers, "The one you describe as Larry made trouble for us, we had to deal with him."

A'aluh answers, "That sounds like him. He made an alliance with a bug-storm spirit and wanted to cause a lot of trouble."

The Argent Adept intones, "We have wasted enough time talking to these people. I shall use my powers to contact Song of the Swarm." He attempts to summon his instruments. Nothing happens.

Umbral comments, "You are cut off from the sources of your power in this place." He seems oddly satisfied with this situation. "We should use my unerring insight to find the way."

The Argent Adept is disturbed, "But... I'm the Virtuoso of the Void! We are in the Void, I should be all powerful!"

Dynamo Joe gives the Argent Adept a stick, "Here is a stick. You can use it as a club if you must defend yourself."

The Adept continues, "The only instrument that still seems to have power is the Zither of Zarathorpe, but I cannot use it for he was the most malignant of all Virtuosos."

A'aluh interrupts, "We know Zarathorpe! When our ancestors lived on an island he was an evil magician. He did many terrible things, and he created Song of the Swarm as his familiar. I cannot play his Zither, it is an evil thing." The Umbral can feel the dark power of the Zither. He says nothing, but approaches it as subtly as he can. The Argent Adept notices, and puts the Zither away.

Umbral tells the Adept, "We should play the Zither! And if you are not willing to do it, then I will!"

Nobody seems interested in handing the Zither of Zarathorpe to the Umbral. Dynamo Joe remembers the last time the group went out for karaoke and Umbral proved that he has no sense of rhythm or musicality. The Umbral goes off to sulk while the others do their best to be part of the solution.

Yowie talks to A'aluh about finding Song of the Swarm. A'aluh explains, "To find the Song you will need to embark upon a spirit quest."

"Do you have some ganja that can speed us on our way?"

"Oh sure, that's easy!"

"Then light me up! Who else wants to get baked?"

Umbral is right there. "Give me the pipe, I will breathe the vapors."

A Few Montages

While the villagers prepare to send the characters on a quest, Umbral finds a small shrine made from black stones in the shadows beyond the edge of the village. He performs a simple but profound ritual to gain insight into the area, dark insight. Overwatch was injured in the last fight, and Umbral asks if he wants to join him and gain vitality. Overwatch does, and is healed by shadowy energy.

Golden Key asks Overwatch later, "Why did you decide to use dark energy to heal? What possessed you to follow Umbral into the shadow glen?"

Overwatch plays innocent, "I wanted to see how Umbral was doing, and he asked if I wanted to join him."

Golden Key grumbles, "That will sound good in court."

After Umbral's ritual is completed, Dynamo Joe instructs him, "I have been programmed for triage." He wraps Overwatch in Bactine-soaked gauze.

Golden Key decides he's not going into the dark glen. He does sample some of the villagers' drugs, building up a nice positive charge in the process. He contemplates the ripples upon the surface of the pond and achieves enhanced awareness through peaceful smoking.

Yowie draws his strength from nature and plants. He uses them to enhance the strength of the characters' upcoming experience.

Into the Woods (far off Broadway)

The characters find out fairly quickly that going on a spirit quest really just means walking into the forest – they're already in the spirit realm, so drugs are necessary. Though, in some cases, they might improve the experience. The villagers wave goodbye as the characters head out.

The Argent Adept tells the others, "We should first find the Great Serpent that lives under the island. It helps protect the world and watch over its defenders."

Umbral grumbles, “Yes, obviously seeking the Great Serpent is the correct answer. That’s obvious.”

The Argent Adept notes, “We may need to wake it up, and it’s usually grumpy when it wakes so we might need some of your combat expertise.”

The characters emerge into a beautiful glade, where the sunbeams shine down from behind a waterfall and a peaceful brook sings a lullaby. The Argent Adept says something about the strength of nature being at its peak in this place. Umbral doesn’t pay attention.

A huge dark form moves through the trees. “I move forward. I am here to collect you and keep you in this place.”

