

The Group

Chris calls out “Can you hear me?” *Bruce* interprets this first as a call for help and responds, “Yes! And I have a hotline that can help!” This turns out not to be helpful, so *Bruce* falls back on suggesting that everyone fall back to the integrated Roll20 voice and video just to ensure that the group has some new problems. *Tim* has no patience for this – he has more than enough problems all on his own. *Paul* is interested, he’s all about being part of the problem. *Ernest* also understands this perspective – he’s running late because creating problems takes time.

Hero Point Bonuses

The Bondi Beach Brawlers

- Note: the fact that Cosmotron looks like the now-villainous Umbral shouldn't cause any problems in the future. What are the odds?

Time To Impress Ermine

Golden Key mourns, "You know, I just realized I really know nothing about my ex-wife. Maybe I could get her to come back to me by kidnapping her parents?"

El Genio assures him, "You do not need to know about a woman to impress her! They key is huge and impractical romantic gestures!"

"Like kidnapping her parents!"

"I am here to help, my friend."

The others are oddly enough more helpful, especially once they start suggesting inventing various famous gemstones ("The stoat diamond!"; "The honey badger pearl!") and setting them up as targets for *Ermine* to steal.

Alien Dreadnought Exploration Time!

The group works out of Global's geosynchronous base to study the contents of the *Domination*, now orbiting around the dark side of the Moon. *Dynamo Joe* and various Global scientists drift through the hulk, discussing technobabble and various esoteric sensor packages. Dynamo Joe hopes that his work does not draw the attention of a four-armed alien villain named *Fourtress* (he likes to tell enemies that they are "unfourgiven" and that he's guarding some places that is "fourbidden").

El Genio (with his own team of Global scientists) finds an array of grav pads in the wreckage of a Thorathian shuttlecraft. He extracts the components and starts the project to convert his hovercraft into an anti-grav air/raft. While El Genio and the scientists salvage components and put them into metal boxes labeled "Ship to KDI Science Warehouse", *Gecko* "helps" by sitting in the shuttle's pilot chair and making engine sounds.

Superscience Abduction, Interrupted

Golden Key realizes that he can use some of the *Domination's* sensors to track his child – because she also has a touch of the legendary *Heart of Acceleration*. He doesn't see anything creepy about using alien technology to track down your daughter (and implicitly your estranged ex-wife) in a worldwide search. He powers up the sensors using his *cosmic power*, because now that he realizes he has that power he can't stop using it. He finds that they're both in a bar in Perth. He tells the scientists, "See ya later!" and runs down to Earth. Literally. He has cosmic powers, gravity can't stop him.

He finds that they are in a cavern-like bar called *The Cavern*. He carefully changes into his *Black Clavis* criminal costume before entering. The place is a lot lower-class than her normal haunts, but she has managed to get seated at the cleanest table in the place. Her daughter is sitting in a highchair next to her. Golden Key takes the read of the room and concludes that The Cavern is mostly a live music venue. He changes again, this time to civilian clothes. The prog-rock band *Plum Regent* is playing "The Thirty-Eight Keys", a track that's recently been popular on the college radio circuit. He's impressed and amazed that The Cavern is the kind of place that even has kiddie seats.

Golden Key thinks about what to say to Emine. He changes his mind fourteen times. And then changes it again. Then he decides to simply abduct his daughter. And then to return her a moment later, before anyone is aware that she had been stolen away.

Stan Learns to be Tough

Yowie isn't interested in alien spaceships or kidnapping children. He prefers to run *Stan the Mechanic* through the KDI Training Compound to "toughen him up!" Stan seems less than enthusiastic about the process at first, but Yowie assures him, "That's just the concussion talking! Pick it up!" However, he isn't totally unaffected by Stan's travails: he suffers a PTSD flashback to his days in Basic.

Showbiz Against Evil!

A moment after Golden Key emerges from The Cavern there is a huge explosion. When his vision clears, he sees Ermine hanging above him in full villain kit. She is not pleased. "Did you really think you could come in here and take Rain and I wouldn't know it?"

"Yes, I actually did. And I'm disappointed you passed on the extra-sexy upside-down kiss."

"Maybe later..."



She goes on to describe how she did her own research on the Unspeakable Wave and found that it has previously been to Earth seeking the Heart of Acceleration. This attempt failed, leaving the Unspeakable Wave's avatar wandering senseless through the Outback. She learned that a villain named Zeron found the previous Unspeakable Wave landing site and salvaged a tremendous amount of their hardware. All that gear has now fallen into the hands of the Crackjaw Crew.

The Crackjaw Crew has learned that the device they found is activated by music. They are operating under the name *Helfyre*, a Xeno-Metal band, and they're going to try powering up the device at The Cavern.

Golden Key brings this news back to the others. They quickly set up the obvious plan: go undercover as a band and get a gig at The Cavern so they can stop the Crackjaw Crew's evil plan. They brainstorm band names until they get to *Rhythm Universe*, which Golden Key greenlights because it sounds the most douchy.

