

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

Tim assures *Bruce* that while *Chris* and *Patrick* are online, they cannot hear him. They have some... serious... technical issues. *Chris* summarizes everything by pointing out, “I cannot get it to recognize the Snowball!” In the absence of context, this is a much more dramatic statement than *Chris* perhaps expected. This drama is all-encompassing enough that *Paul* is left in the virtual antechamber for a long time – though that’s okay, because he is himself obsessed with the latest developments in MidJourney (whose motto is “stealing bread from starving artists since mid-2022!”)

Then *Ernest* shows up, heavily laden with Popeye’s and a gallon of tea. He brings it in a tremendous jug, the sort of thing that wouldn’t be out of place in a moonshiner’s camp.

Also, everyone thinks the best for *Tim*’s Mom, who has been going through the kind of intestinal surgery that nobody would voluntarily agree to if they had any other choice. On the plus side, she’s likely to be out of the ICU in a day. On the minus side, she’s going to need more surgeries in the future. And again, these are the kind of surgeries that make most folks shudder.

Hero Point Bonuses

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

The Bondi Beach Brawlers

- *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: 𐌿𐌹𐌸𐌰𐌿𐌸 𐌹𐌺𐌰𐌿𐌸)

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

Amulet Flashback!

We all remember how the *Abyssal* became more and more dependent upon the *Amulet of the Abyss*, to the point where it started to affect his perceptions of reality – he would wander the beaches and the alleys in the dark of the night, guided by things that only he can see. Then the *Argent Adept* persuaded the rest of the group that the Amulet was a threat to reality, and manipulated the characters to create a situation in which he could take the Amulet away from the Abyssal. Then, as the Abyssal lay unconscious he persuaded the others that the correct path was to seal the Amulet of the Abyss away forever in the Reflection of Atlantis. They assisted in this project, and figured that would have been the end of it.

In the meantime, the Abyssal became the *Umbral* – and when he was offered the chance to take the evil *Zither of Zarathorpe* and become the next *Minstrel of the Void* he took it. But even the powers of the Void were not enough to satisfy the Umbral, and he has steadily worked to gain enough power to break through to the Reflection of Atlantis and once again claim the Amulet of the Abyss.

An Ethical Misunderstanding

Dynamo Joe was originally built out of villain parts, and all efforts to give him a strong moral sense have not been particularly successful. This means that his crime-fighting efforts have always been tinged with a failure to fully understand the consequences of his actions. We see him using cluster munitions and rockets against a group of bank robbers, while *Overwatch* tries to talk him down. The onlookers and even the bank employees look on Dynamo Joe with horror.

Dynamo Joe asks Overwatch, “What is wrong?”

“You need to respect the sanctity of life! You can’t just go around killing people!”

“But why? They are evil?”

Overwatch reaches for something the robot can understand, “They need to be able to redeem themselves! Death is final for them; they can’t just be rebuilt like you can.”

“Maybe I need to keep a person around to tell me the difference between right and wrong...”

Are You Sure You’re Not Gay?

Yowie recognizes that Overwatch needs a bit of reassurance, so he takes the hero out for a night of drinking and carousing. Overwatch drinks way, way too much and isn’t quite sure what happens. He’s even less sure when he wakes up the next morning to find that *El Genio* is in his bed. He rolls out of bed and goes to meditate, trying to get his head straight and understand where his own moral compass is pointing.

He has almost come to a good level of understanding when El Genio walks out of the bedroom wearing only the briefest of briefs. El Genio assures him, “Do not worry – you’ll understand your path when the

time comes. And all you can do in the meantime is to follow your heart and live with both hands! Also, you should drink this, it's made with the extract of *Infinita*. It will give you incredible vitality!"

Family Values Equal Murder

Golden Key isn't hanging out with *Overwatch* for some reason. Instead, he goes on a long, pleasant car trip with *Ermine* and their baby daughter. They visit the beach, they have fun, they watch the sunset, and by the end of the day *Golden Key* thinks, "I am willing to kill literally anybody to make this last!"

Then they return home, and *Golden Key* is resolved to kill *Umbral*.

Direct Flight to Diamond Manor

The characters call upon *The Harpy* at her Diamond Manor home in the outskirts of Rook City. The mansion is located in a dark and dismal marshy forest, and huge flocks of black birds circulate around. *Yowie* hopes that she can help the characters access the Void and the Reflection of Atlantis. *Mantra* opens the door – he was once *Black Fist*, he's always been blind, and now he's sort of undead, unemotional and withdrawn. He is also not surprised. "The Harpy has been expecting you."

The characters follow *Mantra* into the same office area where the group has already fought *Umbral* once. The Harpy is there in her green-and-black dress and black cape, wearing as always the *Mask of the Matriarch*. "I have been expecting you."

