

# Kaiju Defenders Inc.

## The Group

Player	Hero Name	Alias	Description
Paul			
Bruce	El Genio	Hector Amanecer de Estepana	Medical, Genius, Physical Powerhouse, Natural Leader
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* notes that the Austin PD might have been doing their job recently, in that they claim to have arrested the street racers responsible for recent street takeovers. *Patrick* remains silent while he goes on to explain that a Tennessee senator has recently proposed legislation suggesting that even if cops are drunk or high it's fine for them to wave their guns around, and maybe also to drive. *Ernest* is just silently grateful that it wasn't a Texas state senator. *Tim* and *Bruce* just reflect upon the curious nature of irrational state-level legislation. For example, in Arkansas child labor is now an active policy question. As in, "Do we have enough of it?"

On a more polite basis, *Chris* recommends the series "Class of 07", now streaming on Amazon Prime.

## Hero Point Bonuses

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

## The Key to Biomancer's Androids

*Dynamo Joe Double-Sized Annual #1* shows how *Dynamo Joe* has been having his own adventure while the other characters are off pretending to be evil minions of the Biomancer. He and a group of teen heroes including *Feral Juggernaut*, *Nightwalker's* new girlfriend *Wisp* and a young hero named *The Gecko* have learned that there is Biomancer technology integrated into the cybernetic doubles he built. It took them 64 pages to do it, but they found the key to Biomancer technology and how to shut down his creations – perhaps even including his flesh-double androids.

It's fortunate that the rest of the group have found a way to reach Biomancer's secret lair, and are flying there even now! He calls up *Overwatch* ("Kanga-Crime") to coordinate.

## The Road to Tarama

Overwatch and the others are in a limo heading to Kuala Lumpur International Airport, where they expect to board a private jet to Biomancer's secret island. Their companions *Afterburn* and *Bravo*, as usual, have no idea where they're going. He picks up the phone.

Dynamo Joe exclaims, "I'm in child-friendly mode! And I have learned how we can shut down Biomancer's tech because I was accidentally working with it for several months. I have a virus, I just need access to his computers."

"Well, we're heading to the airport. Can you get to Kuala Lumpur in the next 20 minutes?"

"I can try. It will be fumping unorthodox."

"Also – could you turn off child-friendly mode? And you'll need to disguise yourself as a baby kangaroo. You will be my sidekick, Baby Joey."

"That does not compute."

Over the phone line, Dynamo Joe hears someone else call out, "Hey, Kanga-Crime! Pass me another beer!" That also does not compute.

After he leaves the call, Dynamo Joe goes to a kids' supply store and buys every baby kangaroo plush he can find, plus a giant rattle and bib. He disguises himself as the kind of baby kangaroo that you'd meet in a particularly disturbing bad dream.

*Golden Key* (Black Clavis) doesn't take the limo. He runs through the city, stealing speed from the local tuk-tuk three-wheelers to replenish himself. He gets to the airport just in time to hear the two minor villains talking stupid about how awesome Biomancer is. He writes a note and hands it to Kanga-Crime, "These guys are kind of stupid. Maybe they're Biomancer clones? Should I kill one so we can find out?" As a cover, he draws some boobs on the paper to distract *Afterburn* and *Bravo*.

Yowie (Creepy Uncle) introduces *El Genio* to the wonders of Australian beer and how it can be used to get over the bumps and bruises from a fight. He keeps up his entire creepy façade (it isn't hard), and makes sure to mention that he likes *El Genio* a lot more than he ever liked *The Umbral*.

*El Genio* drinks down the Australian brew, noting, "This tastes nice, but it's pretty tame compared to what I'm used to. By the way, I'm really glad that you brought me onto the team!"

*Golden Key* thinks, "He insulted our beer, but at the same time he seems really nice!"

Meanwhile, Dynamo Joe is rocketing across the waves in the shape of a hydrocavitating missile. This takes him less than no effort, so he spends the time working through dozens of augmented reality strategies for crashing Biomancer's servers. From the look of his display setup, it was drawn by someone who has no idea how computers work.

