

UNDERSEA SHOGUNATE of MU



A Supplement for

MECHA VS KAIJU

by Johnathan Wright

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FATE

UNDERSEA SHOGUNATE Of MU

Outcasts from their homeland, they fled into the ocean and discovered the ruins of an ancient people -- and awoke an ancient evil. Now they return, to conquer their old home and bring with them the power of their dark lord. They are the Muan, masters of the Undersea Shogunate of Mu. They control 7/10 of the world, and now seek dominion over the rest in the name of Dagon, Dark Father of the Sea.

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Adventuring in 1970s Japan

While the Undersea Shogunate of Mu can exist in any time or place, it was at the height of its power in the MvK world in the 1970s. The kind of story you create in this era will depend on what genre of popular media you consult. If you watch live action television then, the 1970s were filled with family drama and men in outlandish costumes riding motorcycles while fighting rubber-suited monsters. If you watched animated TV you saw talking animals and super robots. If you went to the movies, however, it was a much darker place.

Japanese cinema in the 70s was filled with a vision of Japan as a nihilistic dystopia where honor was forgotten and every attempt to make things better led only to degradation and doom. “The Yakuza Papers” was the “Godfather” of Japan, following the rise and fall of a powerful organized crime syndicate. The title of the first film summarizes the genre: “Battles Without Honor and Dignity.”

This series set the mold for the portrayal of criminals in the 1970s: steely thugs with black sunglasses, wearing straw fedoras and brightly colored shirts – unless you were a Yakuza boss, in which case you wear a black suit...always. In lighter movies the tough-as-nails criminal could be portrayed as a cartoon villain or as comic relief bungler. Yet underneath the exterior the real Yakuza had elaborate tattoos that covered their back and bodies like armor, protecting a heart of ice.

Meanwhile technology was advancing by leaps and bounds, with small cars and smaller electronics. But in the movies technology was getting big: massive super computers, flying battleships, and of course multi-colored super robots. Scientists wore either ties and white lab coats or silver lamé. These were all reflections of the rapid – what some called miraculous – economic growth of the post-war era, which reached its height in the mid-1970s.

In short, Japan in the 70s could be bright and flashy or dark and mean. Their popular culture reflected this, and your adventures can as well.

The AKF and MAF in the 1970s

In the 1970s, the Anti-Kaiju Force was at the zenith of its power and influence. Gazer cannon tanks trundled along city streets and suburban roads to the waves and cheers of Japanese citizens. Air ships and fighters patrolled the border and every airport had an AKF command and control center. But the tide of both public opinion and government support was turning, in favor of the more effective and flashy mecha.

In the 1960s, the Mecha Assault Force had only slow, lumbering diesel-powered machines, but by the early 1970s the brilliant scientist Rampo Kyari was ready to unleash a quantum-leap in mecha design. Using highly efficient fuel cells and gazer technology, Kyari created a fast, maneuverable mecha called “Kagutsuchi”, named after the Shinto god of fire. The towering, samurai-inspired mecha captured the public imagination, and ignited a rivalry between the AKF and MAF that had been simmering for years, and which has lasted into the modern age. The vehicles of this era are detailed in “The Mecha Assault Force Technical Manual.”

THE UNDERSEA SHOGUNATE OF MU

Note: This history is told from the point of view of the Muans, citizens of Mu, who feel nothing but contempt and hatred for Japan.

The History of Mu

From the Annotation of the Casque, Year Kinoe-ni of the Heishi Shogunate of Mu
And so it came to pass that the thirteenth cycle of Heaven and Earth began with the ascension of the Heishi Shogun. In her wisdom did she commission a new history of the realm to focus the will of her people upon the wrongs committed upon us by the Japanese islanders – the accursed sons of Genji. To that end do we print this humble tract drawn from the Casque of Truth, repository of all history and knowledge. May it alleviate any doubts you have on the necessity of our actions and the certainty of our cause.

The True Center of Creation

Before force and form were manifest, the Distinguished Heavenly Kami reigned. From this august assemblage the two kami of creation, Izanagi and Izanami (The Male and Female who Invite) stepped upon the Floating Bridge of Heaven and dipped their jeweled spears into the primal brine of the world. From the tip of these spears dropped the pure heavenly water onto the surface of the ocean, which sprang forth as the islands of Japan. Thus was the island nation the first and purest land of creation.

Or that is what the Shinto deceivers would have you believe. No, Japan is not the jeweled droplets of purity formed in the act of creation. When the spears of Izanagi and Izanami touched the primordial sea a great land mass arose, the first and mightiest continent of the world – the island of Mu. Here was the bed upon which the kami lay and loved; here Izanami birthed the kami of the Earth, to bring

Japan was formed as Izanagi cast the afterbirth of the weaker kami into the sea. Thus do these weak spirits congregate on that island nation, not as caretakers watching over their creations, but as dogs who smell the blood of their mother.

life and form to the land; and here was the final kami born, that of Fire, which consumed its mother in her final act of creation.

This all-consuming fire combined with the fertility of Izanami, becoming the Kaji no Soushi – the Fire of Creation. Thus from the soul of fire and life were the Muans born – first to walk in the sun, first to take hold of the spear, first to ask the great unanswered questions. The Muans were also the first to take arms against the power of the Oni, turning their great minds to the creation of powerful weapons of fire and flesh. The mighty Mu Leviathan walked the land, scorched the sky, and mastered the sea before the primitives of Japan had even conquered fire. Yet it was these same primitives that drew the attention of the Kami, as a weak-hearted mother will dote on a mewling, idiot child.

The sun goddess, Amaterasu, took a keen interest in the inhabitants of Japan, that tiny scrap of land, and showered them with gifts, while the Muans crafted an



empire using naught but their minds, bodies, and mastery of magic, hard won over centuries of dedicated experimentation. Inspired by the power of Mu, and emboldened by the support of their patron goddess, the neophyte warriors of Japan took their first tentative steps into the world, and were immediately beset by the malevolent Oni. The Muans took the fledglings under their protective wing and trained the islanders in their methods and tactics. And if nothing else, the Japanese proved themselves to be able – if savage – warriors.

Betrayal of the Kami

The Muans were the first to fight the Kami's ageless enemies, the Oni, and protected the Japanese in their early struggles. They were the mightiest race in creation, which displeased the kami. The Muans did not need the protection of the spirits, did not offer up prayers and sacrifices to them; and so those spirits turned their backs on the mighty nation. It was the islanders – those tramp children who would sire the blood of Genji – that craved the favor of the Kami, and gave them all the idolatry the spirits sought.

Amaterasu, like a painted whore accepting worship as payment, descended upon the Earth and parted her legs for the masses in Japan. Through her cosmic miscegenation was born Jimmu, Japan's great hero and first "Emperor". The kami bolstered this upstart with divine gifts and powers, and set him against their ancient foe. Jimmu routed the Oni and their Ogre servants, but was not satisfied with merely saving the world for its own sake. With the support of the kami, he began to dream of greater conquests.

In addition to leviathans, Mu alchemists were famous for the brazen metal Orihalcion, called Orichalcum by the Greeks in their legends of Atlantis, a mystic fusion of pure gold tempered by the Fires of Creation. Orihalcion weapons held mighty enchantments, making them capable of felling even the immortal kami, and Mu's nigh invulnerable orihalcion towers were the only structures which survived its sinking.

The Coming of Dagon

The Muans saw Jimmu's great ambition and made preparations against it. The kami had abandoned them and the oni were fled, but there were other powers in creation, hidden and secret. In their exploration of life's mysteries the Mu sorcerers had uncovered one of these great powers dwelling unseen in the great oceans. Through bargains and rituals the Muans contacted and allied themselves to this power. When the Japanese made their inevitable attack against Mu they found their boats turned and their forces cowed by the might of the Black Dagon, the Sea Father.

As the soldiers of Japan fell before the might of Dagon, the kami descended to aid their erstwhile children, only to fall before the might of the Fire of Izanami, collected by Mu sorcerers from the spot where the great goddess fell and harnessed to do battle for them. But for all their might and power the Muans were doomed. They could not stand against the force of the entire august body of heaven falling upon them, and rather than surrender, they gave their nation unto their noble benefactor, Dagon. In his benevolence the Sea Father took the people unto his bosom, and the ageless and mighty continent of Mu descended into the water.

Tale of the Heike

But the strength and wisdom of the Muans was not lost. It survived in one source on the island of Japan, within the noble blood of Heike. The Heike clan had been lied to by their Emperor, as he had lied to them all, into thinking that the Muans were ignoble and dangerous. They volunteered to rid the world of what they saw as an affront to their “noble kami”. It was thus that the pure of heart were duped into committing a horrible crime. Leading the final charge against the Muans, the Heike were the first to find their great treasure, the Fire of Creation. They took the fire as a spoil of war, and secured it in the safest place they knew – within their own blood.

As the centuries passed, and the vitality of the Jimmu Empire waned, the Heike grew to prominence, a new and vibrant bloodline quickened by the Fire of Creation. The Heike became the very soul of Nippon: courageous, strong, wise, benevolent. It was inevitable that they would be envied by lesser men, and there was no lesser strain of humanity than the Genji, of cursed memory.

Through guile and deception the Genji won over the weak hearts of men and turned the Heike’s subjects against them. It was in the face of this evil turn that the old emperor died, leaving as his successor his son Antoku – the Hallowed Wayfinder – then only seven years old. In his wisdom the emperor left as regent his wife, the Empress Dowager Kiyomori – the Blessed Will. Yet the purity and courage of the few cannot long stand against the base ambition of the many.