Yowie starts out, "Harpy! Good to see you again! We need your help. We need to venture into the Void so we can defeat the *Umbral* for the final time."

"This seems like a dangerous undertaking. My mask shows me that your power is only barely under control. Your humanity is in danger of slipping away permanently."

"Oh, just needs a couple more beers every day."

"Cover your truth with jokes, but that won't make it any less true. Are you prepared to destroy the *Umbral* forever?"

Dynamo Joe interrupts, "I am!"

Golden Key notes, "Sometimes, you need to do things like that to save the world."

Harpy observes, "Well, at least two of you are ready..."

Overwatch agrees, "Yes, the ideal is to bring him in to face justice for his crimes."

El Genio isn't ready, "I would never kill one who has fought so nobly for humanity!"

Yowie whispers to *Overwatch*, "*El Genio* is only saying that because he wants to sleep with you..." Kids, that's how peer pressure works.

Finally, the Harpy agrees to help. She has the characters stand in a circle on the floor, then she works upon a techno-arcane device. A moment later, the characters find themselves standing outside beneath a Void sky. In front of them is the Reflection of Atlantis, still sealed away beneath a protective dome.

A Reflection Tainted

Within the dome, the characters can see that there is some damage to the version of Atlantis before them. When they last saw it, the Reflection was of Atlantis at its height – but now it has been twisted by dark powers. Strange fogs lurk the streets, the buildings are broken and bent, and obsidian crystals sprout from both wall and ground. The place is reminiscent of the depths of Hul.

Dynamo Joe notes, “We need to get inside. It looks like Umbral is already there!”

Golden Key runs around the entire city, looking for a way to get inside. The dome and the gates look inviolate, but the entire city stands upon a floating island and underneath it he finds a tomb that seems to lead inside. Though it looks old, it also appears to be technological in origin. Golden Key deduces, “This must be the tomb of the *Nechronist*, which we fought the last time we were in Atlantis.”

Tomb of the Nechronist

Yowie uses his immense strength to wrench open the doors to the tomb. The place is strangely still and timeless, the air stagnant. As the characters move through, the place shudders and groans as if the Shrouds of Endless Time have been disturbed.

The characters move through the passages. They have a sense of déjà vu – the maze of shifting passages seems to be twisting back upon itself. El Genio assembles an inertial navigator and shows how to proceed through the paths of the *Tomb of Time*. The group emerges into a large hall with black metal walls inlaid with strange silver symbols. Overwatch sees that as he moves forward the skin of his hand becomes aged and wrinkled. He pulls back and watches his hand recover. “We’re in a chrono-field! If we walk forward we would age to dust before we reached the other side.” He knows that it will be necessary to create a gadget or device to stabilize the time-field. He does so, but it isn’t quite perfect – he suffers some damage from aging when he tries it (predictably, everyone else is either essentially immortal or full of time-manipulation potential).

Golden Key takes over the lead and brings the characters into a hall of mirrors. Each mirror shows a scene from history – but all of them are scenes of warfare, and they all urge him to enter one of them. He uses his mastery over time to reverse the flow. He starts drawing energy from across the entire timeline into himself, strengthening himself and providing a way for the others to pass through safely. All the fractured parts of the mirrors emerge from the frames, latching together into a strange composite whole. Soldiers from every human time period find themselves facing each other in an incomprehensible 50-way encounter. Golden Key draws it all in, then scatters it all. History falls around him like a rain of broken glass.

The group moves along until they find a patch of *temporal quicksand*. Dynamo Joe uses the principles of science to transform the quicksand into glass using electricity. As a side effect, everyone gets a quick (maybe helpful) vision of their futures.

The next obstacle before the doors to the crypt is a fragment of the Nechronist showing the timeline – but it's not just a timeline, it's a complex multipath construct and gazing into it can rob a creature of linear time of its sanity. Yowie closes his eyes and reaches out to manipulate the patterns. He is able to find a way through, though the backlash leaves him confused by multiple identities.

Reality Dislocates

A *Timeskip* rolls across the group. They struggle to retain their perception. Four *temporal shades* appear, flickering in and out of the timeline. They carry weapons that phase in and out of the current timeline and strike to reopen old wounds from the past. They are led by the *Chronocenturion*, a brass construct of wheels and gears armed with a clockwork axe.

The Chronocenturion uses a *temporal acceleration beam* to strike Golden Key, who yells, "Watch out! His gun shoots time!" Dynamo Joe sends a cloud of time-mapping drones to surround Golden Key and keep him safe. Protected from temporal attacks, Golden Key dances across the timestream and erases three of the temporal shades from the timeline.

El Genio leaps to the attack, striking the Chronocenturion. The time-villain rewinds time using his *rewind* and makes half of El Genio's hit not exist.