And while Dynamo Joe works, the rest of his “B-team” are dealing with a gang of radioactive koalas who know escrima. Wisp cries out, “They’re actually were-koalas!” Feral Juggernaut notes, “And they’re led by the Boomerang Bandit, formerly a champion Australian boomerang competitor who became disillusioned with justice. Now he is a villain who carries a large backpack full of high-tech boomerangs. Some of his boomerangs are explosive, and some are hypnotic! He seeks to prove himself the best boomerang thrower in the world, and he’s not afraid to resort to crime to do it!”

The Gecko wonders why Feral Juggernaut knows such great detail about the Boomerang Bandit.

### Another Australian Supervillain – Not Boomerang Based

The Outback Outlaw is a devious super villain from rural Australia. He is a master of disguise and a master manipulator. He wears a long black coat and wide-brimmed hat to hide his identity as he travels across the country. He uses his cunning and intelligence to manipulate and deceive his victims, luring them into traps with his smooth-talking schemes. His weapon of choice is a pair of electrified bullwhips, which he uses to shock.

He also has nothing to do with the adventure.

### How Can Biomancer Afford This?



After an hour of flight, the plane reaches the atoll of Tarama. There is a small airfield with a hangar, and a complex built a short distance away. The place has labels describing it as the Center for Advanced Genomics.

Black Clavis is indignant, “How is Biomancer able to afford all this? We scrape and scratch and we can barely manage a single office building!” He doesn’t initially notice that the place

seems abandoned: there is nobody around. He asks the minor villains for directions.

Bravo notes, “We’ve never been so trusted as to be allowed here. Oh look! There’s a sign for Visitors over there!” He leads the group to the Visitors Center.

Black Clavis tries to break the ice with Afterburn on the way up the path, “So, what do you like to do for fun?”

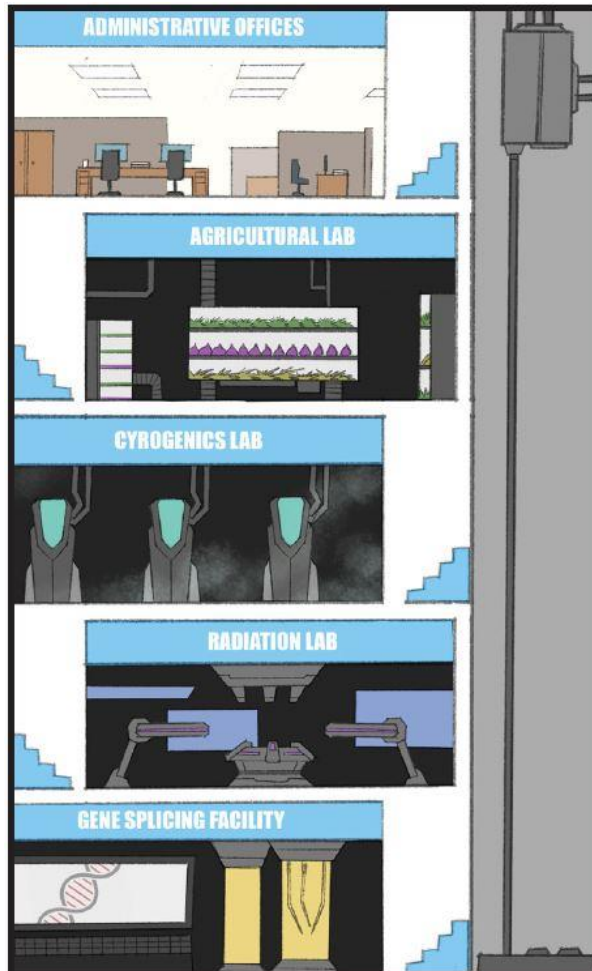
Afterburn smolders, “I like to... burn things!”

El Genio interjects, “Have you thought about classical guitar? In Argentina, we have taken the art for to previously unknown heights!”

## The Visitor Center



The glass doors to the Visitor Center slide open as the characters approach. The interior is impressively high-tech, though there is nobody else visible. Then a large screen lights up and Biomancer appears upon it. He is in some kind of arena – marble columns are visible behind him.



“My former minions! You have brought me many samples, but you failed to get one from the most potent of Indonesian heroes, Badai Cemerlang, the Brilliant Storm!”

