

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 and *Paul* are slightly late to call in, which mostly means they don't have to listen to *Chris*, *Patrick*, and *Bruce* discussing how their various workplaces have engaged in incredibly blockheaded, misguided, or simply ineffective computer security measures. Oh, haberdashery.

Tim, sadly, is not present today – he is feeling under the weather.

Hero Point Bonuses

Each character have five Hero Points to assign to bonuses for the session.

El Genio Joins the Team

KDI issues a press release and holds a press conference to announce that El Genio has joined the group. The KDI publicity team is nervous about this, considering that the *reason* there is an opening is because *Umbral* went evil and hived off into the Nexus of the Void screaming about how he has ALL THE POWER now. Ahem.

(Sydney) Kaiju Defense, Inc is pleased to announce that the storied hero El Genio is joining the company's elite Kaiju Response Team. Team spokesman Yowie said, "El Genio is a name that needs no introduction. Not only has he been a revolutionary force for good in his native Argentina, but he also built El Genio Enterprises from nothing into a premier pharmaceutical enterprise. We are fortunate to have him on board... Wait, we're seriously sending this out to the press? Doesn't this sound a little bit over the top?"

El Genio smiles broadly, thanks everyone in Spanish and English, and offers a short speech about how grateful he is for the opportunity to fight for justice and the betterment of all humankind. He turns to the assembled press for questions, but the only thing any of them want to ask is, "What happened to the Umbral? Where is the Umbral?"

Nobody wants to answer these questions.

And then the villains attack: Hate Monger (and his hate ray), the Grizzly (a wrestler wearing a bear costume), and the Death Throws (evil jugglers for hire)! Hate Monger was one of the candidates KDI interviewed for the job, but passed on. He clearly has some issues that he still needs to work out. El Genio immediately recognizes the villains as belonging to a different dimension (publisher, that is) and uses his Copyright Return technology to evaporate them, even before Hate Monger has a chance to sweep his Hate Ray across the assembled journalists.

A Moment of Nostalgia

After the press goes home and the villain debris is swept up, Yowie goes back to his room and thinks about the recent death of Raquel Welch. Lost in a moment of nostalgia, he takes down his poster of her from the movie *One Million BC*. Now, the only wall poster remaining in his quarters is of the green alien giantess Jansa vi Dero.

Golden Key goes out to the airport to watch the planes go by... and to steal some of their speed to replenish his own reserves of power.

Overwatch welcomes El Genio into the gang by taking everyone out to *Porteno*, an Argentine restaurant out in Sydney. El Genio smiles a lot and is broadly grateful for the gesture, in spite of the fact that the restaurant décor is a mix of inauthentic and tacky and half of the food doesn't seem to be particularly Argentine in origin. And everyone drinks a lot of hard liquor.

Afterwards, Overwatch goes to work on the Training Facility he is building in the KDI headquarters. El Genio points out that he is a Two-Fisted Scientific Genius, and is more than eager to help. Overwatch accepts his advice with good humor, though he is just a little annoyed by El Genio's suggestions. And that leads to a minor firearms accident that leaves him with a nasty bruise.

Outback Emergency!

Word comes in from Central that there has been a kaiju attack in the Outback station of Woop Woop. This place is important to the Australian government because it is the site of an orachalcite mine. For the entire drive out, Golden Key doesn't let up on asking El Genio what it was like to work on the *Aladdin* movie. And Yowie (when he's not managing his cooler of tallboys and sandwiches) does his best to rub El Genio's head in hope that he'll be granted a wish.

Woop Woop is very much an industrial settlement out in the wilds of Australia. The giant mining cranes tower over a very modest town site. But today, the place is devastated – buildings are crushed and stomped flat, giant claw-marks gouge into the streets, and even the force fields around the homes of the wealthy flicker and crackle. But the locals are not despairing, at least not all of them – the characters see a young man putting up a banner reading, "Visit Woop Woop – Home of the Razorbeast!"