The Argent Adept explains, “That is the reclusive creeper.” Strange wooden spiders descend from the treetops all around the characters. One group attacks Golden Key while another webs up Overwatch to keep him and his autogiro on the ground. The heroes struggle to beat the spiders back and clear the webs. Dynamo Joe attempts to clear the ground with *chain lightning*. The spiders scatter away from the blast. Umbral whispers to the others, “They are vulnerable. Feed upon their power!”



A gigantic stream of water slithers through the trees and rises up as the Devouring River. It lashes out at Dynamo Joe, who backs up quickly on his treads. Yowie grows up to giant size and hits it with a *power strike*.

The Argent Adept tells the others, "We're getting surrounded! We should run!" He can move everyone into the next biome, if they follow his advice. Nobody is interested.

Overwatch soars up above the spiders and calls out tactical information. That plus a *mechanical advantage* from Joe the Mechanic and Umbral's *unseen whisper* is enough to allow Dynamo Joe to electrocute a whole pack of spiders. Then the characters move on to another biome.

The Glass Peaks

The characters go through an opening Dynamo Joe created and travel for a distance, until they reach a treacherous range of mountains made from glass shards. The Argent Adept and Yowie are both injured by the shards. And then *Magma's Rage* emerges from an explosion that sends molten shards of glass flying across the island. "I have sensed you, little minstrel, and I have come!"

Overwatch is dismayed, "It can talk!"

Umbral isn't listening. He flickers in and out of reality, seeking for the Great Serpent. He senses its presence deep underneath the island.

Overwatch swoops down and takes a shot at Magma's Rage, but is forced to break off and dodge at the last minute, almost spoiling his shot. Then he sees a path to another biome.

Savannah Nocturna

The characters travel across a great savanna carpeted with glowing grass. It is night here, and the moon hangs hugely in the sky. And it doesn't take long before the characters are surrounded by hostile spirits. One group tears away at Yowie, draining away his life energy. A second group attacks Umbral, only barely dissuaded by a barrage of rocks and turf Golden Key sends their way.

Overwatch zooms into the darkened sky. He warns the others of the approach of the spirits. Dynamo Joe takes advantage to electrocute four spirits. Yowie calls upon the power of nature to infuse the characters, and Umbral directs that power to fully awaken the Great Serpent. The creature's massive head pushes up out of the ground. It looks grumpy.

For his trouble, the Great Serpent lashes out at Umbral with its tongue. The Argent Adept pleads with it to recognize the characters. It doesn't seem to seriously hear him. Stan the Mechanic calls out to Golden Key, "Only you can help us!"

Golden Key unleashes the full potential of his powers against the Great Serpent, hitting it hardcore. The servant is taken aback by the experience. It looks kind of dazed. Yowie rolls in and knocks the spirit right on the snoot, stunning it.

The Argent Adept steps up, "Ancient One! It is again time for you to rise in defense of this land. Song of the Swarm has perverted the magics of this place and he must be dealt with!" The Adept gestures to the others that they should all mount the creature's back. The four hostile spirits attempt to follow, but are driven back by a flick of the Great Serpent's tongue.

Ember Dunes

The Great Serpent takes the characters to the Ember Dunes. The landscape is a mix of dark sand and giant burning coals. The Argent Adept says, “We are here to seek out the Song of the Swarm.”

Magma’s Rage emerges from the desert. “You will never reach the Song of the Swarm!” It flings a chunk of lava at Dynamo Joe, who sidesteps and responds with a *targeting rocket*. The impact sends the burning shape staggering back. Umbral steps into the smoke trail from the rocket and vanishes. A moment later he returns with a rock and slams it on the spirit’s head. Magma’s Rage collapses, to be replaced by a squad of fire minions. Golden Key steps in and pulverizes all but one of them.

Jade Estuary

The Great Serpent continues traveling, reaching the Jade Estuary. The group travels over jade rocks by a calming pool, at times having to wade through the green water. Umbral, Argent Adept, and Joe the Mechanic are healed by the waters

Of course, there is a complication. The Devouring River makes a reappearance as well. Overwatch promptly shoots it. Umbral steps into the river and vanishes. The Devouring River is confused. It looks around for the hero. Umbral reappears bearing a tree trunk, which he uses to stab through the spirit’s form, disrupting it.