Creepy Uncle speaks up, “Not the base, boss! I got one the old-fashioned way!” He holds up a vial.

A robot trundles up. “Place the vial into the Collector-Bot!”

Kanga-Crime puts a small tracking device on the vial and hands it to the robot. He watches as the robot uses its chemical analyzers to send the data back to Biomancer’s computer systems.

Biomancer says, “All the researchers have been relocated to the lowest level of the lab to work on my final project! Do not go deeper into the lab, all the other levels have been filled with traps! I must have complete privacy to finish my greatest plan! But you may relax and enjoy the surface amenities.”

Creepy Uncle asks, “Oooh! Can we hear more?”

“You will learn more when it is time.”

Meanwhile, Afterburn is giggling as he sticks his fingers into the water fountain to make giant clouds of steam.

El Rato de Piedra (El Genio) notes, “Of course he’s not going to tell us more, we are supposed to be mere fingers upon the hand of the greater whole. We must redefine our role!” He reasons that the elevator system has been shut down, so it would be no easier to simply bore a hole through the floor. The stairwells are blocked by airlock doors – they must go down to the next level. He’s not totally willing to accept that the insight that stairs go down is a genius-level insight, but he’ll accept it. On a more promising level (hah!) he also locates a map of the various underground levels of the compound.

## We Need Access

Kanga-Crime and Little Joey connect to the local Wi-Fi network. They find that in addition to traps and robot defenders there are also security programs watching for software intruders. They manage to unlock the airlock door to the stairs, at the cost of drawing the attention of an AI security monitor.

## Into the Institute Underground

The *antibody bot* sees the characters working on the airlock doors and sets up a series of loud complaints. Yowie persuades Afterburn to dispense with it. The scorched remnants of the bot tumble to the ground.

El Genio tells Kanga-Crime, “Sometimes technology and cleverness are called for, but sometimes you just need two-fisted super science!” He breaks through the second airlock door and heads to the Administrative Offices. He finds a large series of interconnected office areas. It seems like the staff left in a hurry – the sense of abandonment is overwhelming. His intuition tells him there may be something concerning left in the area. And that is when two more antibody bots show up.

A tank of corrosive biotoxin is leaking into the air, burning El Genio’s lungs. And then the antibody bots come at him with their ultrasonic batons. They yell in an electronic accent, “Stop your intrusive activities! Return to the lobby!”

Meanwhile in the lobby, the Inhibitor Process turns a flamethrower upon Overwatch.

Golden Key races down to the Administrative Level. He isn’t going to turn down a chance to fight robots! He lines them all up, leaving them nicely positioned for Overwatch to fly down and put a bullet through all three of them. Kanga-kill!

Dynamo Joe tries to use the electrical wiring to trace the floors. He manages to map the floor, but in the process he blows up every nearby computer terminal. Kaboom!

Yowie realizes that (except for Afterburn and Bravo) he’s alone in the lobby. He heads down the stairs. Dynamo Joe tells him, “The way down is over there, past the science staff living quarters!” He passes by the scientists’ tiny rooms, noting that they look very lived-in, and quite disheveled. He reaches the door and pushes straight through it. He opens the way, but finds that the stairwell is filled with a deadly biochemical gas. He ignores it – though the others won’t be able to.

The agricultural level is cold and smells earthy. The plants are strange and fibrous, moving in an aggressive and purposeful manner. He realizes that they are (heavily) mutated wheat just as they start flinging dart-like seeds at him. There are three mature *defender pods* present.

El Genio mixes up a quick alchemical antidote to the gas in the stairwell. He flings the mixture ahead of him as he heads down the stairwell. The neutralizing dust works properly, but it does have some side effects upon him. He arrives on the Agricultural level just in time to encounter two antibody bots.

Golden Key races down the stairs and destroys two defender pods before they even have a chance to fling their darts at him.

Overwatch (still disguises as Kanga-Crime) moves down to the Agricultural level, scattering kanga-bots as he goes. They'll keep an eye on things, and ensure everyone is up to date. The first thing they tell him is that the security systems are waking up and making things difficult. They demonstrate their newfound resolve by turning on the fire suppression system, which also works nicely as a way to suffocate the heroes.