The group stop to ask him what has happened, and where the kaiju went. He introduces himself as *Mayor Jenkins* and provides a (bad) illustration of the creature, drawn by someone who seemed to be most familiar with drawing bears. He suggests, "If you could subdue the beast, that could be a boon for tourism and bring some money into the town!"

Golden Key asks about the force-fielded houses. Mayor Jenkins notes that they belong to the families who own shares in the orachalcite mines. He goes on to describe the many uses for the mineral – force fields, hover vehicles, and so much more. He also tells the characters that *Sheriff Harding* is already hard at work on the case – he’s over near a destroyed neighborhood, and he’d be a good place to start investigating.

Did You Guys Dig Too Deep?

The group heads over to find the Sheriff. Instead, they find a cluster of grizzled miners. A woman in a café uniform is serving tea. Yowie takes the lead, asking the miners, “So, did this thing come out of the mines?”

An older man answers, “There’s no telling. Some of those old shafts have strange alien stuff in there, and haven’t been touched for years. The beast had huge claws, and tusks! Like a walrus, and like a bear. But brown and white.”

The woman breaks in, “You shouldn’t be listening to everything Marcus says. He’s been yammering about aliens for years.”

“And this time I’m right!”

She ignores him, “But there’s been a lot of bad things happening around here over the last couple of years. Just last year, there was a terrible industrial accident.”

Marcus shushes her, “I don’t like talking about it. I saw poor Emily Blackwood crushed in front of me. Her father didn’t take it well, he blamed the founding families for her death at the funeral, right there in public.”

Marcus also notes that Sheriff Harding hasn’t been near as helpful as you’d hope – even though the whole town is helping out. He points out one young man as *Nathan Wellman*, the son of one of the founding families.

Overwatch takes to the air and locates the Sheriff. Sheriff Harding is a graying, middle-aged man with a stockman’s hat on his head and a prominent silver star on his chest. He looks straight at Overwatch through his dark glasses. “We believe the beast came from out of town. Probably from the west.” He taps his foot three times. “That would be away from the mines. Most likely, it’s been wandering through the wilderness for years, unseen.”