When they finally staged their revolt, the Genji had hundreds of thousands of weak-willed mercenaries against the thousand true hearts of the Heike. The climactic sea battle occurred at Dan-no-ura in the Shimonoseki Strait off the southern tip of Honshu in the year hinoe-tora of the reign of Antoku – now over 700 years past.

Bending before the onslaught rather than breaking, the brave samurai threw themselves into the sea rather than face dishonor. The Empress Dowager Kiyomori fled with Antoku in a fishing boat, vowing that the Genji would not take the young Emperor. At her bidding the child put his tiny hands together and turned to the east, saying farewell to the god of Eisai. He then turned west, reciting the Nam-butsu, a prayer to the Amitabha Buddha. The lady Kiyomori took him in her arms, and together they sank beneath the waves; her final words “In the depths of the ocean is our capital.”



Blessing of the Sea

And so it was. The sea received the Heike and blessed them and took them to its bosom. They survived that day, and came together under the wisdom of Lady Kiyomori, who shared her strength with the clan. She gave them the courage to move on, but it was the young emperor Antoku who gave them the vision. Whether guided by the Buddha, the Kami, or some deeper power, the Emperor had an intuition of where he should go, and the loyal Heike followed.

For months they traveled the sea heading east, deep into the Pacific Ocean, following the intuition of their emperor. They quickly mastered survival in the ocean as they continued their trek, following visions of a gleaming city beneath deep below the surface. At last they came to the ancient land of Mu, and discovered its orihalcion towers, still standing and gleaming in the ocean depths. And, as the Empress Dowager had sworn, in the depths of the ocean did they make their capital.

In their new home the Heike gathered the bounty of the sea for food. In the ruins of the ancient civilization they found the secrets of the Muans, hidden away even at the height of their empire, and rekindled the Fire of Creation. While the Heike samurai mastered underwater combat, Kiyomori began to study the secrets of Muian alchemy, and Antoku was drawn to the instinctive power of Mu Sorcery. These three forces became the triumvirate of Heike society.

The Birth of the Undersea Shogunate of Mu

Each member of the Heike clan soon found their place in the new kingdom. Former positions of nobility and status were abandoned in favor of pragmatism. The lady Kiyomori took the most intelligent and learned citizens and reinstated the alchemical research projects of the Muans. Through their labors they created advanced forms of sea plants that grew quickly and could maintain the growing populace. She then turned her talents at magical manipulation of animal life.

The Emperor Antoku submerged himself in the spiritual pursuits of the ancient Muian Sorcerers. Using the inherent power of his nearly-divine will, Antoku first manifested miraculous abilities of gross strength and subtle control. Within a few years he had a cadre of wise souls as his disciples, and had mastered his control of the physical world. His next step was to turn his exalted vision to the spiritual world.

At the center of life was the Samurai. The Heike still dreamed of returning home to conquer their hated enemy, and to accomplish that goal they needed a peerless fighting force. The surviving samurai formed the command structure of this new army, and every citizen became a soldier. The darkness and intense pressure of the deep ocean forced the Heike to adapt preternatural vision and great physical strength, making even the common farmer a physical titan.

Lady Kiyomori's alchemical experiments then went further, perfecting the blessings of the sea. She first altered simple undersea life, which grew to enormous size in order to provide more food to her hungry people. She then manipulated the predators of the ocean into living weapons of the Heike to serve as guardians and mounts for the army. In her final years she turned her mastery of alchemy upon the

people, fusing them with the best qualities of undersea life.

With total trust in his mother, Emperor Antoku became the first to receive her alchemical blessing. It was a day that would live forever in our history. It was the final break with our Japanese heritage. When the Emperor stepped out of the Dowager's chambers he was more than a man: he was Muan, the first to wear the green of our skin, the webbing of our hands and feet, the fins of our arms and legs.

The magical tinctures and compounds which made Emperor Antoku the forebear of our people were difficult to create, and thus he decided to leave these blessings to the next generation; only the children would receive "The Blessing of Kiyomori", and the ancient dowager would live long enough to see the first child born with her gifts. As our people took their physical shape, Emperor Antoku began to shape their spiritual form.

He stretched his spirit deep into the ocean, discovering the myriad of living souls that dwelled there: the great turtles, the wise and subtle sunfish, the barely conscious seagets – through trade, diplomacy, and conquest the noble Emperor drew together a new Empire of Mu. The intelligent beings of the sea recognized the power of these new Muans, and some recognized opportunity. A powerful spirit began to speak to the people in their dreams – dreams of ancient wonder and conquest, of power and pacts, and the price they would have to pay.

Emperor Antoku spent his final years in contact with this ancient intelligence, bargaining for the future of his people. In the end he shed his blood and pledged his people to the worship of the all-powerful Dagon, Dark Father of the Sea. His son, Emperor Daitoku, became the first high priest of Dagon, and devoted his life to serving as a conduit between the Dark Father and the Muans – a position the Emperors occupy unto this day. With their national leader now their spiritual guide, leadership of the empire fell to the military commander. Thus began year kinoe-ne, in the old calendar, of the Koshi Shogunate of Mu.

The Promise, the Power, and the Price

He is known by many names: Darkness Upon the Face of the Deep, Coligo Oceano, the Dark Father of the Sea – Dagon represents the merciless strength of the great waters, that force which has plagued man since he first ventured beyond the relative safety of the land and put his fate into the hands of the pitiless elements. The sea cannot be controlled nor even contained. It can only be supplicated through sacrifice and service.

But for those who serve the Dark Father faithfully there is the Promise of greatness, and the Power to bend all other forces to your will. And the Price? Well, aren't we all consecrated to the sea eventually? Wasn't the Earth covered in water at its creation, and won't the seas rise to reclaim all that is land one day anyway? If you are Promised to spend eternity in the sea, why not accept the Power that is offered now, and pay the Price sooner. Followers of Dagon gain access to 3 stunts:

The Promise: Tainted by Dagon

You hear the whispers of the Sea Father in your sleep, and you have begun to listen. This leads you to make poor choices in life, gets you in trouble with friends and loved ones, and has the potential to destroy your life as you know it. But it's worth it. Your trouble must be related to your connection to Dagon. When anyone compels your Trouble you gain 2 Fate points instead of 1. However you must deny your High Concept for the remainder of the scene. You cannot Invoke it and must actively act against it in role-playing terms.

The Power: Corrupted by Dagon

(requires "The Promise")

You have accepted the Promise of Dagon, and may now reap your reward. One of your aspects changes to represent a supernatural connection with your dark lord. You gain a Supernatural Power of your choice. This power must have a water theme in some way; for example, if you take the "Commune" power you may only contact water spirits.

The Price: Thrall of Dagon

(requires "The Power")

You have enjoyed the power of Dagon. Now you must pay the price. You are a true believer, actively working to unmake the world and bring about the rise of your dark master. Your High Concept changes to reflect your new allegiance, and this becomes clear to those around you. You may invoke your High Concept without paying a Fate Point. Each time you do you gain a cumulative -1 to Empathy and Rapport checks, as you temporarily lose touch with your humanity. A failed skill check represents an outburst or other obvious sign of your developing madness. After you make one of these skill checks the negatives are reset to 0, as you master yourself once more.



Dreams of Vengeance

In the years that followed, the Undersea Shogunate of Mu grew in power. Though often opposed by the meddling sea turtles and their “virtuous” prophet, the monstrously huge Kameyuu, the Muans seamurai spread across the ocean, subjugating those they once allied with: the brute Seagets were made their slave force, while the wise Sunfish became councilors and magical instructors. Their alchemical leviathan kept the Muans secure, and they could have lived in idle contentment at the bottom of the sea forever.

Yet there were those who dreamed of their ancient home. Some psychic sensitives in the populace would see Japan in their minds, see the decadence and stagnation of that isolated island state. It tormented them that the hated Genji dominated their homeland and had grown soft and corrupt, while the Heike had grown strong and merciless under the sea. It was time to make plans, and for that they needed information.

Japanese fishermen, especially those around Shimonoseki strait, began to find odd looking crabs in their nets. The crab’s shells bore the look of the stern mask of a samurai warrior, and the fishermen began to tell stories that the spirits of the Heike samurai were watching them. If only they knew how true this was. Muans sorcerers had begun seeding the waters around the nation with alchemical crabs to serve as spies. When fishermen would catch these crabs the creature would quietly and magically draw the knowledge from their minds. The fisherman, not wanting to offend the spirit of the samurai, would say a prayer and return the crab to the sea. There the creature would return to a nearby sorcerer, where they would extract its knowledge by consuming the animal.

As the Muans planned their glorious conquest, the irresolute leader of the sea turtles, Kameyuu, intervened. The great interloper first sent ambassadors to the court of the Shogun, sharing his so-called wisdom that the lives of the sea dwellers should not interfere with those of the surface, and vice versa. This advice was repelled, and the embassy barely escaped with their lives. The Undersea Shogunate made two things clear to Kameyuu: the Muans would not stop due to the weak cries of a bleeding heart; and the inspiration for this campaign against Japan was not derived solely from the Muans themselves, but from their dark god. Dagon demanded a foothold on the surface world, and he was serving as pilot fish to the merciless Muans sharks.