El Genio finds that the way to the next stairwell is closed by two mechanical keys. The keys are special: he intuits that they are clever mixes of mechanical and electronic precision that cannot be picked. He warns the others as he crushes the last defender pod and downs an alchemical elixir to boost his strength. Golden Key takes him up on the challenge and searches everywhere (thanks to the *principle of speed*). El Genio simply recognizes where the second key must be and goes directly there. The two of them open the way to the Cryogenics Lab.

## Unfreezing the Cryogenics Lab

Yowie heads down into the Cryogenics Lab. The air is chill, and tanks of LN2 line the walls. Frigid *cryopedes* scuttle along the walls. He can see that there are cryogenic chambers along the walls, marked with the names of the Malaysian superheroes the group recently encountered. There are figures inside, but it isn't clear if they are the originals, or villainous copies! He decides to not worry about that so much – he uses his size powers to simply crush the cryopedes.

Dynamo Joe joins Yowie. He finds that the passage to the next level requires going through an active cryogenic chamber – cold enough that even his electronics would freeze up. He interfaces with the system and orders the chamber to vent back to room temperature. As an added bonus, he also arranges to unlock the door.

Then a pipe carrying supercooled liquid bursts, spraying Dynamo Joe and Yowie. Dynamo Joe takes the brunt of the experience, Yowie is only splashed on the side.

Golden Key notices the frozen Asian superheroes. He opens one of the chambers. The figure of *Bayangan Biru* (Blue Shadow) revives and looks at him with murder in its eyes. Golden Key moves on. The duplicate of Bayangan Biru follows him.

## We Make Mutants Down Here

Overwatch flies down to the Radiation Lab. The place is dark, lined with metal shelving and ominous. Two *giant shaggy angry* things guard the place: ten-foot blobs made from long, matted piles of hair. He concludes that they must be protecting something important, and attacks them with his *super Army training*. Both of them demonstrate a disturbing resistance to bullets. They are also unreasonably angry.

El Genio shows up, bursting with alchemical power, and takes one of them straight out. Dynamo Joe rolls down behind him and takes out the other one with a *tracking rocket*.

Yowie joins the two and finds the path to the level below. It is blocked by a path of radiologically-active mutated hedges. He yells back, “Hey, Golden Key! Do you have a way to get rid of radioactive shrubberies?”

Golden Key runs down and clears them with supersonic speed. He mentions to the others, “Oh, the computer opened up some of those chambers upstairs, we may have some visitors.” Then he moves on to the Gene Splicing Facility below. Behind him, a squad of antibody bots moves out of a hidden chamber to engage the characters.

Dynamo Joe watches the crowd of robots and cracks his knuckles. “Oh yeah, chain lightning time!” His *chain lightning* obliterates almost all of them, the bolt leaping from robot to robot in a maelstrom of lightning, explosions, and debris! The one surviving robot clatters at him angrily. Until Dynamo Joe takes it down with a *targeting missile*.

Bayangan Biru comes at Yowie with his karambit knives. Yowie comes away from the experience with a wicked slash. Yowie clobbers the imitation hero, who uses his shadow powers to fade into the background. Yowie uses his *power strike* to push a cryo pod over on him. Bayangan’s imitation is destroyed, scattering broken robot parts.

## Cracking the Main Genomics Computer

The Gene Splicing level has a thick, chemical scent to it. There are cloning chambers and biological containment tanks all around, occupied by a hideous variety of experimental subjects. The place is heavily defended by nanite swarms. Golden Key watches as they replicate themselves, multiplying the defender count. He destroys them one at a time, but he can do it so quickly that one of the swarms just looks like it evaporates.

El Genio shows up an eternity later (at least from Golden Key’s point of view), armed with an alchemical bomb that coats the nanites with a sticky goo that renders them inoperable. The nanite swarm flutters and collapses, but not before a third swarm assembles itself.

Overwatch is third to the scene. He loads his rifle with EMP charges and methodically guns the swarm down. It drops to the floor like dust.