- El Genio plays the saxophone. His secret is to grease himself up so he is irresistible to women... and to most men.
- Dynamo Joe is able to program himself to be a drum machine.
- Yowie also plays the drums, specifically traditional aboriginal drums. Stripped to the waist.
- Overwatch plays the "automatic rifle", which is how he refers to his incredibly diverse drum kit.
- Golden Key plays a huge taiko drum. He goes back in time to the 1970's to learn how to play from a famous Japanese drummer.

- And Ermine is the lead singer.

It's not obvious why the manager of The Cavern agrees to let them play, but he does.

Opening Act at The Cavern

The characters are signed up as the opening act for the evening. *Harry Donaldson* is the balding, middle-aged booking agent with a 50 centimeter ponytail. He tells them that they have 20 minutes and then clear the stage before Helfyre comes on. They have their own gear and will come up with an elevator – so all the characters' gear needs to be gone when their set is done.

Yowie points out, "I have illusion powers now, I'll use them to create special effects."

El Genio notes, "The sound and effects don't matter. What matters is the visual impact!" He is stripped to the waist and oiled up, so he's making quite a bit of a visual impact.

Golden Key wonders how things will go with both El Genio and Ermine competing to be the center of attention. Dynamo Joe leads off with the drums... because of course he does. Overwatch tries to create an "impact" by firing an actual rifle in the club – which impresses the crowd, but also sort of jams up his weapon. Then Yahoo starts up the effects and Stan the Mechanic (out in the audience) becomes a one-man cheering section – because that's what he can do.

Everything is going well.

Until Ermine starts singing, and demonstrates that even though she set all this up she actually *thinks* she can sing a lot better than she actually can sing.

Then El Genio takes the center stage with the saxophone. He does things that nobody has even seen done with a saxophone before. He does things that make the other characters (and the audience) want to look away, except that they cannot. Ten members of the audience rush the stage! El Genio just lets the crowd carry him away.

There are dancers all over the stage and the place is in chaos. Everyone who isn't El Genio realizes that there are suspiciously tough-looking bouncers blocking the exits, preventing anyone from leaving. Yowie grows to massive size and picks up the taiko drum as if it were a bongo and uses it to sweep one of the moshing fans off the stage. Golden Key takes his drumsticks in hand and plays several of the moshers as if they were a muppophone, knocking one of them off stage and disorienting several more.

Overwatch decides that shooting at the crowd is a good way to clear them. "You misunderstand!" he screams out, "I'm shooting over their heads! Not *at* them, that would be unreasonable!" People really clear away from him with a sense of purpose.

Ermine dances with the last moshers, giving him exactly what he wants, and then kicks him off the stage with a stiletto heel, which arguably gives him even more of what he wants. She is the center of attention, and is visibly loving the experience.

Overwatch takes down one of the bouncers up on the balcony. A second one hisses at him like a cat. He goes for Overwatch, who triggers his *repulsion field* and sends the man (?) off the balcony. Overwatch bludgeons a third with the stock of his rifle.

Golden Key watches El Genio (who by now is glowing with alchemical... potency) being carried away by four moshers. He rushes in to get rid of them... and succeeds to the point that El Genio ends up back on the ground. Ermine appears a moment later to whisk away the last of them.

The bouncer who fell to the club floor leaps up, his eyes red and his face locked in an animalistic snarl. He charges at Golden Key, who is too surprised to really respond.

Around this time, some of the characters (mostly, Overwatch) realize that the local cell network has dropped out, and other technological devices aren't working quite right.

Dynamo Joe flings the *saxo-matic* at El Genio, who uses it to play a bouncer into unconsciousness. Golden Key moves past the man to use his powers to feed moly pills to another bouncer and a mosher. Both of them go down.

Then the set ends. Everyone is very, very excited as the characters leave the stage.

Helfyre Ascends



Helfyre is already playing as they are lifted into the view. The *cosmic antenna* is set up in the middle of the stage, feeding on the music and bathing the band in a goth-appropriate color scheme. They are visibly growing in power as they play,

and surrounded by a defensive *force bubble* that protects them from attack.

Golden Key calls on his cosmic powers and uses them to shrink the force bubble down. *Deep Root* is forced out of the bubble! And then Yowie hits him over the head with a drum. El Genio steps up to the stage and squashes the force bubble with his bare hands, forcing both *Drudge* and *Screech*. Drudge hisses at El Genio with long fangs. His eyes glow red. Screech just continues his screaming oration. The power of rock both compels him, and makes him stronger!

Screech howls directly at Yowie! Blood trickles out of the hero's ears. Deeproot follows up, with vines wrapping around Yowie's body. The plant villain yells, "It's a real beetdown! You don't seem so big now, monkey-man!"

Of a sudden, Drudge flies up to the balcony and attempts to *feast upon the living*. Specifically, he tries to feed on Overwatch's life force. Overwatch is not pleased.