The Great Undersea War

And so it came to pass in the year tsuchinoe-tatsu of the twelfth undersea Shogunate that Shogun Heishi the Undaunted ordered his forces to march upon their ancient homeland. As the army approached the island nation and prepared to take their battle to the surface there arose fierce tides and currents which buffeted the troops. Their legions were scattered and many were killed, hurled against rocks at bone-breaking speed. The treacherous Kameyuu had declared war on the Muans.

For years the valiant seamurai of Mu made war against the mindless beasts under Kameyuu’s direction. Muans leviathan often grappled with the great-turtle itself while Shogun Heishi used guile to overcome the simple-minded animals of

the ocean. In the end the courage of the samurai and the power of Dagon stupefied the mighty Kameyuu, who was cursed to sleep on the surface of the ocean, a great floating island that would remind the creatures of the sea of the dominion of the Undersea Shogunate of Mu. It would take the Muans 100 years to recover their strength, but when they did the world would quake at their battlecry, “For Dagon! Death to the Genji!”

Kameyuu vs. Dagon

Dagon was born in the Darkness-before-light, the period between the universe coming to consciousness and the creation of the first spark. Dagon moved upon the waters in that pre-dawn era, and hid beneath the waves with the coming of the light. There he reigns, stretching out his tendrils to find dark hearts to accept his dark bargains.

Some say that Dagon is not a god unto itself, but there is no doubting that it is no creature in any sense that humans can understand. Those that have seen its true face are driven utterly mad. Some say (quietly) that the Emperor would have to be mad to play high-priest to such a being. Yet none can argue the effect of serving the Sea Father: those that hold to their Promise receive Power beyond their wildest dreams.

Kameyuu, on the other hand, is the totality of the ancient wisdom of the sea. All the ocean’s beauty and majesty lies incarnate within the heart of this great turtle. A being of Virtue, Kameyuu opposes Dagon because it is in its nature to oppose that which corrupts and destroys. It is thought that Kameyuu is younger than Dagon, but that does not make it weaker. Far from it, the great turtle is able to travel to the places Dagon dare not go, able to dive to the darkest depths or walk upon the land under the blazing sun.

While Dagon’s creed is that of the predator preying on the weak, Kameyuu’s nature is that of the protector, watching over those lacking the strength to look after themselves. Dagon sees its opponent as weak, while Kameyuu sees its adversary as unnecessarily cruel. Worship of the Dark Father is either imposed upon others through force or accomplished through dark pacts. Kameyuu, on the other hand, is not worshiped at all, rather simply accepted as a force of nature, although a benevolent one.

Like the conflict between the Kami and the Oni in other MvK campaigns, adventures dealing with the Undersea Shogunate all have the struggle between Dagon and Kameyuu in the background.



THE CITY OF MU

The city of Mu is located 12,000 feet below the sea at “Nemo Point”, in the southern Pacific Ocean – the place furthest away from any land by over 1000 miles. When the Heiki arrived in the area they travelled 3 days over the former continent before realizing it. After eons there was little to differentiate the former Island with the sea floor. But at last they came across the City of Mu, capital of the former continent, and were spellbound.

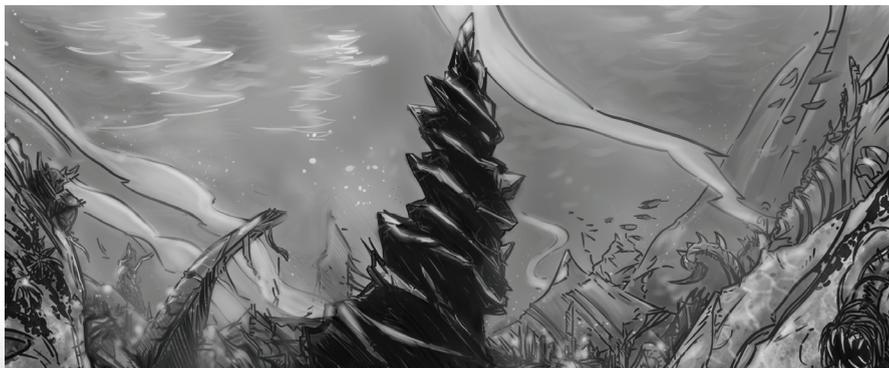
While much of the cyclopean masonry had tumbled apart in the cataclysm, or crumbled over the endless stretches of time, the brazen towers of golden orihalcion stood tall, and fallen landmarks had been replaced by great domes of coral and the towering tube homes of great worms. Prince Antoku, the Emperor’s son, upon seeing this city, mirrored the words of his mother, the Dowager Empress: “In the depths of the ocean is our capital.”

Defences

The Muans have had centuries to perfect their defenses, and a generation to update them to resist modern military assault. The area a quarter mile above the city is defended by a net dome 10 miles across and garrisoned by a corps of Seamurai scouts. They keep careful watch for incursions from above, and have a wide field of view thanks to the use of their Combat Oracles. The net also serves to detonate any explosives which may be launched downward towards the city.

The capital garrison is the mightiest in the kingdom, incorporating the Emperor’s hand-picked guard, the most fanatic devotees of Dagon to watch the temples, and the most noble families and their retinues. The city’s borders, both around and above, are protected by vehicles of war, alchemical projectiles, a wall of towering tube worms, and of course the Leviathan pens.

Over the centuries the burgeoning population has spread out to reclaim much of the former continent. Each citizen of Mu is given a tract of land for their family, under the command of a Daimyo, in the old feudal system. Each family works the land using the labor of Seaget slaves, and it is the family’s responsibility to raise strong offspring and train them to be ready to defend the nation. It is also their responsibility to mind their Seagets, ensure they remain docile, and to discipline them when necessary. Daimyos are responsible for maintaining a corps of soldiers to defend their part of the nation.



SHOGUNATE STRUCTURE

Leadership

The command structure of the Muan military is as strict as its samurai roots would suggest. Seamurai are a hereditary caste, living on a fief, commanding seaget slaves, and answering to their Daimyo, a chief of many fiefs. The Daimyo answers directly to the Shogun. While the Shogun consults with the Emperor on all important matters of policy, he is not required to follow the Emperor's orders. For all intents and purposes, the Shogun wields absolute power on Mu.

Shikina Hij in the 15th Shogun, inheriting the mantle, military, and mandate from his father to bring war to the surface world. More than any other Shogun of the past, Shikina is a true believer in the promise of Dagon. In previous generations the priesthood was left to its own devices, and the Emperor was little more than a political figurehead, or at most a semi-divine untouchable, spoken of but never too. At other times there was tension between the Shogun and the Emperor, during those times when the nominal head of the empire sought to exercise influence that was no longer there.

Those times are in the past. Today Shogun Shikina has bound his soul to Dagon, his sword to his nation, and his body to the service of Emperor Dakuu Ota, High Priest of the Sea Father. The Emperor has lead a religious revival in Mu. Empowered by the Shogunate's successes a generation before, Emperor Dakuu has fired his people with the promise of Dagon. He has convinced them that if they conquer Japan not only will they return to power, but will bring about the final victory of Dagon. Using his own alchemical skills and the powers of his dark lord, Dakuu and his priests have unlocked a secret that will bring power to the seamurai of Mu, and death to the surface world.

But the price was high. Wielding so much power has weakened Dakuu's body, leaving him with less than 1 year to live. But Dagon has promised to not only cure him, but to grant him unlimited life, if he conquers Japan in the time he has left. Emperor Dakuu is now driven to dominate the island nation at all costs.

Muan Racial Abilities

Muans are born in the Undersea Shogunate of Mu. They have dark green to blue skin with large, pupil-less eyes and webbed fingers and toes. Their bodies are adapted for living in the harshest conditions on earth, but are at a great disadvantage on the surface. They gain +2 to Physique and Notice checks while in the water, but are at -2 out of the water. They are able to breath, move, see and speak normally underwater, but cannot breath air. Each round without water passing through their neck gills they Suffocate (see "Water as a Hazard" below).

Muans long ago developed water suits for operating on land. These suits reduce their Physique and Notice penalties to -1 and allow them to breath while on land. However these suits are traditionally cumbersome so they limit movement to 1 zone maximum each round.

Emperor Dakuu Ota, High Priest of Dagon**High Concept:** Driven Conqueror of the Surface World**Trouble:** Dying a little every day**Skills:** Fantastic +6; Lore; Superb +5: Provoke, Resources; Great +4: Deceive, Empathy, Will; Good +3: Contacts, Notice, Rapport, Shoot**Stress:** 3 **Consequences:** Mild, Moderate, Severe**Chaos Bolt:** Dakuu can attack with his Shoot skill at a range of 2 zones. This attack has a Weapon Value of 2, and he may add 3 effects to the bolt taken from either Mecha or Kaiju stunts. He may change these effects on his next action.**Ocean's Curse:** Spend a Fate point. Dakuu uses the Contacts skill to magically search for a character in the ocean. The difficulty is either 2 or the result of the target's Stealth check. If successful he may inflict the character with a Curse. He makes a Lore check resisted with the character's Will. If successful he tags the character with an Aspect such as "Randomly suffers the bends". The Aspect has a number of free invokes equal to the amount the Lore check succeeded by. The Curse only functions while in sea water. It may be broken with a successful quest or a resisted Lore check made by another magic wielder.**Voice of the Sea Father:** Dakuu's word is law, and the body of any mortal in his presence is under his command. He makes a Provoke check resisted by a character's Physique. If successful he may take control of the character's body and force it to take one action. The character can take no physical action that exchange but may still talk. Spend a Fate point and the Voice can affect up to 5 targets within hearing range.**Shogun Shikina Hijō****High Concept:** Fanatical Master Strategist**Trouble:** Blinded by Faith**Skills:** Fantastic +6; Provoke; Superb +5: Athletics, Fight; Great +4 Contacts, Notice, Physique; Good +3 Deceive, Empathy, Resources, Will**Army:** Soldiers are never far from their Shogun. Once per scene Shikina makes a Contacts check. At the end of the exchange a number of Seamurai appear equal to the result of that check.**Prescience of Dagon:** At the beginning of an engagement in which he is leader of military forces Shikina may spend a Force point. He becomes aware of the general

plans of his enemies, their goals and overall strategy.

laijutsu: Shikina begins and ends the exchange with his katana sheathed. Before anyone has acted in the combat Shikina may spend a Fate point and go first in turn order, and may make an attack roll against everyone within his zone and all adjacent zones. If fighting another character trained in laijutsu make a resisted Notice check to determine who goes first in the exchange.