With the opponents cleared away, there is nothing to keep Dynamo Joe from hacking the main computer. He learns that there has been no contact between this lab and the outside world for a month, and since then the lab has manufactured some six dozen clones. More important, twelve hours ago Biomancer evacuated himself and all the staff into a new facility located underneath the Genomics Laboratory layer. He also finds out that Ermine and Ermine’s daughter are both among Biomancer’s captives. And he discovers that Biomancer has another headquarters at *Argeus Tower* in Dubai.

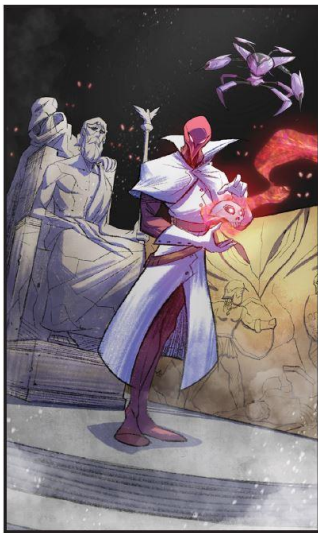
Dynamo Joe unleashes his destructor code to destroy all the deployed flesh puppets.

Golden Key, confronted with the evidence that Ermine and his daughter are trapped in Biomancer's power, makes a long soliloquy on the subject of how he's willing to put himself to significant personal peril for the sale of his ex-wife, no matter how many times she betrays him.

Overwatch (a Kanga-Crime) loots the lab for genetically-mutagenic healing potions. Or so he claims. He certainly looks better after he drinks some strange blue glowing liquid.

Yowie gathers up some mutated plants that look like they are smokable and brings them back to Afterburner and Bravo. The three of them make up some fat spliffs and smoke them. It *seems* like they get high from the experience, though its hard to be certain.

## Elevator to the Theater?



The characters take the elevator down to Biomancer's lair. The whole place is made to look like an ancient Greek amphitheater, with the elevator leading down to the stage. The Mayor and Chief of Police from Kuala Lumpur, plus Ermine and her daughter, and a variety of scientists, are trapped in metal cages at the top of tall marble pillars. The sinister mastermind Biomancer stands upon a podium in the stands. "You thought I would not realize who you were? I have already duplicated all of your unique capabilities! Meet my little friends... Oh, you don't need to, for you are already acquainted!"

Clones of the characters move to the attack. They are backed by a squad of clones dressed as hoplites, and another squad armed with Greek gastraphetes (pellet-shooting crossbows), plus a flight of *Arachne helicons*. The clone versions of the characters are:

- Dynamo Clone
- Cloneden Key
- El Cloneo
- The Overclone
- Clonowie

Golden Key rushes to save Ermine. He runs straight up the column and disassembles her cage with super-speed. El Genio leaps forward to clock El Cloneo straight in the chin – his impostor staggers back from the superhuman impact. And Dynamo Joe unleashes *chain lightning* on all the clones except for Cloneden Key (who is out of range), but his attack is uncalibrated and doesn't slow the clones down.

Yowie stomps over to the Mayor's column and frees him. Then he drops the column onto Dynamo Clone, slowing the false robot down.

Biomancer boasts, "El Genio! Your clone has been lovingly sculpted, just like all the others. Watch as its power grows!" He uses *fleshcrafting* to enhance El Cloneo... and the other clones all seem to gain some inspiration from the sight. El Cloneo marches upon El Genio and strikes hard enough to send the hero

flying. Meanwhile, The Overclone takes to the air and fires down upon Overwatch (though most of the attack is blocked by debris Golden Key flings into the air). Cloneowie grows large and grapples with Yowie, two titans struggling in the arena.

And then the helicons fly in, spitting webs at the characters and slowing them down. Dynamo Joe complains, "This is disturbingly organic!"

Golden Key wades into a mass of helions, disabling three of them. And down in the arena floor, El Genio downs an alchemical elixir and uses that bonus to take down El Cloneo.

Yowie shouts, "New and improved!" He grows to twice the size of Clonowie and hammers his duplicate. Clonowie blocks and strikes back. And then the Biomancer demonstrates how Clonowie is *lovingly sculpted*, making him even more dangerous. Then Golden Key spreads a veritable wave of damage around, taking out Clonowie and a swarm of helicons.