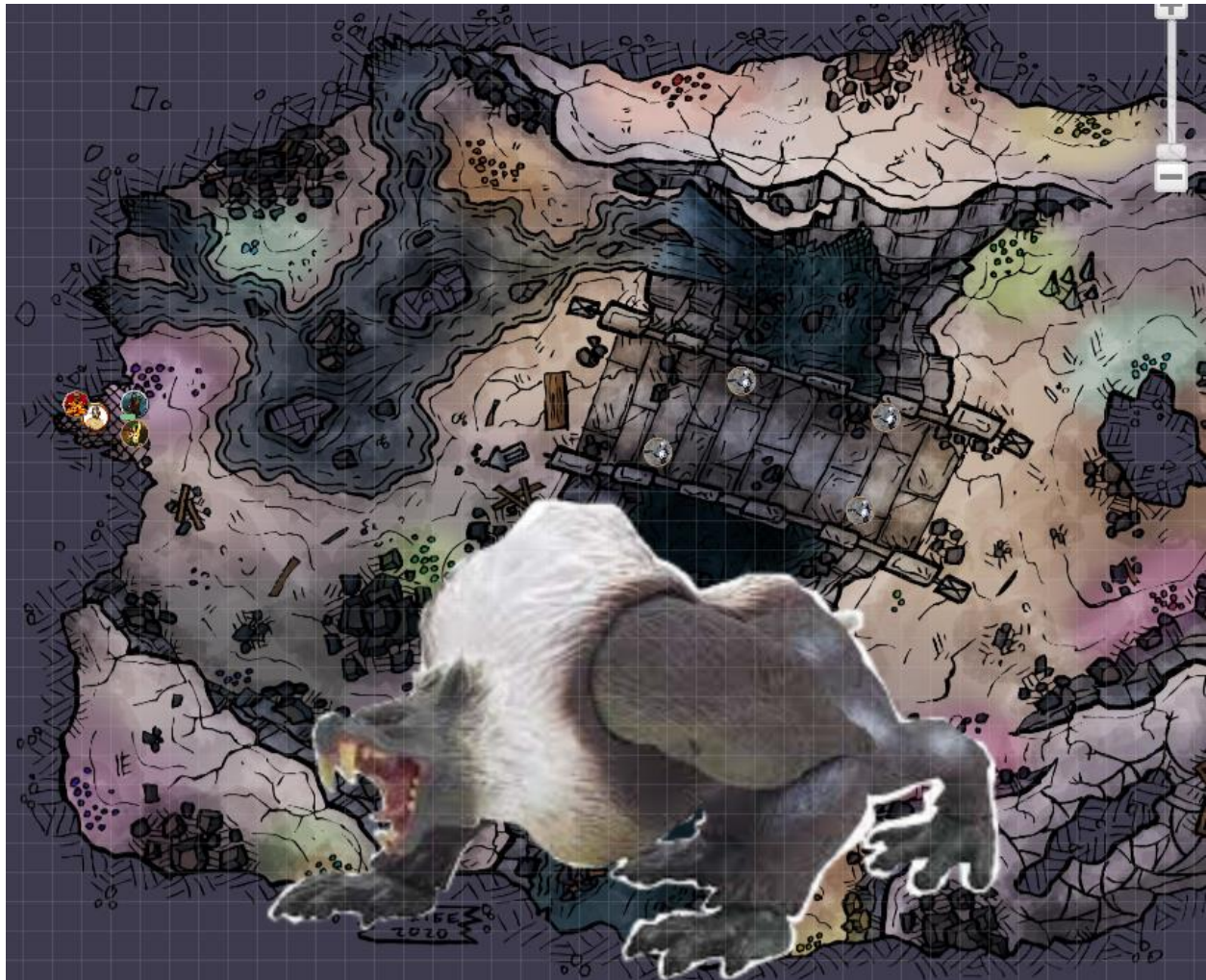
Overwatch taps his foot three times and nods.

Sheriff Harding taps his foot three times. Then three times again. “Would you like some coffee? I’ve made so much coffee.” He goes over to a coffee stand. There are eight full cups already sitting around the coffee maker. The Sheriff takes a cup and fills it, then hands it over. Then he fills another cup. And taps his foot three times. All of his motions are identical, as if he were an automaton.

Golden Key moves through the area, looking for anyone else drinking coffee. He is so fast, nobody else realizes that he's gone. He sees several people drinking coffee, but he also sees that some other people are acting strange just like the Sheriff – primarily the local law enforcement people.

Overwatch goes over to his gyrocopter and starts scanning for strange signals. He finds a pirate radio station playing a very slow-tempo song – that has a beat that exactly matches the Sheriff's tapping. He triangulates the station signal and tells the others, "It's coming from the area of the mines!" He plays the song for the others – it's strange and mournful, music played from the depths of the void, using an instrument that sounds like a harpsichord.

Doctor Chaos' Vault



Marcus tells the characters, "If you're going to the mines, you'll need a guide. I volunteer. If someone is hiding something there, it will probably be in one of the old vaults – nobody goes there."

The characters follow Marcus into the mines. The place is colossal – it is clear that it has been worked for decades. The characters are quickly lost, except for El Genio, because he is an intuitive genius. As the

group gets deeper, the air grows colder and the sounds of machinery become dim. The scent of explosives hangs in the air.

The group finally find a large chamber lined with the glowing blue orachalcite crystals. In the center is a pit. Strange, ferocious animal sounds echo up from the depths. The bridge across the pit leads to a locked vault door, and a squad of defense robots blocks the way. As the characters approach the robots spring to readiness. The vast, savage bulk of the Razorbeast lumbers up out of the pit as well. It stares at the characters, steaming drool dripping from its maw.

Overwatch flies up... and finds that he is intercepted by a flight of hackerbots that prevent him from transmitting tactical information to any of the others. He tries to stop them, only to watch several of the hackerbots connect together into a combative shape.