Military

The Shogunate military is the largest portion of the population. As the Muan culture is predicated on the idea of reclaiming their homeland, nearly all activities revolve around supporting the military. In the age of the Heike samurai could be generalists, studying swordplay, archery, and poetry with equal vigor. But the sea is cruel, and required a complete restructuring of the military.

Designed for slashing through air, swords were more difficult to wield underwater, and so only the strongest Seamurai continued their use. Others switched to the spear, which is still the traditional first weapon for Muan youth, as well as the common tool for fishing. Those strong enough would graduate to swords, while the truly gifted spear fighters were granted weapons with burning tips of alchemical fire called “brands”.

The net is another weapon common in fishing, but with tremendous underwater advantages. “Tanglers” have mastered hurling weighted nets bound up into a tight ball through the water at targets. The net unfurls as it nears the target, grapples them, and the weights carry them down.

Alchemical “brands” are an integral part of the Muan’s primary distance weapon. By using the brand to super heat a water container then releasing the pressure, projectiles such as the spines of anemones could be launched at great speed and range. Those warriors with the sharpest eyes and surest hands were trained in the use of these “spinners”. The brands could also be drawn out to use as melee weapons if enemies got too close. The greatest warriors of each corps are recruited either as commanders or as the elite shark cavalry.

Seamurai

Muan Seamurai are always the first into combat and the last to leave. They live for battle, following their Shogun without question, and dream of giving their life in service to their Emperor.

Aspects: Honor is my only shield; Aggression is my only tactic

NPC: Physique +2; Fight & Notice +1 Stress: 2

Enemy: Physique +5; Fight & Notice +3 Stress: 4; Consequences: Mild, Mod
Parry: Armor Value +2 when defending with Fight

Commander: Physique +5; Fight & Notice +3 Stress: 4; Consequences:
2 Mild, Moderate

Fight On My Brothers: You have a pool of 3 Stress points you may allocate to any other Seamurai within 2 zones of you. You may do this before the results of an exchange they are involved in are revealed.

Parry: Armor Value +2 when defending with Fight

Spearguard

The Spearguard, armed with spears topped with burning alchemical Brands, makes up the bulk of the Muan military. They are fanatically loyal to their Muan homeland due to their upbringing, and fight for the honor of their families. Before leaving for battle their families celebrate their death; if they return the celebration is for victory, not for the life of the soldier.

Aspects: Home, Emperor, Sea-Father, in that order; I know only what I must

NPC: Fight +2; Athletics & Provoke +1

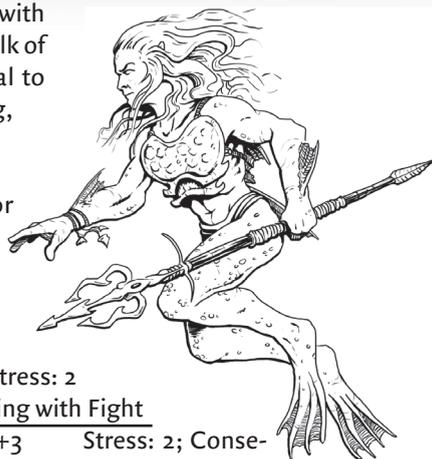
Enemy: Fight +5; Athletics & Provoke +3 Stress: 2

Spear Brand: Weapon Value +2 when attacking with Fight

Commander: Fight +5; Athletics & Provoke +3 Stress: 2; Consequences: Mild

Harass: May attack targets with Fight 1 zone away. If they succeed with style they may make a Provoke attack targeting Will instead of gaining a boost.

Spear Brand: Weapon Value +2 when attacking with Fight



Spinner

Wiley and secretive, these soldiers are chosen for their deadly accurate aim, as well as their ability to blend in and improvise on the battlefield. This branch of the Muan army is a new innovation, inspired by the firearms they encountered boarding Japanese ships during WWII. They are the most independent soldiers, often moving far from the main force to sabotage and snipe at enemies. As such the Muan leadership grants this position only to those who have proven their absolute loyalty.

Aspects: Alone and Unknown; Outsider Status

NPC: Shoot +2; Craft & Stealth +1 Stress: 1

Spinner: Use the Shoot skill to attack targets up to 2 zones away.

Enemy: Shoot +5; Craft & Stealth +3 Stress: 2;

Spinner: Use the Shoot skill to attack targets up to 2 zones away. Weapon Value 2

Commander: Shoot +5; Craft & Stealth +3 Stress: 3; Consequences: Mild

Sniper: If a target is unaware of their presence the attacker does not give away their position by attacking. Make another resisted Stealth check. If successful the target is still unaware of the attacker's position.

Spinner: Use the Shoot skill to attack targets up to 4 zones away. Weapon Value 2

Tangler

There are very few of these soldiers in any unit, as they are used exclusively for taking captives. They are skilled in grappling and hauling away struggling targets. There is little glory in this pursuit, however, and their menial origins as fishermen are considered shameful by some.

Aspects: The Struggling Fish Tires First; I Get No Respect

NPC: Shoot: +2; Athletics & Physique +1

Net: Make a Shoot attack against a target up to 2 zones away. If successful make a resisted Physique check. If successful the target is tagged with the aspect “Bound” and cannot move from its current zone. They must succeed at a resisted Physique check to escape.

Enemy: Shoot: +5; Athletics & Physique +3 Stress: 1

Net: Make a Shoot attack against a target up to 2 zones away. If successful make a resisted Physique check. If successful the target is tagged with the aspect “Bound” and cannot move from its current zone. They must succeed at a resisted Physique check to escape. If you have not moved this exchange you may move into the same zone as your target.

Commander: Shoot: +5; Athletics & Physique +3 Stress: 2; Consequences: Mild

Net: Make a Shoot attack against a target up to 2 zones away. If successful make a resisted Physique check. If successful the target is tagged with the aspect “Bound” and cannot move from its current zone. They must succeed at a resisted Physique check to escape. If you have not moved this exchange you may move into the same zone as your target.

Seize: While swimming you may move normally while carrying your captive. While the target is “Bound” you may attack it with Physique. This damage cannot kill the target. Consequences used to absorb these attacks are healed at the beginning of the following scene.

Priesthood

The priests of Dagon, the Sea Father, see themselves as guardians of their nation. They consider the Muans lost without the protection of Dagon. They also have the advantage of worshipping a god which involves itself directly in the lives of its faithful. Their creed, “The Promise - The Power - The Price” proves true for every adherent, and so Dagon’s worship remains strong.

The Promise is spoken to all Muans in a ceremony when they are young, and they must demonstrate that they accept this promise through their behavior. When they reach majority they may freely accept the Power. But to do this they must eventually pay the Price. Even for some of the faithful this is too much to ask.

The Emperor has always held the position of High Priest, but for centuries this was only an honorary rank, as those who held the crown lived in semi-Devine detachment from their people. It was Dakuu Ota’s grandfather who first exercised power over the priesthood, having received a vision directly from Dagon when receiving the Promise. The elder Dakuu, then only a boy, slew the current High Priest and immediately received the Power of Dagon. He reorganized the priesthood into a motivational force which prepared the nation to make war on the surface world. Dakuu Ota sees his destiny as fulfilling his grandfather’s dream and spreading Dagon’s power across the surface, and will never accept that he could die before seeing that work completed.

Clergy

Part of the Promise of the Sea Father is to defend and care for his children. The Clergy are the healers and caretakers of the Muan people. They tend to all injuries, both physical and mental. The Price Dagon exacts can be high, and there are some who find they are unable to pay. These end their days with shattered bodies and shattered minds. The Clergy tends to them as well, seeing no shame in those who stayed true to Dagon, but were still found wanting.

Aspects: Compassion towards the Faithful. Only.; Overly trusting

NPC: Lore +2; Empathy & Rapport +1

Enemy: Lore +5; Empathy & Rapport +3 Stress: 1

Touch for the Faithful: Those who have accepted the Promise of Dagon may have their Mild Consequence healed with just a touch. The faithful may benefit from this only once per scene. The unfaithful, those who have not accepted the Promise of Dagon or who have turned away, must make a resisted Lore check when touched. If they fail they must wait 2 scenes to recover their Mild Consequence.

Commander: Lore +5; Empathy & Rapport +3 Stress: 2

Blessings of the Sea Father: With a word the clergy grants one who has accepted the Promise of Dagon a +2 on their next role. The faithful may benefit from this only once per scene. Those who have not accepted the Promise of Dagon must make a resisted Lore check. If they fail they suffer a -2 on their next roll made against one of the faithful.