An *entropic eruption* washes over El Genio! Time that has bubbled up into one place breaks free, washing over him. The Chronocenturion follows up with a *stasis slam*, which El Genio avoids with his *impossible intuition*.

Yowie reaches out and boosts himself with power from a nearby patch of *time plants*. He transforms and becomes hard to see.

Golden Key decides that he's had enough of temporal villains. He unleashes a *supersonic streak* that obliterates the last temporal shade and hurts the Chronocenturion. Yowie steps in with his huge size and clocks the Chronocenturion, who *rewinds* but not enough to help him avoid El Genio's punch. Proximity to the Amulet of the Abyss starts to reawaken *Nightwalker's* demonic powers, which he uses to ward away an incoming *stasis slam* on El Genio.

Dynamo Joe senses that time is slipping away. He winds up his *tesla coil* and lights up the Chronocenturion. Even a *rewind* is unable to protect the villain. Golden Key exploits the situation with a *supersonic streak* to fling a handful of keys into the Chronocenturion's clockwork innards. And then Dynamo Joe lays into him with another *tesla coil* hit. The blast hits the clockwork axe, overcharging it and causing it to explode! When the dust clears, the axe head is embedded in the Chronocenturion's head. He stumbles, then falls over backwards.

The Tomb of the Nechronist starts to stir. The characters realize that if they remain, they will need to fight it. So they move on quickly into the Reflection of Atlantis.

The Reflection Broken

Malevolence seeps from the streets of the Reflection of Atlantis, rather like fog in 1900's London.

Obsidian shards spring up to break the buildings. There is a crimson moon hanging in the sky, and the sounds of the ocean can be heard in the distance. The Umbral's Lair is visible at the center of the city, a baleful obsidian tower surrounded by devastated structures and evil mists. The Umbral's eerie whispers drift through the air, "Why are you here?"

Yowie answers, "Come on, nephew! Give up this weirdness, we have a nice place to get you sober then you can hang out on Bondi Beach!"

"I cannot do that. The Amulet is everything to me!"

"You are hurting your family!"

"My family? What did my family ever do for me? You ignored me when I was falling into the clutches of the Amulet."

"We took it away from you!"

"Far, far too late."

Golden Key suggests, "You should come here directly so we can all talk about it, right to our faces. We really want to hear from you..."

The Umbral intones, "I cannot leave now! I am Becoming the Gateway! Leave, or xxtz'Hulissh will get you."

Everyone agrees that it is time to go for the tower.

Dynamo Joe launches himself towards the tower at speed, releasing a massive array of chaff, drones, and missiles to cover his approach. Overwatch flies down to El Genio, who bandages him up very delicately and perhaps even a bit erotically, the way they do in Japanese comics.

Yowie reflects upon how Umbral's powers drove him to madness. This pushes him to consider his own powers, and how he should think about them.

The Obsidian Tower

The characters reach the base of the tower, only to find that both xxtz'Hulissh and its Herald stand at the foundations. The Umbral observes from a high doorway. Yowie calls upon the powers of the local Atlantean flora and uses them to disrupt the Herald's power flow. El Genio follows up by tearing a pair of car-sized Atlantean power stones from the ground and slamming them into the Herald's forelimbs. The Herald shudders as its power sources are fully disrupted.

Golden Key reaches out into the time-streams and pulls in a legion of ancient Atlantean heroes. He directs them all at xxtz'Hulishh, stripping away the monster's defenses. They fall upon xxtz'Hulishh with strange weapons made from rare metals, shell and spine drawn from the deep ocean, and more.

The Herald reaches out with a tripartite tongue and swallows El Genio. Gulp!

Xxtz'Hulishh stomps over to the cluster of Golden Key, Dynamo Joe, Yowie, and *Stan* and stomps them. Then he uses his *dread presence* to intimidate them, which really seems unnecessary considering that they'd all just been stomped by a creature the size of an eldritch apartment building. Dynamo Joe finds himself lying in the *Vault of Memory*. He doesn't personally have too many memories, but he knows that xxtz'Hulishh has thousands of years of memories – he directs the power of the vault at the creature, burning away its magical defenses. As a side effect, he unlocks some of his own (useful) memories.

Yowie grows to giant size and gives xxtz'Hulishh a good thumping.

A moment later, El Genio bursts out of the Herald's side with a *heroic emergence*! It's hard to see if the Herald is at all impressed with this development.

What is impressive is that *Mist* summons up a half-dozen illusions to aid the characters. Not to be outdone, the Herald responds by gating in eight hulspawn, straight from Hul. The battlefield is suddenly crowded with combatants, both real and virtual. Overwatch swoops over the crowd, calling out positions. Yowie listens to Overwatch's instructions, then grows to truly immense size and squashes all of the hulspawn. He also delivers a vicious kicking to the Herald. The ground flows with alien bug-juice.