Ermine brings an elbow down on Screech's head, "Learn to sing!"

Dynamo Joe calls out to El Genio, "Use the laser sax!" El Genio obliges, striking Deep Root with a massive blast from the saxophone. It's amazing that his own personal strength improves the effect of the instrument. Deep Root is equally amazed as the melody knocks him straight across the room. Deep Root comes back to the fight with *writhing flora*, pinning Yowie and El Genio. Screech follows up with *shout it out loud*, right until Ermine slaps him right in the face. But the joke is on her – he hits her with an *earworm*.

Stan the Mechanic uses his *stun baton* on Drudge, forcing the vampire to shake his head to clear it. Then *Cosmotron* shows up from nowhere to infuse Stan and Overwatch with abundant cosmic energy. This does nothing to dissuade Drudge, who glares at Stan and *consumes lifeforce*.

Yowie grows up to a massive scale. He looks out over the balcony and gives Drudge a good pounding against the wall. The vampire snarls back at him and continues feeding on Stan.

In the background, Dynamo Joe makes up a pair of drumstick lightsabers and flings them to Golden Key. The speedster grabs them out of the air and teleports one of them into Screech and one into Deeproot. Deeproot staggers, then El Genio takes him down. Golden Key exults, "UP-rooted!"

Nightwalker and *Wisp* enter the club, convinced that things are going badly enough that the characters could use some help. Wisp turns into an insubstantial fog and goes straight at Screech's throat, choking and silencing him. He backs off and screams at Golden Key, who manages to evade behind Yowie's towering form to avoid most of the effect. Ermine isn't about to let the sonic villain attack her man, so she hammers him right back. Not to be outdone, Golden Key follows up by teleporting a mike stand into Screech's body. Screech howls in dismay.

Dynamo Joe decides that he has had enough of sonic attacks. He opens up an array of noise-canceling speakers. El Genio comes in from the other side with a saxophone in one hand... and a huge fist for the other. Wham! Screech staggers, but doesn't fall. Then Yowie grabs Drudge and beats Screech into the ground with him. It sounds like Drudge is yelling something about how he's too sexy for his shirt, but it's hard to hear him over the sound of Screech getting clobbered.

Out of nowhere, the *Feral Juggernaut* comes straight through the club wall and hits Drudge. Drudge very desperately *consumes life force* from all the heroes surrounding him, hoping to weaken them enough before they beat him into hamburger. Overwatch ignores Drudge's *enthraling target* effect and puts a bullet into him. Golden Key follows on by teleporting a handful of wooden splinters into him, leaving him critically weakened. Golden Key moves aside, giving Ermine an opening to push a diamond between his fangs. Predictably, the diamond explodes killing Drudge immediately. Also predictably, Drudge has an *immortal form* and returns to life. Yowie puts an end to that with a good stomping.

The surprises don't end – the alien power of the *cosmic antenna* teleports the villain *Fourtress* almost straight into Dynamo Joe. The alien tells him, "That is only a four-taste of what you're going to suffer!" Dynamo Joe isn't impressed. He turns his *tesla coil* on the alien... and takes him down. Everyone is surprised.

The characters are able to see into the force bubble, where the *cosmic antenna* summons humanoid sonic projections to do the bandmates. El Genio shouts, “There is no time to lose! We need to use science and strength to destroy the force bubble!” He is good to his word: he pushes a stack of amplifiers into the bubble, shrinking it down to the point that both *Blister* and *Snare* are forced out – though the *cosmic antenna* remains inside.

Yowie sweeps aside all five of the sonic projections! They don’t even have a chance to realize what happened to them.

Dynamo Joe warms up the *tesla coil* and zaps Blister with it. She stage-dives out of reach of the blast, though she looks pretty shaken by the experience. She’s even more shaken when El Genio leaps at her with his incredible *power strike*, followed by Golden Key’s *teleporting key* attack. Blister does down before even getting a single action.

Snare is desperately still trying to play the drums, but all the other music is gone. She finds herself surrounded by Nightwalker, Wisp, and Feral Juggernaut. She surrenders. It turns out that she’s actually disabled – she depends upon a tricked-out mobility chair.

Encore! Encore!

The characters are able to take custody of the *cosmic antenna*. Ermine insists, “We need to use their alien technology so we can stop them from shutting down the Heart of Acceleration!”

Golden Key shrugs, “So, project time!”

Meanwhile, the crowd is going nuts. They’ve uploaded a total of 85 YouTube and Twitch videos and audience members are pressing the characters for autographs.

The manager of The Cavern goes up on the stage to try and assure the crowd, “It was all a publicity stunt! Those were all effects, you were never in any danger!” He seems mostly interested in getting all the supervillains off the stage before they can cause any more trouble.

End of the Session

The session ends with the characters publicly victorious over a villain gang, and victors of the Battle of the Bands (not that they knew there was a battle to start out).

KDI gains 3 Business XP, putting the group at 11 of 12 needed for the next level. The characters gained 5 Hero Points to use next session.