Touch for the Faithful: One who has accepted the Promise of Dagon may have their Mild Consequence healed with just a touch. The faithful may benefit from this only once per scene. Those who have not accepted the Promise of Dagon must make a resisted Lore check. If they fail they must wait 2 scenes to recover their Mild Consequence.

Monitors

The Muan culture was founded on betrayal. The disloyalty of the Genji drove the Heiki from the surface, and ever since the Monitors of Dagon have kept a sharp eye out, both beyond the borders of the nation and within. They use their own prodigious observation, as well as the words of the faithful, oftentimes spoken when they suspect no one can hear, to root out treason to the nation or to the Sea Father. Their most recent "Victory" was the banishment of the cult of Ti-Lung, and they are constantly on the lookout for their return, or for the rise of a similar new faith in the land.

Aspects: Vigilance Above All; Paranoia Will Destroy You

NPC: Notice +2; Burglary & Deceive +1

Enemy: Notice +5; Burglary & Deceive +3 Stress: +2

Silent Witness: Monitors are masters of observing without being observed. Substitute Notice for Stealth anytime they are actively seeking out treason.

Commander: Notice +5; Burglary & Deceive +3 Stress: +2; Consequence: Minor, Moderate

Infiltration: Monitors are masters of manipulating traitors to gain their trust. They gain a +2 to Deceive whenever they are pretending to work against the interests of

Dagon or the Shogunate.

Silent Witness: Monitors are masters of observing without being observed. Substitute Notice for Stealth anytime they are actively seeking out treason.

Temple Guards

These monks are sworn defenders of the faith. They watch over temples, priests, and anything else considered important to Dagon. Many have assigned duties, but some follow the calling of the Sea Father, wandering Mu or even out into the ocean, following the voice which first whispered the Promise in their ear. Some call these wanderers “Mad Monks”, though never in the presence of a member of the priesthood.

Aspects: Heart at Peace/Body at War; Hearing Whispers No Other Can

NPC: Fight +2; Athletics & Physique +1 Stress: 1

Enemy: Fight +5; Athletics & Physique +3 Stress: 2; Consequence: Mild

Riposte: Once per scene use Athletics to defend against a Fight attack. If successful make an immediate Fight attack in the same exchange.

Commander: Fight +5; Athletics & Physique +3 Stress: 2; Consequence: Mild, Moderate

Body of Iron, Soul of Water: Use Physique to resist attacks that would normally target Will. Once per scene gain a free invoke of “Heart at Peace/Body at War”.

Riposte: Once per scene use Athletics to defend against a Fight attack. If successful make an immediate Fight attack in the same exchange.

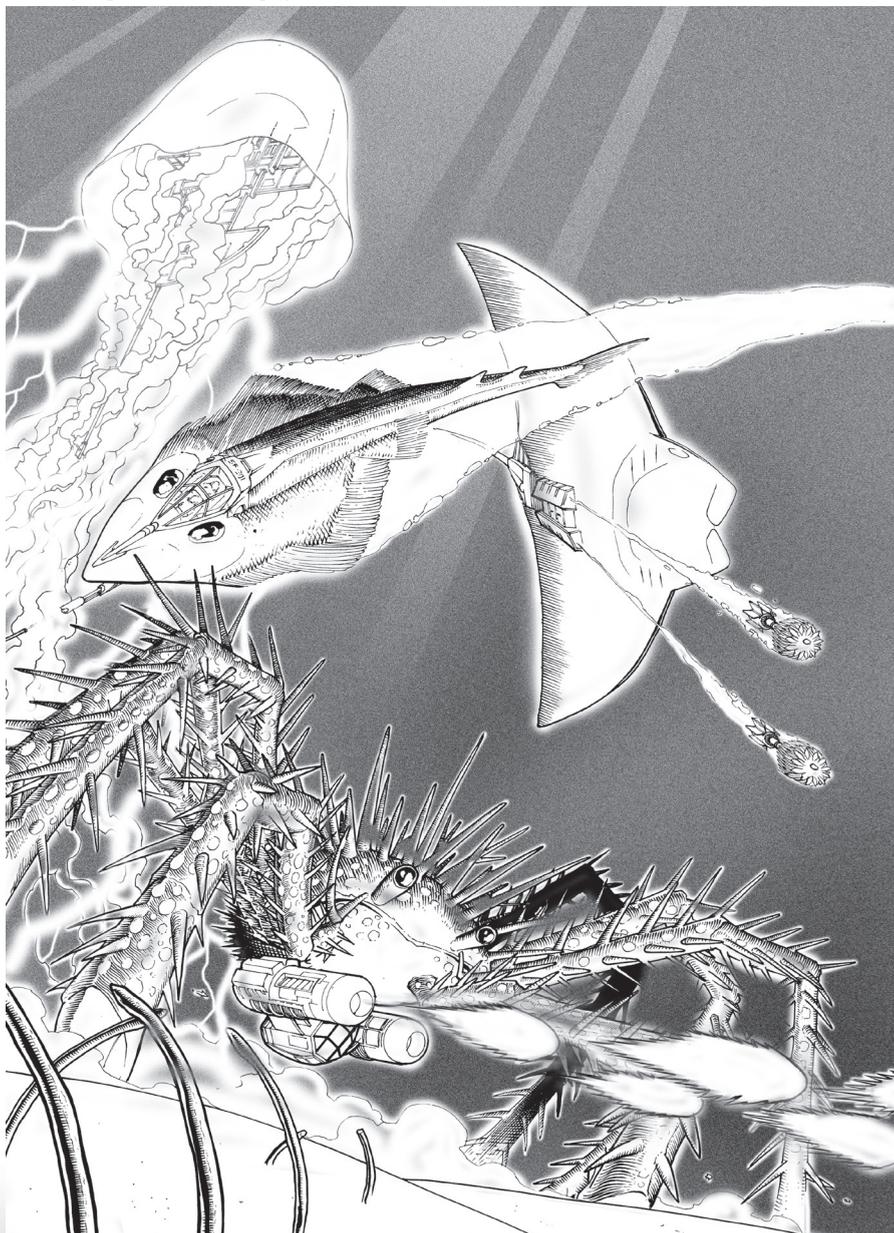
Cavalry

Any of these units could also be Cavalry, riding on trained sharks. Mounted troops move 4 zones in a round. This movement may be broken up between other actions. If there are any aspects on the scene that might affect movement the mount may roll to overcome them. The mount’s skill for such rolls is equivalent to the Muan’s second skill level (either +1 or +3) and has either 1 or 3 Stress boxes, respectively. The mount is trained to ignore blood in the water and does not attack on its own.



TECHNOLOGY

The Undersea Shogunate uses a combination of careful breeding and alchemical magic to create their vehicles, actually grossly enlarged sea creatures modified to serve as weapons of war. Though alive, these creatures have no free will and obey the orders of their Muan “pilots” implicitly. Note that these “vehicles” function at human scale, and obey whatever limits on size you have established in your campaign. See MvK Pg. 70 for more details.



Jellyfish Mobile Combat Oracle

The expansive interior and natural defenses of a jellyfish make it ideal as a command platform to lead Muan attack forces. While several squads of Seamurai can fit inside, fighters and bombers can ride atop the colossal leviathan, then launch when their target is within range, while the Oracle remains a safe distance away. The creature is directed by a pilot, while a soldier controls the tendrils that trail behind, defending it. The heart of beast is the Oracle, a priest who monitors the battlefield and gives instructions to troops.

Speed: Helicopter Stress: 3 Armor Value: 1;

Tentacles: Weapon Value 1; Range 4; If an attack succeeds with style the target is tagged with the aspect “Poisoned” with a free invoke instead of granting a boost. This Aspect may be overcome with a Physique check.

Combat Oracle

- Remote Viewing Plinth: Priests may use Lore instead of Notice to be aware of combat conditions.
- Scourge the Enemy: The priest marks the enemy with a magical sigil, making them easier to hit. Use an action to tag a target with the boost “Scourged” with two free invokes.
- Soul Sight: Finding living creatures is always possible. Gain a +2 when trying to locate a living thing that is hiding. In addition the priest is always aware of the location of living things not actively trying to hide and can compensate for them in combat. Multiple living opponents never get a teamwork bonus when attacking this vehicle.
- Whispers of the Sea: The priest listens to the subtle changes of the ocean and uses them to adapt the tactics of the battle. Gain a +2 to one of the following actions: use Lore to create a non-combat Advantage or use Lore to Overcome in a non-physical situation.
- Aura Analyzer: This system is designed to identify the strengths and weaknesses of an opponent. Gain +2 to Empathy checks to determine the aspects of a living enemy.

Manta Bomber

The graceful manta ray flies through the water, a stable and silent presence. This makes it a perfect weapons platform, capable of carrying many times its own weight in ordinance.

Speed: Helicopter Stress: 2 Armor Value: 2

Stealth Approach: The manta makes few ripples traveling through the sea. Gain +2 to Stealth when moving.

Alchemical Fire: Weapon Value 2; Range 2. These projectiles explode with both concussive force and a sticky, burning substance that does not extinguish until consumed. On the attacker’s next turn they must make a free attack action, as the chemical burns the target. The burning will continue each round until this free attack fails, at which point the chemical will have burned itself out.

