

The Group

Bruce calls in, but he's not totally sure anyone else will: *Tim* is off at the beach, *Chris* might be at a party (because isn't he the social butterfly), and *Paul* may need to spend time nursing *Michael* back to health. But it turns out that *Paul* is actually on board for gaming, and so are *Patrick* and *Ernest*, so our group is on, if slightly diminished. And *Ernest* reports important news: *Chase* has acquired a cat! Grey and white short-hair and fairly hefty at 15 pounds!

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

- *Nightwalker* - KDI family member, traumatized by time in the Hul dimension, has a pneumatic arm spike and a swinging grapple line. The leader.
- *Feral Juggernaut* - kid superhero in training, junk yard gadgets and brawling (real name: Rupert Jagger)
- *Wisp* - Nightwalker's new girlfriend, turns into mist? or turns invisible? We're not really sure.
- *The Gecko* - agile, wall walking, chameleon, and uses guns.
- *Cosmotron* - the cosmic spirit that briefly possessed Dynamo Joe, now housed in a flesh-bot duplicate of Umbral/Abyssal (real name: 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕𐄖𐄗𐄘𐄙𐄚𐄛𐄜𐄝𐄞𐄟𐄠𐄡𐄢𐄣𐄤𐄥𐄦𐄧𐄨𐄩𐄪𐄫𐄬𐄭𐄮𐄯𐄰𐄱𐄲𐄳𐄴𐄵𐄶𐄷𐄸𐄹𐄺𐄻𐄼𐄽𐄾𐄿𐅀𐅁𐅂𐅃𐅄𐅅𐅆𐅇𐅈𐅉𐅊𐅋𐅌𐅍𐅎𐅏𐅐𐅑𐅒𐅓𐅔𐅕𐅖𐅗𐅘𐅙𐅚𐅛𐅜𐅝𐅞𐅟𐅠𐅡𐅢𐅣𐅤𐅥𐅦𐅧𐅨𐅩𐅪𐅫𐅬𐅭𐅮𐅯𐅰𐅱𐅲𐅳𐅴𐅵𐅶𐅷𐅸𐅹𐅺𐅻𐅼𐅽𐅾𐅿𐆀𐆁𐆂𐆃𐆄𐆅𐆆𐆇𐆈𐆉𐆊𐆋𐆌𐆍𐆎𐆏𐆐𐆑𐆒𐆓𐆔𐆕𐆖𐆗𐆘𐆙𐆚𐆛𐆜𐆝𐆞𐆟𐆠𐆡𐆢𐆣𐆤𐆥𐆦𐆧𐆨𐆩𐆪𐆫𐆬𐆭𐆮𐆯𐆰𐆱𐆲𐆳𐆴𐆵𐆶𐆷𐆸𐆹𐆺𐆻𐆼𐆽𐆾𐆿𐇀𐇁𐇂𐇃𐇄𐇅𐇆𐇇𐇈𐇉𐇊𐇋𐇌𐇍𐇎𐇏𐇐𐇑𐇒𐇓𐇔𐇕𐇖𐇗𐇘𐇙𐇚𐇛𐇜𐇝𐇞𐇟𐇠𐇡𐇢𐇣𐇤𐇥𐇦𐇧𐇨𐇩𐇪𐇫𐇬𐇭𐇮𐇯𐇰𐇱𐇲𐇳𐇴𐇵𐇶𐇷𐇸𐇹𐇺𐇻𐇼𐇽𐇾𐇿𐈀𐈁𐈂𐈃𐈄𐈅𐈆𐈇𐈈𐈉𐈊𐈋𐈌𐈍𐈎𐈏𐈐𐈑𐈒𐈓𐈔𐈕𐈖𐈗𐈘𐈙𐈚𐈛𐈜𐈝𐈞𐈟𐈠𐈡𐈢𐈣𐈤𐈥𐈦𐈧𐈨𐈩𐈪𐈫𐈬𐈭𐈮𐈯𐈰𐈱𐈲𐈳𐈴𐈵𐈶𐈷𐈸𐈹𐈺𐈻𐈼𐈽𐈾𐈿𐉀𐉁𐉂𐉃𐉄𐉅𐉆𐉇𐉈𐉉𐉊𐉋𐉌𐉍𐉎𐉏𐉐𐉑𐉒𐉓𐉔𐉕𐉖𐉗𐉘𐉙𐉚𐉛𐉜𐉝𐉞𐉟𐉠𐉡𐉢𐉣𐉤𐉥𐉦𐉧𐉨𐉩𐉪𐉫𐉬𐉭𐉮𐉯𐉰𐉱𐉲𐉳𐉴𐉵𐉶𐉷𐉸𐉹𐉺𐉻𐉼𐉽𐉾𐉿𐊀𐊁𐊂𐊃𐊄𐊅𐊆𐊇𐊈𐊉𐊊𐊋𐊌𐊍𐊎𐊏𐊐𐊑𐊒𐊓𐊔𐊕𐊖𐊗𐊘𐊙𐊚𐊛𐊜𐊝𐊞𐊟𐊠𐊡𐊢𐊣𐊤𐊥𐊦𐊧𐊨𐊩𐊪𐊫𐊬𐊭𐊮𐊯𐊰𐊱𐊲𐊳𐊴𐊵𐊶𐊷𐊸𐊹𐊺𐊻𐊼𐊽𐊾𐊿𐋀𐋁𐋂𐋃𐋄𐋅𐋆𐋇𐋈𐋉𐋊𐋋𐋌𐋍𐋎𐋏𐋐𐋑𐋒𐋓𐋔𐋕𐋖𐋗𐋘𐋙𐋚𐋛𐋜𐋝𐋞𐋟𐋠𐋡𐋢𐋣𐋤𐋥𐋦𐋧𐋨𐋩𐋪𐋫𐋬𐋭𐋮𐋯𐋰𐋱𐋲𐋳𐋴𐋵𐋶𐋷𐋸𐋹𐋺𐋻𐋼𐋽𐋾𐋿𐌀𐌁𐌂𐌃𐌄𐌅𐌆𐌇𐌈𐌉𐌊𐌋𐌌𐌍𐌎𐌏𐌐𐌑𐌒𐌓𐌔𐌕𐌖𐌗𐌘𐌙𐌚𐌛𐌜𐌝𐌞𐌟𐌠𐌡𐌢𐌣𐌤𐌥𐌦𐌧𐌨𐌩𐌪𐌫𐌬𐌭𐌮𐌯𐌰𐌱𐌲𐌳𐌴𐌵𐌶𐌷𐌸𐌹𐌺𐌻𐌼𐌽𐌾𐌿𐍀𐍁𐍂𐍃𐍄𐍅𐍆𐍇𐍈𐍉𐍊𐍋𐍌𐍍𐍎𐍏𐍐𐍑𐍒𐍓𐍔𐍕𐍖𐍗𐍘𐍙𐍚𐍛𐍜𐍝𐍞𐍟𐍠𐍡𐍢𐍣𐍤𐍥𐍦𐍧𐍨𐍩𐍪𐍫𐍬𐍭𐍮𐍯𐍰𐍱𐍲𐍳𐍴𐍵𐍶𐍷𐍸𐍹𐍺𐍻𐍼𐍽𐍾𐍿𐎀𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑𐎒𐎓𐎔𐎕𐎖𐎗𐎘𐎙𐎚𐎛𐎜𐎝𐎞𐎟𐎠𐎡𐎢𐎣𐎤𐎥𐎦𐎧𐎨𐎩𐎪𐎫𐎬𐎭𐎮𐎯𐎰𐎱𐎲𐎳𐎴𐎵𐎶𐎷𐎸𐎹𐎺𐎻𐎼𐎽𐎾𐎿𐏀𐏁𐏂𐏃𐏄𐏅𐏆𐏇𐏈𐏉𐏊𐏋𐏌𐏍𐏎𐏏𐏐𐏑𐏒𐏓𐏔𐏕𐏖𐏗𐏘𐏙𐏚𐏛𐏜𐏝𐏞𐏟𐏠𐏡𐏢𐏣𐏤𐏥𐏦𐏧𐏨𐏩𐏪𐏫𐏬𐏭𐏮𐏯𐏰𐏱𐏲𐏳𐏴𐏵𐏶𐏷𐏸𐏹𐏺𐏻𐏼𐏽𐏾𐏿𐐀𐐁𐐂𐐃𐐄𐐅𐐆𐐇𐐈𐐉𐐊𐐋𐐌𐐍𐐎𐐏𐐐𐐑𐐒𐐓𐐔𐐕𐐖𐐗𐐘𐐙𐐚𐐛𐐜𐐝𐐞𐐟𐐠𐐡𐐢𐐣𐐤𐐥𐐦𐐧𐐨𐐩𐐪𐐫𐐬𐐭𐐮𐐯𐐰𐐱𐐲𐐳𐐴𐐵𐐶𐐷𐐸𐐹𐐺𐐻𐐼𐐽𐐾𐐿𐑀𐑁𐑂𐑃𐑄𐑅𐑆𐑇𐑈𐑉𐑊𐑋𐑌𐑍𐑎𐑏𐑐𐑑𐑒𐑓𐑔𐑕𐑖𐑗𐑘𐑙𐑚𐑛𐑜𐑝𐑞𐑟𐑠𐑡𐑢𐑣𐑤𐑥𐑦𐑧𐑨𐑩𐑪𐑫𐑬𐑭𐑮𐑯𐑰𐑱𐑲𐑳𐑴𐑵𐑶𐑷𐑸𐑹𐑺𐑻𐑼𐑽𐑾𐑿𐒀𐒁𐒂𐒃𐒄𐒅𐒆𐒇𐒈𐒉𐒊𐒋𐒌𐒍𐒎𐒏𐒐𐒑𐒒𐒓𐒔𐒕𐒖𐒗𐒘𐒙𐒚𐒛𐒜𐒝𐒞𐒟𐒠𐒡𐒢𐒣𐒤𐒥𐒦𐒧𐒨𐒩𐒪𐒫𐒬𐒭𐒮𐒯𐒰𐒱𐒲𐒳𐒴𐒵𐒶𐒷𐒸𐒹𐒺𐒻𐒼𐒽𐒾𐒿𐓀𐓁𐓂𐓃𐓄𐓅𐓆𐓇𐓈𐓉𐓊𐓋𐓌𐓍𐓎𐓏𐓐𐓑𐓒