Dynamo Joe lights up the sky with lightning (of course), challenging the Song of the Swarm to appear. The effort draws more from Dynamo Joe than he had expected, leaving him partially powered down.

Yowie vows, “I will find it by stomping!” He takes his giant form and stomps around through the estuary, searching for any sign of Song of the Swarm.

Stan the Mechanic produces two energy sensing devices and hands them to Golden Key and Dynamo Joe, “You can make best use of this by running around and taking readings pointing to the spirit!”



Golden Key isn’t able to find anything, but Dynamo Joe is able to broadcast a signal and force Song of the Swarm to appear.

The Insect Spirit Is Manifest

The characters close in on the highest-signal location when Song of the Swarm bursts from the ground. Parts of its shape spall off and turn into swarms of vicious-looking insects. The characters face off against it.

Yowie wades in among the billowing clouds of insect minions and punches the great spirit. Overwatch swoops up above the mass, calling out instructions. And Golden Key runs straight at the swarms, literally burning the insects up with the

frictional head of his passage. Umbral turns invisible then comes around from the side to cut through one of Song of the Swarm's joints with a blade that seems to come from nowhere.

The Great Slumbering Serpent rears up into the air and takes out countless flying insects, only to see Song of the Swarm release six more swarms to replace those that have fallen. Golden Key takes a thousand bites from the swarms, but is able to protect Yowie from suffering the same fate.

Song of the Swarm utters a resounding howl and changes the environment into the Burning Taiga. The forest burns, but does not burn out. The skies let loose with snow, but the snow doesn't melt. You feel both the cold and the heat.

Overwatch swoops down and shoots Song of the Swarm straight down the mouth. The spirit howls and spits up black blood. Overwatch shoots again, and Song of the Swarm collapses. Its body explodes into a swarm of bugs large enough to blot out the sun. The swarms start to devour everything, including the flaming trees.

The Argent Adept howls, "It's trying to devour the entire nexus!"

Overwatch yells, "Play the Zither!"

Umbral says, "Not so fast!" He teleports over to the Argent Adept and takes the Zither. He plays it and absorbs the power of one of the Virtuosos of the Void. The insects shrivel into a black rain that smothers the flames (though they can still be heard). Umbral's appearance becomes thinner and more spectral as he merges with the evil Zarathorpe, taking his knowledge and power. "I am ruler here! Begone from my presence!"

The others are suddenly ejected from the Nexus of the Void.

The Apocalypse Ends

The Argent Adept tells the others, "Quickly! Check the news!" Dynamo Joe has a radio built into his head and quickly tells the others that the yellow clouds are gone. The Apocalypse Beasts are changing back to their original shapes of mundane animals.

In an instant, Golden Key's daughter *Blitzfire* appears. "You have destroyed the Apocalypse! Unfortunately, that means my timeline is about to end!" The others watch as she slowly disappears. "I hope your timeline proves to be better than mine was."

She looks at the Argent Adept with surprise, "I did not expect to see you here. Why were you not corrupted by the Zither?"

Golden Key answers, "One of our relatives was driven mad by his lust for power."

The Argent Adept is dismayed, "So you intended for me to be sacrificed?"

"Yes, but it would have been worth it." And with that, she (and her entire reality) vanishes.

Yowie tells the others, "Well, it's a shame that Haskell went nuts."

Golden Key offers, "Should we tell the others that a harmful spirit carved him out and took over his body?"

"I was thinking saying that he died of COVID. That should be better for the insurance."

Dynamo Joe asks, "How do any superheroes get insurance?"

Nobody is able to answer him. Everyone boards the ekranoplan to travel back to Alaska.

End of the Session

The session ends with the characters returned to KDI headquarters, except for the Umbral who is now Monarch of the Void and fully transitioned over to being a villain. Next session, El Genio will join the team full-time.

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