Anemone Missiles: Range 2. These anti-personnel weapons secrete a paralytic used to pacify large groups. Make an attack roll against all targets in a zone. If hit

a target is tagged with the aspect “Grappled” and cannot move. On their action a Grappled target may attempt a Physique check. If they fail the anemone makes a +2 attack resisted by the target’s Physique. The target may attempt to escape each round as their action. Those who are taken out are knocked unconscious. The damage is non-lethal, and targets recover consequences lost to the Anemone at the beginning of the next scene.

Shovelnose Fighter

The Shovelnose is a form of ray adapted to life on the sand. It can lie in wait at the bottom of the sea, then dart out to attack, making it the perfect basis for a fighter craft. Defensively, these often wait as monitors in key areas. Offensively, they are usually used to harass enemies, striking quickly and then moving off using either their speed or their ability to burrow.

Speed: Jet Stress: 2 Armor: 1

Heat Blasters: Weapon Value 1, Range: 2

Burrowing: This fighter can travel just as quickly underground as it can above. It leaves no tunnel behind as it travels. Gain a +2 to Stealth while burrowing.

Death from Below: The fighter is designed to attack from out of the ground. Once per scene it may invoke “Death from Below” for free when making an attack that originates from underground.

Spiny Crab Tanks

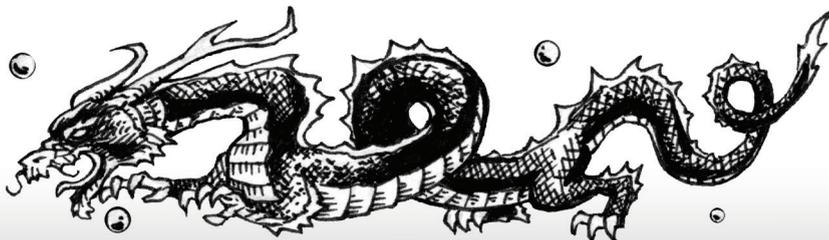
Every inch of the spiny crab is designed for both offense and defense, and making it larger only makes it worse. Crab tanks can hold their own against most enemies, and excel as mobile protection for Muon seamurai under ranged assault. While they can move faster than soldiers, they often advance at their speed to serve as cover.

Speed: Car Stress: 4 Armor: 3

Heat Blasters: Weapon Value 2, Range 4

Leviathans

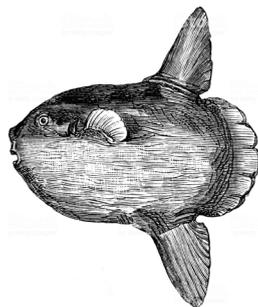
The combination of alchemical magic and centuries of time have made it possible for the Muans to create monstrously huge creatures called Leviathan. For all intents and purposes, the Leviathan is identical to the kaiju, with two important differences. First, they all have the “Aquatic” subtype. Secondly, they all have a weakness that they must obey the orders of any Muon commander or priest. Heroes who learn enough about the Muon culture may be able to use this weakness to their advantage.



ALLIES

Mola

The Mola, or Sunfish, are undersea philosophers, silently pondering the great questions of life. Like koi, they are functionally immortal, living for as long as they can avoid being killed and eaten. They naturally gravitate towards the strongest forces in the sea, trading their knowledge and wisdom for protection. The Sunfish were allies of Kameyuu, until the coming of the Heiki to Mu. While the great sea turtle was vastly stronger than the small tribe of mer-humans, the Mola saw in them a will to survive, and a fire to dominate. It was the Mola who first taught the Heiki many of the secrets of Mu, and helped them begin their transformation into the new Muans.



Mola are great planners, capable of thinking centuries ahead. This is why the rapid rise of humanity frightens them so. To them these surface dwellers have covered the other 30% of the world like a fungus, and now seek to destroy their homeland. This was the other reason for the Mola's alliance with the Shogunate: they see a chance to pit both humans and Muan against each other. They are inherently distrustful of all humans and could be turned against the Shogunate given sufficient cause.

Aspects: Playing the Long Game; Incapable of Adaptation

Skills: Lore +5; Deceive & Rapport +3

A Face You Can Trust: The Mola gains a +2 to Deceive or Rapport if no Mola has ever personally betrayed the person speaking with them.

This Has All Happened Before: Nothing is new in the Mola's long life. They are capable of using their knowledge of the past to compel future events. They may use Lore instead of Provoke when forcing a character to act, as long as they can tell a story from the past that relates to the current situation.

Seagets

Eons past Mu alchemy bred a race of slave labor called the Seagets, a race with the Muans have conquered once more. Grown from the flesh of various sea creatures into a variety of forms, they are trained from birth that the Muans are beautiful beings of sublime wisdom, and they are ugly brutes suitable only for hard labor and quick death. Though born for brute labor and kept far from any formal learning, the Seagets have slowly been educating themselves with the secret help of sea turtle tutors hidden within their communities, and are now bearing children that are just as intelligent as any other sentient species. While some are true believers in the Muan's superiority, most are simply numbly performing that which is demanded of them, while a small but growing group of Seagets seek freedom, an opportunity to show the Shogunate that they are smart as well as strong enough to throw off their chains.

NPC: Physique +2; Athletics & Craft 1
Stress 1

Enemies: Physique +5; Athletic & Craft 3
Stress 3; Consequences: Mild
Brute: While their masters study formal combat, Seagets rely on brute strength. They may replace Fight with Physique when making an attack. They may not use it for defense, which makes slave uprisings brutal but short.

Commander: Lore +5; Athletic & Craft 3
Stress 3; Consequences: Mild, Moderate
Force of Mind: Seagets who live into old age learn to harness their minds as they once harnessed their bodies. They may replace Fight with Lore when attacking or defending against Fight.

Gnosis: Leaders within the Seaget community are those who have learned the most. The wisest among them have gained magical knowledge from their sea turtle tutors. They gain one supernatural power, which uses Lore as its base.



The Yamamura-Gumi

As the Muans prepare to bring war to the surface world they seek to undermine the institutions of Japan through crime and vice. They have gained control of the powerful Yamamura-gumi Yakuza clan, and use this as their surface intelligence force. By preying on the weaknesses of the powerful in business and government, the Yamamura-Gumi can exercise influence far in excess of their physical power. The group is controlled by the “Speaker of the Deep”, a Muan Priest Commander of Dagon who lives in a large water tank underneath the Diet building, the house of congress for Japan – a testament to the Shogunate’s reach. The Speaker acts through a puppet leader, venerable Tasuhaki Shiro, a former disciple of ultranationalist poet Yukio Mishima, who serves as Kumicho (patriarch) of the Yakuza clan. Tasuhaki is a true believer in the Muan cause, seeing their emperor as the ruler Japan needs and deserves. The Speaker gives instruction to Tasuhaki, who then sees them fulfilled at any cost, and woe to those who fail.

Various Oyabun (Father) leadership positions are filled by a unique combination of human nationalists and Muans who have undergone an alchemical process which allows them to live on the surface disguised as humans, but at the cost of never being able to return to Mu. Upon death their altered bodies collapse into sea water, considered a very honorable end for any Muan. The Kobun (Sons), or foot soldiers, are hardened human criminals duped or paid for their service. The leadership never openly discusses the overall aims of the group. No matter their motivation, these criminals always affect the attitude of Yakuza in the 70s: slick-backed hair, dark suits and sun glasses, and an air of utter arrogance and disrespect to

any outside their organization.

Permission: To join this organization you must have an aspect that ties you to the Muans, organized crime, or Japanese nationalism.

Cost: Must be trained in the Burglary skill.

Aspects: Influence everywhere; Loyal unto death; Mu's enemies are your enemies

Skills: (represents the ability of the organization to influence the world in non-combat situations) Superb +5 Burglary; Great +4 Contacts, Resources; Good +3 Investigate, Notice, Provoke

Friends in Low Places: As an arm of the Mu military, the Yamamura-Gumi have access to the powers of Mu, both physical and spiritual. Spend a Fate point. You may narrate an element which has been added to the scene. This may be a cache of Mu weaponry, the interference from a Mu soldier or priest, or even the sudden arrival of Mu leviathan. Rest assured that no evidence will be found to link the Yakuza to Mu (see below).

Keeping Secrets: The Yakuza do not rely on stealth to hide their activities, they actively remove all trace of it. The organization may use Burglary in the place of Stealth, representing the removal of evidence or witnesses to their crimes. If they succeed with style the organization may plant false evidence to throw law-enforcement off its track, or even frame their enemies.

ENEMIES

The Cult of Ti-Lung

In the 1960s the Undersea Shogunate suffered one of its greatest shake ups with the arrival of the North Korean serpentine kaiju Ti-Lung. As the first exclusively aquatic kaiju, Ti-Lung had broken away from the control of its creators and been inexorably drawn towards the sunken island of Mu. When it arrived the reaction of the Muans was mixed. Some were frightened, while others saw it as a sign of religious significance. For hundreds of years the church of Dagon had dominated the Mu culture, but the dark father of the sea had never been seen. Ti-Lung represented a living symbol of religious awe, and spawned a cult that created a schism within the Mu culture. These "Mulungs" were driven out by the priesthood, along with their "god" and currently dwell in the ocean north of Japan, near the test site for Imperial Japan's only atomic device.

The Ogre Ninja Clan (circa 1970s)

This decade was a tremendous era for the Ogre Ninja clan. The second generation had come to power, those born to clan members after WWII. Under the continued leadership of Rei Asukawa this new generation had married into powerful families within the Japanese culture: transportation, finance, manufacturing, construction, there were few areas of national power in which the Ogre did not have influence. It was in the cracks, where crime and hatred fester, that the Ogre were blind. Asukawa saw no reason to involve himself in the doings of petty criminals, and saw the nationalist movement as nothing more than romantic dreamers, with no power to affect his business.