Still on Svalbard? Not a Chance

1

As it happens, Golden Key is standing on the other side of the room, getting a cup of coffee. El Genio tells him, "Hey, Ermine is one the line!"

Golden Key vanishes so quickly he leaves the coffee cup hovering in the air for a moment. It clatters to the ground. And Ermine hangs up the phone. And El Genio gets himself a truly terrible *bad wingman* bonus.

Meanwhile, downstairs *Overwatch* is giving *Dynamo Joe* a full overhaul. While he works on the robot, they muse on how it is far harder to reprogram young people than it is to reprogram killer robots. Dynamo Joe assures him that he's trying to show the young members of the Bondi Beach Brawlers a better path in life, and leaves *Overwatch* with a sense of moral achievement. A weak sense, but still.

Yowie is thinking about the great dilemma of his identity, as symbolized by the romantic triangle he is involved in with *Dr. Broussard* and *Jansa Vi Dero*. But he is also deeply involved in organizing the grand opening for KDI's new Singapore branch, and doesn't realize that his assistant sent invitations to both of them to attend the event.

The Singapore Grand Opening

El Genio never gets tired of this kind of soiree. He samples all manner of interesting local cuisine and chats with every local dignitary he can find. But then, he notices a woman in the corner. Her skin is flaking and possibly diseased, and he

El Genio approaches her, "Madalynn. It has been a while."

"I'm surprised you even recognize me like this!"

"I would recognize you anywhere!"

"Dr. Avispa was displeased with my failure. He infected me with the same sickness he suffers from."

"We have an excellent clinic! I will fly you to Sydney, the finest physicians will treat you!"

"You surely know that only the power of the *infinita* can cure his sickness."

"Then it is the *infinita* that we will use!"

El Genio recognizes that this must be a trap, but he is a genius so he has no concern. There is a clinic upstairs, and he takes her upstairs to diagnose her condition and establish a treatment regimen. After a few strange super-science tests, El Genio develops a blue serum that he injects into Madalynn Kartrite's neck. Her condition immediately improves.

"I can never repay you for helping me! I cannot understand how you can be so good!"

"That is just what being El Genio means."

"But now, Dr. Avispa will never rest before he can get hold of me and understand what you have done!"

“Do not worry, I will protect you!”

“But I have told you so many lies!”

“You forget – those were only surface lies, and my preternatural *intuition* allows me to see through them as if you were telling the truth all along! I shall protect you now!” The two of them go up to El Genio’s quarters.