El Genio shouts out a challenge and simply charges the Razorbeast directly. The thing appears to notice his attack. Barely. Golden Key rushes onto the bridge, taking out all four Gun Robots in a blinding flurry of strikes. The defenders respond by launching a smoke bomb that engulfs Yowie and Stan the Mechanic in foul-smelling fog.

Overwatch dodges first a barrage of automatic fire from the hovering Gunbot, and then a sonic blast from the Razorbeast. The blast also knocks stones free from the ceiling, creating an ongoing hazard. He swoops low as he finds the security key for the hackerbot signal and bypasses it. The gunbot responds with a burst of automatic fire. Overwatch dodges as bullets tear through his gyrocopter.

Yowie grows immensely in size and stomps over to help El Genio handle the Razorbeast. He delivers a thundering punch! The Razorbeast responds with a crushing slam against El Genio, Yowie, and Golden Key. The noise is also enough to rouse out *Doctor Chaos*, who turns on a force field around the Razorbeast and sends another four Gun Robots into the fray.

El Genio and Yowie both fling themselves into the force field generators, crushing them utterly. The force field flickers and dies. And Golden Key again obliterates all but one of the Gun Robots by teleporting car keys into them. Unfortunately, the last robot simply explodes – which injures Golden Key some. He notes, “I’ve had worse.”

Overwatch engages in some *ultimate super gyro copter flying* to take down the Gunbot. He watches the wreckage spiral to the cavern floor with great satisfaction.

El Genio, Golden Key, and Yowie all hammer on the Razorbeast. They pummel the creature back into the pit.

Searching the Hidden Base

Overwatch moves some of the stones away from the vault door. Yowie needs a personal moment, he breaks open a cooler and hands out cold beers to Stan and Marcus, then takes one for himself. El Genio takes a beer and uses it to chase down a stimulant (proudly manufactured by El Genio Pharmaceuticals).

The two of them talk about Argentine beers – El Genio is fond of *Quilmes*, the perfect thing to wash down a plate of empanadas and steak.

The characters move through the lab. El Genio finds a control panel that he can use to override and disable a range of bomb and smoke traps. Overwatch finishes the process of clearing the vault door, then uses his hacking skills to open it. A squad of defense robots inside is no match for Yowie's beer-can robots (which he throws at them at speed). And a blink of an eye later, Golden Key has piled up debris and obstacles in the way of the cameras and gun mounts that protect the path to the center of the complex.

Doctor Chaos' Sanctum

Doctor Chaos' lair is lit by a pulsing glow. The center of the chamber is a production line of mined orichalcite. Doctor Chaos himself is protected by a force-field powersuit embedded with orichalcite crystals. To his left, the reinvigorated Razorbeast howls in rage. To his right, a squad of gun robots ready their weapons. The characters know that this is the conflict that will determine the fate of Woop Woop.

Doctor Chaos demands, "Are you servants of the corrupted orthodoxy of the town? The owners who killed my daughter?"

Golden Key answers, "Your behavior dishonors the memory of your daughter. If anyone has committed a crime, then I shall see them brought to justice!"

"You will do as I say, when I control your brains!"

Yowie answers by lighting up the crystals along the wall with electricity. Doctor Chaos' force fields blaze bright and weaken as they are overloaded. Golden Key rushes into the room to dispatch gun robots, because that's what he does best. Shattered robots clatter across the floor as Golden Key moves through the room faster than the eye can follow.

Doctor Chaos responds by turning on more force fields, protecting himself and the Razorbeast. Then he delivers a *villainous monologue* that serves to improve his own sense of self-importance, but has only limited impact upon the characters' motivation to pummel him silly.

The Razorbeast leaps down upon the characters, *crushing all underfoot* (or at least trying to). El Genio hits back, then gives himself an *alchemical boost*.

Yowie leaps clear over the Razorbeast to another group of crystal pillars. He lights them up with his electrical powers, weakening Doctor Chaos' force fields. El Genio discovers that the Razorbeast has a weak point in its armor, just above its heart. And Golden Key follows up with a strong hit right at that point.