The clan's plans in this era were grandiose: early computer manipulation of the

stock market, emergent genetic research into splicing human and kaiju DNA, brainwashing members of the Cult of the Beast God to be spies in the government and business, and industrial espionage raised to levels capable of affecting economies on a national level. During this time the Ogre Ninja Clan ran afoul of government intelligence agents more often than the Mecha Assault Force, but Asukawa always came out on top.

When he discovered the truth about the Undersea Shogunate of Mu he saw it as a threat to his power and to that of his Oni masters. He began a shadow campaign, matching his overt public influence against the criminal manipulations of the Yamamura-Gumi. At first Asukawa underestimated the Yakuza, to his cost, but as the Shogunate made ready to move publicly Rei Asukawa was also ready to mobilize the Ogre Ninja Clan against them.



The Turtles of Kameyu

A mighty and relentless military power that has dominated three quarters of the earth's surface for hundreds of years earns many enemies, but one comes from a completely unlikely source: the turtles of the deep. Sea turtles, like the Mola, are immortal. However unlike their sedentary kin, the turtles scour the sea for knowledge, valuing practical experience over theoretical philosophy. Their ability to travel on land and sea makes them ideally suited for this.

The sea turtles, as a culture, are benevolent guardians of the oceans, inspired in their actions by Kameyuu the Great. Though this ancient being has never made any pretention to godhood, it is nonetheless revered by the turtles, who see themselves as its children, made in its image and striving to achieve the peace Kameyuu embodied for so long.

This peace and tranquility was, ironically, what drove Kameyuu to make war against the Undersea Shogunate of Mu. In its relentless drive for power, the Muans killed or enslaved whole species of sea life. The creation of the Seagets as nothing more than a slave race was an abomination to Kameyuu. And anything which increased the unholy power of Dagon had to be opposed, if for no other reason than survival.

Kameyuu and the sea turtles, along with some allies, were able to harass the Muans for centuries, delaying their attack on the surface world. In the end, however, their dark power was too great and Kameyuu fell. Unable to kill the great beast, the Muans cursed it to eternally sleep and to float on the surface, a mute testament to the power of Dagon. The sea turtles have carried on as they feel Kameyuu would have wanted them to, exploring the world, watching the Muans, and undermining the power of the Shogunate wherever they can. This was their



inspiration for taking the near suicidal mission of hiding within Seaget communities to serve as tutors for the creatures.

Though the Shogunate would like to think the threat is over, the sea turtles work tirelessly to discover a means of freeing Kameyuu and overthrowing their power. Any enemies of Mu will find unexpected allies awaiting them when they take to the sea.

NEMESIS: ADMIRAL KIMAGURA AKIRA

A brilliant visionary, Kimagura had long anticipated both the challenges and value of underwater combat. His submarine designs were decades ahead of their time, able to travel farther and deeper underwater than any other nation's subs would manage for years.

His additional strength was an unshakable belief in the samurai code of individual combat and honor. To this end he perfected a light underwater combat system that allowed “sensuikan suifu”, or “submarine warriors” to board ships in the tradition of the high seas and take the battle to the individual sailor. What he never anticipated was the necessity to use these to fight one-on-one with warriors born and bred for undersea combat.

World War Mu

During WWII Japan fought a two-front war, though the second conflict was a secret to all, especially the United States. Even as the Japanese Navy controlled the surface of the Pacific Ocean at the beginning of 1942, it was already fighting a life-or-death struggle beneath the waves. The Undersea Shogunate of Mu had chosen this moment to move against their ancient foe.

Though the Japanese Navy had mighty ships of steel, the Muans had alchemically-created leviathan at their command and an army of trained underwater seamurai. Though less adapted to the land, the Muan warriors were mighty, physically capable of existing under the most tortuous conditions on earth. In the name of their dread sea god, their Shogun, their Emperor, and their ancestors, the Muans made war on the Japanese fleet.

The surface world posed obstacles to conquest: seamurai perfectly adapted to combat under water found it challenging to fight on land. Though they had the strength to easily climb onto naval vessels they were hampered by the accursed light of the sun. And there was the unanticipated threat of firearms; though spear guns had been used for fishing for centuries, alchemical explosions that hurled projectiles were unheard of under water. Building armor strong enough to withstand such an impact slowed the warriors down even further. Such unnatural conditions and dishonorable tactics conspired against the Shogunate to blunt its initiative.

In contrast the Muans anticipated having an easy time of it underwater; but even there they found themselves pitted against a master tactician, the leader of the Imperial Japanese Submersible Navy. Admiral Kimagura's campaign against the Undersea Shogunate of Mu was a pivotal time for the Japanese war machine. Without his courage and the sacrifice of the men he led Japan would have fallen before the awesome might of Muan magic and might. But courage alone is not

enough to fight with. The depredations of the United States Navy destroyed the once-proud Japanese navy, and the atom bomb and subsequent kaiju attack broke the people's will to fight. With a treaty of unconditional surrender ordering him to give up that fight, Admiral Kimagura was forced into the same impossible choice so many other Japanese officers faced: surrender or suicide. Either would leave Japan at the mercy of the Muans, so as he had so many times in combat, when faced with insurmountable odds, Admiral Kimagura found a third alternative.

Accepting personal dishonor rather than betray the greater duty to his homeland, Kimagura plunged his dagger into his own eye to atone for the sin of disobeying his Emperor. He ordered his men to flee to an uncharted island he had discovered years before. There they would work and plan, building new weapons of war, waiting for the inevitable day when the Undersea Shogunate of Mu would discover a means of effectively fighting on the land. Then he would be ready to defend his homeland once more, in the name of his living god, the Emperor.

Admiral Kimagura Akira

Aspects: The Final Word; No Sacrifice is Too Great
Fantastic +6: Lore; Superb +5: Provoke, Rapport;
Great +4: Crafts, Resources, Will;

Tough but Fair: Kimagura is uncompromising but respectful toward those he is responsible for, and this is recognized by all who have cause to notice. Gain a +2 to Rapport checks with anyone who has witnessed his leadership style, such as subordinates or fellow leaders.

Natural Authority: Kimagura's leadership qualities are evident to all. Once per scene he may invoke "The Final Word" for free when you giving commands. This includes when creating Advantages through organization and tactics.

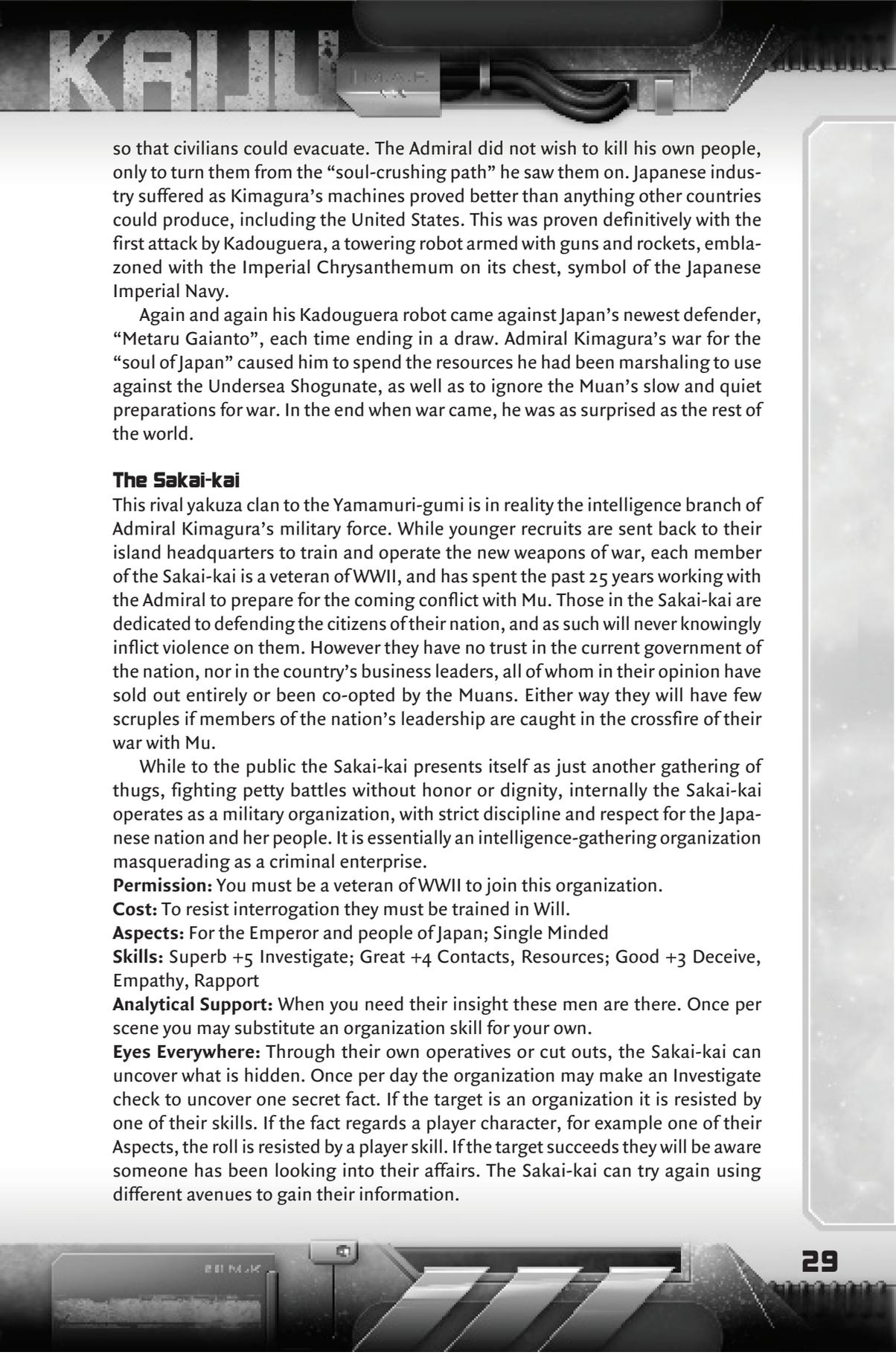
Father Knows Best: Kimagura draws on his lengthy experience in crisis situations. He may substitute Fight with Lore when creating advantages or overcoming obstacles on the battlefield. Advantages created in this way gain an additional free invoke.