Back at the party, Overwatch and the Bondi Beach Brawlers are amusing themselves among the elegant and important guests. *Feral Juggernaut* tells him, “I’ve been talking to some of the people on the team. We think we should have equal representation on the team – we’ve advanced a lot!”

Overwatch is dubious, “You still have a long way to go.”

Feral Juggernaut is enthusiastic, “We can prove it! Let’s have a no-holds-barred fight! We can do it in the Training Simulator so nobody gets hurt.”

Yowie bugs in, “Screw that! Let’s do it here, so people can watch! I’ll be the kaiju!” He and Overwatch arrange an event for tomorrow morning, because El Genio isn’t answering his phone. Then he goes back to the party and managing any possible confrontation between Dr. Broussard (who is more passionate, but desperately trying to be civil) and Jansa Vi Dero (who is older than humanity, and as such has an inescapable distance from the situation).

Training Session Event!

Everyone shows up early the next morning for the big fight. The Training Simulator randomly chooses the setting: Wagner Marsbase, during a crisis that is causing the base to slowly collapse!

Overwatch sets up the tactical environment as an alert goes out that *the biosphere is compromised!* *Nightwalker* moves to stealth while *Mist* surrounds Yowie with *disorienting vapors*. The *Gecko* leaps up on a table and starts firing at Overwatch! Part of the machinery deforms into a construct, thanks to *Cosmotron*’s mechanical magic. And *Feral Juggernaut* thunders right into the center of the characters’ group, hammering everyone with his fists!

Yowie grows to moderate size and clobbers *Feral Juggernaut* from one side, followed by El Genio who hits him from the other side. And then they hit him again. *Feral Juggernaut* is looking pretty badly.

Nightwalker breaks open a storage bin and hands out super-tech devices to the other Bruisers! He springs at El Genio, armed with his *piston gun*. Yowie reaches *through the veil* and relocates El Genio down near to *Cosmotron*, who builds himself and his allies up with a *cosmic boost*. And The *Gecko* continues blazing away at Overwatch, who ignores him in favor of restarting the biosystem.

But even as Overwatch fixes the biosystem, the fighting starts to take a toll upon the structure of the base, and there is an *oxygen leak!* Yowie notices, and sends Overwatch *through the veil* right up next to The *Gecko*, where Overwatch engages with some real quality gun fu moves.

Yowie grows almost as big as he can within the chamber and lays about upon Wisp, Nightwalker, and the possessed lampshade Cosmotron created. And Yowie clobbers Cosmotron with a mighty punch, leaving the cosmic entity shaking his head to recover. He steps back and creates a squad of *lightning elementals*. Overwatch responds with a solid shot at him. Then El Genio picks up Cosmotron and flings him into The Gecko, and positioning things so Yowie can clobber everyone – taking out The Gecko, Cosmotron, and a whole swath of Cosmotron’s minions. Feral Juggernaut manages to crawl away, but only just barely.

Yowie tells Wisp, “You better fix the life support, or you’ll get sucked out into space!”

Instead, she tries to gas Yowie. He barely notices.

Feral Juggernaut stands up again and rushes Overwatch, clotheslining Yowie in the process. Yowie takes the hit hard, but delivers a ferocious counterattack to the Juggernaut before he goes down. And then a moment later, Yowie rises up again, thanks to his *plant form*.

Then the base is hit by a *meteor swarm*, which leaves only Nightwalker standing on the Bruisers’ side. Overwatch guns him down at point blank range.

The simulation shuts down. Feral Juggernaut admits, “Yeah, you guys are still the superheroes.”

Overwatch is enthusiastic, “Yeah, but you guys did great! You gave us a run for the money!”

Yowie cautions, “But you guys also didn’t pay attention to any of the environmental items – that’s a clear superhero thing, saving people and preventing disaster is something you need to think about.” And then he hands over the footage of the encounter to Dr. Broussard to make funny TikToks.

A Dreamtime Presence

Back in Sydney, Overwatch rededicates himself to his exercise regimen. He strips down to almost nothing and has a long session in the gym, which looks like fan service to a specific group of fans in the comic book. And Yowie plays beach volleyball with the Bondi Beach Bruisers to teach them teamwork. He invites Dr. Broussard to play.

As the game winds down, Yowie senses an unfamiliar presence in the Dreamtime. He changes to his dream form to investigate and finds an alien force there, but he knows that going fully into the Dreamtime will weaken his link to humanity. After the match is over, he sweeps Dr. Broussard into a classic romance novel pose. “I must go into the Dreamtime!” He drives to HQ and tells the others to strip down and head to the steam room!