Reality continues to disintegrate as *Abyssal fissures* start to open up. Golden Key is easily able to step away from one of them: his previous experience in Atlantis has taught him all about this kind of danger. Meanwhile, xxtz'Hulishh swallows up Yowie.

The Herald summons a *horror* straight from Hul, only to watch Golden Key teleport a fistful of keys into the creature. It thrashes and writhes as it bleeds a strange blue substance. Yowie steps over, *taller than a building*, and picks up the horror. He uses it to strangle the Herald. The Herald collapses. Yowie slams the horror back into the Herald's throat, remembering only later that the creature's throat is actually a *portal to Hul*. He proceeds to feed the Herald into it's own throat. There is an indescribable sucking sound as the Herald's entire carcass is sent straight back to Hul.

Dynamo Joe leaps up onto xxtz'Hulishh's back and unleashes the *tesla coil*, leaving a respectable scorch mark. Overwatch aims carefully and shoots at the scorch mark, striking down xxtz'Hulishh and sending the creature tumbling down into the darkness.

Confronting Umbral

El Genio rushes up towards the Umbral, urging him to give up his insane ambitions. He finds that Umbral is surrounded by a *vortex of evil*. The vortex is supported by several massive stone pylons, so El Genio grabs one, wrenches it out of the ground, and flings it at another. The vortex weakens! And some of the

other heroes are inspired by El Genio's Argentinean bravado! Yowie reaches out to Umbral and urges him to come back to the family, as his plant magic disrupts the rest of the vortex.

The Umbral protests, "What are you doing? I cannot feel the Source any more!"

Overwatch takes a different approach. He simply shoots Umbral. El Genio joins in by punching Umbral – one left jab, then a right hook. And then Dynamo Joe strikes with *final wrath*, reaching through time to strike with the power released when he cracked his own energy casing. The blast kills Umbral, blasting a hole into his chest that becomes an energy siphon into the Void!

Yowie is filled with a massive reservoir of Dreamtime energy. He has two choices – he could drain his power into the Void, turning himself into a mortal man but restoring the Umbral, or he could unify with the Void and transform himself into an immortal. Yowie steps forwards and surrounds both of them with a shell of vine and branch. The shell remains for a few minutes, but at the end Yowie emerges as a mortal man again, while the Umbral lies peacefully with the Amulet of the Abyss upon his chest and the Zither of Zarathorpe in his hand. Golden Key quickly takes away the Amulet, while Overwatch takes the Zither.

Securing the Artifacts

Overwatch finds a good location in the Reflection of Atlantis and hides the Amulet of the Abyss away, safe from interference. He finds a second location and places the Zither there.

The Return

The characters all return to Diamond Manor. The Harpy is waiting for them. "Did everything go to plan?"

Overwatch agrees, "Oh yes!" He tries to hug her, but she doesn't seem to appreciate the gesture.

And Into the Future

A hero is stopping a bank robbery – but unlike the first foiled robbery, the criminals are all trussed up and alive. And the hero is the former *Feral Juggernaut*, *Rupert Jagger*, wearing a suit that looks a lot like Dynamo Joe – now transformed into power armor to ensure that his pilot will always be available to make ethical choices.

Dr. Broussard is puttering at home when there is a knock at the door. She finds Yowie, now fully human, standing there in faded trunks holding a six-pack – which is apparently the Australian equivalent of a bouquet of flowers. He asks, "Can I come in?"

Golden Key and Ermine make up and raise their daughter. Golden Key decides that Australia needs to expand into space, so they do this out in the (now leaderless) space empire that the characters dealt with earlier in the series. He is clearly angling for a spinoff comic in which he slaughters a bunch of aliens.

Overwatch takes over leadership of Kaiju Defense from his mother, showing more responsibility and mentoring the Bondi Beach Bruisers into a new team for fighting Kaiju.

El Genio values his time with KDI, but he recognizes that helping the people of Argentina is his true passion. He returns to Buenos Aires to run Infinita Pharmaceuticals. He also reconciles with Madalynn Kartrite – his last scene is with the two of them eating dinner at a fancy restaurant.

Haskell Marsten no longer remembers much from the last year, and he doesn't understand why he knows so much strange Atlantean mysticism. He wakes screaming many nights, even with the drugs his therapist prescribes. And sometimes just after he wakes he thinks he can see a pair of purple eyes gazing at him from the shadows.

Yowie's Wedding

Yowie and Dr. Broussard are married in a beach-side ceremony presided over by *Sulimar the Magnificent*, with his haunted ventriloquist's dummy as the ring-bearer. All of the characters (and a good selection of NPC's) are in attendance. And as the ceremony ends, something suspiciously giant reptile-like rises from the waters offshore...

The End (Or is it?)