The duplicate of *Angsa Emas* (Golden Swan) takes to the field and attacks Dynamo Joe, who laughs because he has an armored hide. Then Dynamo Clone rolls in and bashes the hero around very severely. Dynamo Joe opens up with *chain lightning*, giving Angsa Emas and Biomancer a hit. He also pops up his *autogun* to shoot Biomancer once more.

Overwatch takes an overwhelming hit from the Overclone. He has trouble staying in the air.

Yowie calls on his plant powers, sending out massive amounts of his life force to strengthen his allies. Fortified by Yowie's sacrifice, Overwatch takes a single devastating shot at Biomancer, taking him out! Biomancer falls apart, laughing maniacally until he has no mouth left. A hologram of Biomancer appears, "This has all gone according to plan! Some of my clones have failed, but many more remain active! You will never know who is a clone! Wait, no! What happened! My clones!"

It is clear that Dynamo Joe's virus has worked exactly as he hoped it would.

Unfortunately, the clones fight on. Apparently Biomancer was not a load-bearing boss.

Dynamo Joe celebrates Biomancer's defeat by electrocuting the last three helicon robots. He turns, and finds himself closely engaged by two hoplites. He sees Overclone lining up at Overwatch and rolls straight at her, spoiling her aim. Dynamo Clone accelerates and speeds directly at Dynamo Joe, but the clone is too slow.

Angsa Emas unleashes a *sonic boom* to discomfit El Genio and Yowie. El Genio responds by grabbing Cloneden Key and holding him in place while Yowie stomps on him. The clone staggers back, right into Overwatch's sights. Pow! Golden Key watches as a bullet goes right through his own clone's skull.

Golden Key sees the Overclone fly overhead. He leaps up and steals away enough speed from him that he stutters and almost falls from the air. Dynamo Joe turns on the *motivational speakers* to inspire Overwatch to act again, then sends a missile at Overclone, who evades... straight into Overwatch's rifle shot. The Overclone explodes in air.

A lightning bolt comes down from the ceiling. Dynamo Joe pushes Overwatch aside and takes the bolt straight on, which heals him! Sometimes, there are benefits to being a robot. He boxes with Dynamo Clone for a moment, just long enough for El Genio to come up and pummel the robot, and for Overwatch to shoot clean through him.

Angsa Emas adopts a silat fighting pose against El Genio. Dynamo Joe deploys *motivational speakers*, “Take her down!” El Genio picks up the solid marble back of a bench and clobbers her.

## Saving the Hostages

With all the villains down, the characters are easily able to rescue the remaining hostages. These include:

- Ermine (Cassandra Lilya) and her daughter Rain Lilya
- The Mayor of Kuala Lumpur
- The Police Chief of Kuala Lumpur
- Two Genomic Institute scientists.

Ermine tells Golden Key, “I wasn’t sure you’d actually come.”

“Of course I would! I love you and our daughter!”

She answers, “I’m definitely ready to get out of this cursed place. Can we stay with you for a while?”

“Certainly!”

Yowie is skeptical, “Wait – are you a like-model decoy?”

Ermine is indignant, “No! I came to work for him, but he found my connection to you so he turned to just tormenting me. He had the cloned versions of you and your team ‘rescue’ me over and over, until I didn’t know what was real.”

The characters climb back up the six flights of stairs to the Visitor Center where Afterburn and Bravo are smoking and playing cards. Yowie tells them, “Biomancer wasn’t there, but his head henchwoman was.”

“That’s messed up. We’re just going to hang out here – the pay is good. Oh, isn’t that the Mayor of Kuala Lumpur?”

Dynamo Joe thinks quickly, “No, that’s just a clone. We’re going to put him in place. Oh, and HR here is pretty messed up. You might not get paid next week, so you could think about stealing some office supplies.”

Afterburn agrees, “Oh yeah!”

Yowie gives each of them a too-long handshake, “Good working with you! Really, really good working with you!” He continues until everyone is thoroughly uncomfortable.

## End of the Session

The session ends with the characters flying back to Australia with Ermine and Rain, after a side trip to the city to drop off the Mayor, the Chief of Police, and the scientists. The Mayor is very grateful and offers them the key of the city (which is worth +3 Business EXP). They are at 10/12 EXP to reach the next business level.

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