Doctor Chaos drops a grenade! Overwatch dives to catch it. He tosses it towards the pile of crystals that is maintaining Doctor Chaos' fields, disrupting them! Doctor Chaos responds with a bout of *variable creating*, quickly assembling a *stasis shield* and a *phase coagulator*. Then he shoots Overwatch with his coagulator. Overwatch dodges. Doctor Chaos powers up the stasis shield and uses it to inflict

empowered destruction upon Overwatch, who would have crashed straight into the chamber floor if it were not for Golden Key's quick *100 shields*.

The Razorbeast charges Golden Key. El Genio stands straight in the creature's path, grabbing one tusk with each hand and halting the charge. The beast strains with inhuman strength! El Genio's feet dig into the metal plating of the floor, but this is enough to slow the beast down. In frustration, it crushes El Genio and Golden Key both. El Genio grabs the Razorbeast and flips it, then Yowie delivers a *power strike* straight to its unprotected underside. Overwatch shoots with *devastating precision*, hitting right in the weak point El Genio revealed. The monster writhes in pain! El Genio and Yowie pile onto the wounded beast, taking it out! Yowie has a flashback in which he realizes that when he's fighting monsters he needs to hit them just a little bit harder than he was used to.

The room shakes, and pieces of ceiling start to fall! Golden Key swoops in to keep Overwatch safe from a large chunk of concrete.

Doctor Chaos quickly assembles a *xenon gun* and a *multiple perforator*.

Golden Key complains, "Xenon guns! Those are illegal!"

Doctor Chaos ignores him, preferring to fire the xenon gun at Overwatch, who only barely manages to stay in the air. Golden Key responds by teleporting up to him and clocking him in the jaw.

Overwatch engages in a bit more *ultimate super gyro copter flying*, putting himself into an excellent firing position, and then taking a shot at Doctor Chaos. El Genio comes thundering in, followed a moment later by a Yowie at tremendous size. Doctor Chaos staggers under the impact of repeated *power blows*.

Golden Key comes in with a final *unerring strike*, taking Doctor Chaos out. The Doctor's force fields flicker out. Golden Key uses his last remnants of speed to lower Doctor Chaos' unconscious form to the ground.

The characters find that Doctor Chaos still had his daughter's membership card from the Australian Mineworkers' Federation. Apparently, she was a labor activist. But all Yowie can think about is the fact that Emily Blackwood was really good-looking and fond of flash, professional clothing.

Marcus interrupts the others, "Maybe one of you should turn off the mind control on the beast? And the townspeople?"

El Genio points out that both he and Overwatch are scientific geniuses. They turn off the mind control. The unconscious Razorbeast seems to lose its aggressive demeanor and settles into a peaceful slumber.

Yowie asks Marcus, "I thought you said this part of the mine was played out? But I see all these huge crystals – what's up with that?"

Marcus answers, "I thought it was played out. Maybe someone was hiding it?"

Yowie speculates, “Maybe Erika was – could she have been a secret supervillain?”

Nobody answers him. Except Golden Key, who is upset that Yowie would say anything bad about Erika.

Leaving the Mine

The characters speculate on removing some of the crystals, but both Marcus and El Genio agree that leaving them alone is best – the beast might need them to continue sleeping. In the end, Yowie and Golden Key take a few of the already-harvested crystals and the characters collapse the cave leading into the base as they depart.

And just in case, Overwatch puts a tracking tag onto the Razorbeast’s ear. Just in case the group encounters *Attack of All Monsters* later on.

Now that the authorities are no longer mind-controlled, they’re more than willing to arrest Doctor Chaos.

End of the Session

The session ends with the characters returning to their base victorious, having defeated the Razorbeast and Doctor Chaos and saved the town of Woop Woop. The characters gain 4 EXP for KDI for the session, and 3 EXP for the last session. They are at 7/12 EXP to reach the next business level.

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