El Genio and Overwatch join Yowie in the steam room. As Yowie starts the ritual the walls of the room start to grow strange jungle plants, then the walls become hard to see behind the increasingly lush floral growth, and then the characters are fully transported across.

The characters find themselves in an archetypal Australian outback setting. Yowie’s powers are more attuned to the Dreamtime than ever before, and this allows him to draw everyone directly to where the

disturbance is located. They find a giant portal to the Void across the sky and the ground. It is obviously disturbing the local spiritual wildlife. The characters conclude that the Umbral must have created it to siphon dream energy for his own purposes. A *hopping mouse* and a *Tasmanian wolf* have been affected by the Void and block the characters' way.

The characters stomp forward at the two animals. Overwatch lands the first punch! The Tasmanian wolf responds by *going for the throat*! This hurts a lot.

The hopping mouse hops towards Overwatch, spitting an *evasive volley* of nuts at both him and Yowie. Overwatch complains, "Nuts!" The mouse hops away into the distance.

Then he has more reason to complain, because *Tiddalik the Frog* enters the scene.

Yowie steps forward and attacks the Tasmanian wolf, changing into his plant form. El Genio drinks down some infinita elixir and hits Tiddalik. Tiddalik lashes back at him with swollen tongue, but El Genio dodges out of the way.

Overwatch squawks with dismay as the hopping mouse leaps into the air and attacks him. Overwatch dodges for all he is worth.

The Tasmanian wolf moves back to *defensive tactics*, and not a moment too soon because El Genio gets infused with strange *dreamtime energy*. Yowie grows to immense size and hammers the Tasmanian wolf! The wolf *takes every advantage* to reduce the damage. The surroundings distort weirdly, allowing the villains to protect themselves against the characters' attacks. Yowie is heavily pressed by the Tasmanian wolf, forced to retreat to save himself from the creature's fangs.

El Genio explodes into activity, striking both the wolf and Tiddalik – but the wolf uses *guard dog* to protect Tiddalik. But that then leaves all the villains open to Yowie's *giant towering* attack. Tiddalik gets hit hard and jumps off into the distance, flooding the entire area in the process. The wolf is badly weakened, and the hopping mouse dodges for his life. Yowie hits both wolf and mouse, taking down the Tasmanian wolf and leaving the mouse disoriented enough that Feral Juggernaut (who looks like he's wearing an assembly of random wooden junk in the Dreamtime) is able to hit him with a tree branch.

The hopping mouse leaps over to menace Stan the Mechanic. Overwatch yells at the mouse, "Taste some boom-stick!" The shot goes wide, and the mouse doesn't taste nearly as much boom-stick as Overwatch wanted. Fortunately, Feral Juggernaut can *leap* incredible distances – he jumps and hits the mouse hard, sending pieces of bark and basket flying.

Yowie has grown to stupendous size. His shadow blots out the sun. And he simply steps on the hopping mouse.

Tiddalik the Frog

Tiddalik the Frog hops into the fight, swollen from drinking all the water in the creeks, lakes, and rivers. He is a d8 Lieutenant who forms an attachment to whoever just went in turn order. If he is taken out he spews all the water out, resulting in a Hinder on all characters using environment Mid die.

The Void Spiral Awaits

Yowie knows that he could merge with the Dreamtime to drive away the Void, but doing this would cost him even more of his humanity. He resolves to try and fix the problem with more physical approaches. El Genio gives him a concentrated infinita elixir to strengthen his connection to the living world. Yowie grows to immense size and drive the rift closed. However, he senses that the Umbral has already absorbed enough energy to open a portal to the Reflection of Atlantis – which would allow him to reclaim the *Amulet of the Abyss*! But that is a matter for the finale!

Yowie shrinks back down to normal size. “I feel... diminished.” He puts his hand to his forehead, as if he were reclining upon a fainting couch. Then he brings everyone back out of the Dreamtime, and back to the sauna. Yowie explains, “You’re all dehydrated, but I have the solution! Frothies! You need to drink at least six!”

End of the Session

The session ends with the characters back in Sydney, and somewhat dehydrated. They gained 4 Hero Points to use next session.

Next session will be the grand finale of the campaign! Assaulting the gates of Void Atlantis to defeat the Umbral!