A Homeland Without Honor

In the following years Admiral Kimagura sent agents to Japan to recruit new sensuikan suifu, and so was kept apprised of the changes wrought upon his beloved homeland: the end of the old social structure, the rise of commercialism and consumerism – in short, the destruction of the Japanese character, symbolized by the Emperor's renunciation of his divine status. Society had lost its anchor, and all that Kimagura had fought for, killed for, sacrificed for was also lost. Given the choice of rage or despair, he made the only choice he could: in 1965 Admiral Kimagura Akira declared war on Japan.

While his agents committed acts of sabotage upon military installations, his submarine forces attacked Japanese shipping. Each time fare warning was given,



so that civilians could evacuate. The Admiral did not wish to kill his own people, only to turn them from the “soul-crushing path” he saw them on. Japanese industry suffered as Kimagura’s machines proved better than anything other countries could produce, including the United States. This was proven definitively with the first attack by Kadouguera, a towering robot armed with guns and rockets, emblazoned with the Imperial Chrysanthemum on its chest, symbol of the Japanese Imperial Navy.

Again and again his Kadouguera robot came against Japan’s newest defender, “Metaru Gaianto”, each time ending in a draw. Admiral Kimagura’s war for the “soul of Japan” caused him to spend the resources he had been marshaling to use against the Undersea Shogunate, as well as to ignore the Muans’ slow and quiet preparations for war. In the end when war came, he was as surprised as the rest of the world.

The Sakai-kai

This rival yakuza clan to the Yamamuri-gumi is in reality the intelligence branch of Admiral Kimagura’s military force. While younger recruits are sent back to their island headquarters to train and operate the new weapons of war, each member of the Sakai-kai is a veteran of WWII, and has spent the past 25 years working with the Admiral to prepare for the coming conflict with Mu. Those in the Sakai-kai are dedicated to defending the citizens of their nation, and as such will never knowingly inflict violence on them. However they have no trust in the current government of the nation, nor in the country’s business leaders, all of whom in their opinion have sold out entirely or been co-opted by the Muans. Either way they will have few scruples if members of the nation’s leadership are caught in the crossfire of their war with Mu.

While to the public the Sakai-kai presents itself as just another gathering of thugs, fighting petty battles without honor or dignity, internally the Sakai-kai operates as a military organization, with strict discipline and respect for the Japanese nation and her people. It is essentially an intelligence-gathering organization masquerading as a criminal enterprise.

Permission: You must be a veteran of WWII to join this organization.

Cost: To resist interrogation they must be trained in Will.

Aspects: For the Emperor and people of Japan; Single Minded

Skills: Superb +5 Investigate; Great +4 Contacts, Resources; Good +3 Deceive, Empathy, Rapport

Analytical Support: When you need their insight these men are there. Once per scene you may substitute an organization skill for your own.

Eyes Everywhere: Through their own operatives or cut outs, the Sakai-kai can uncover what is hidden. Once per day the organization may make an Investigate check to uncover one secret fact. If the target is an organization it is resisted by one of their skills. If the fact regards a player character, for example one of their Aspects, the roll is resisted by a player skill. If the target succeeds they will be aware someone has been looking into their affairs. The Sakai-kai can try again using different avenues to gain their information.

“THE SHOGUNATE RISES” CAMPAIGN

This campaign is set in the 1970s, and details the secret war between Japan and Mu. The Muans have created an artifact capable of forming an artificial typhoon with a massive stable eye. Within the eye the super-saturated air allows the Muans to move without rebreathers and their warships to “swim” through the skies. They plan to conquer Japan one island at a time, eventually taking the big island Honchu and reclaiming the imperial throne in the name of the Heike. It is up to the brave soldiers of the Anti-Kaiju Force and the pilots of the Mecha Assault Force to stop the Muans before they destroy Japan forever!

“The Shogunate Rises” is plotted like a series of interconnected movies, in the tradition of the later Showa-era Godzilla movies. Films featuring Gigan, Megalon, and Mechagodzilla all had a distinctive feel to them, and featured extensive subplots wherein the monsters were many times only side players. Your gaming group can gain much inspiration from a viewing of these inspirational films before they begin their conflict with the Undersea Shogunate of Mu.

One of the options of this campaign is to build tension between the AKF and the MAF. Therefore in each chapter there will be elements geared towards each group. If this is an element you don’t want to use in your campaign simply modify events to involve just your MAF crew.

Oceans in Mecha vs Kaiju

The oceans of the MvK world are a dangerous place. Before the 1970s there was an ever-present threat of attack on shipping by the forces of Mu or rogue Admiral Kimagura. Since the late 1970s the oceans have been filled with uncontrolled aquatic kaiju. They strike without warning, and their favorite meal is shipping.

Supersonic transports have replaced oceanliners in the MvK world, for nobody sails the sea for pleasure, and the less time spent in the air the better. Personal boats never go beyond the shoreline, and yachts are almost unheard of. Shipping of merchandise and raw materials is still necessary, so ships travel in huge convoys protected by naval vessels. The principal job of the U.S. Navy in the MvK world is to defend shipping from kaiju attacks in the Pacific and Indian oceans, as well as the Sea of Japan. This is an especially difficult job, since North Korea is within its defense sphere, and has the right to use kaiju within its territorial waters. The Atlantic, as has always been the case, is the province of the Royal Navy of Great Britain.

Prologue: One Small Step

July 20, 1969: While the rest of the world watches the greatest human drama of all time unfold on the surface of the moon, the soldiers of the Anti-Kaiju Force (AKF) and the Mecha Assault Force (MAF) are doing their duty. The rogue robot, Kadouguera, is rampaging through the countryside, focusing its ire on television stations. This robot has attacked Japan for years, always opposed by the AKF and the MAF, always managing to escape. And as always, the attack is preceded by a radio announcement in a robotic voice, warning that Kadouguera will destroy the 3 television transmitters around the city to prevent the citizens from “embracing corrup-



tion and dissolution,” and celebrating “the foolish endeavors in space and ignore the true enemy here on Earth.”

While fighting Kadouguera a Mu Leviathan rises to attack, and the team gets their first look at the face of the new enemy. When the battle is done Admiral Kimagura will speak through Kadouguera, saying that he was angry that Japan turned its back on the Emperor, but now there is a force that threatens the entire country. He is leaving to prepare for it, and they must be ready for it as well. He is not heard from again for many years.

Chapter One: Battles Without Honor

The Mecha Assault Force prepares to debut their newest creation: Kagutsuchi, the first gazer-equipped mecha, appropriately named after the Heavenly Kami of Fire. This causes a great deal of enmity between the MAF and the Anti-Kaiju Force, who were the only branch of the military fielding Gazer weapons before that time.

Before the main weapon can be tested thieves break into an important AKF warehouse, and the group is sent to investigate. While each group bickers they find the Yamamura-gumi trying to steal a large supply of white phosphorous, a dangerous compound which burns at room temperature. Soon after the encounter begins the Sakai-kai arrive to stop the rival Yakuza. In the thieves' crossfire the Sakai-kai will focus on stopping the Yamamura-gumi, while their rivals will split their forces between killing anyone and escaping with as much WP as they can.

If they succeed in the theft the rest of the group will fight to the death to delay the others. One of the dead, apparently a leader, will have its body reduced to a puddle of sea water. If analyzed the water has traces of aquatic organisms and human DNA. If they fail the Yamamura-gumi will concede and escape, leading to a chase. Any members of the Sakai-kai will refuse to talk, and will be highly resistant to interrogation. When finger printed they are found to be veterans of WWII, all decorated sea men of the Imperial Navy, long missing and presumed dead!

Chapter Two: Gypsy Island

Legends speak of floating islands, “Jipush Shima”, or gypsy isles, which appear from time to time and menace shipping. The source of many of these legends is the sleeping kaiju Kameyuu, the giant sea turtle. Surrounded by tons of accreted earth, its enchanted slumber makes it indistinguishable from an island, using 1970s technology. The Muans seek to harness the power of their former enemy by bending the kaiju to their diabolic will. A group of Muan seamurai attempt to burn magical runes of control onto Kameyuu's shell, and should they succeed they will have a nigh invulnerable monster as their pet attack dog.

This adventure takes place on Kameyuu's back, though the players don't know it. To complicate matters there is a 4-stroke countdown. Throughout the adventure certain events called “Triggers” move the countdown one step towards the end. When the countdown ends Kameyuu awakens. Depending on how successful the players are this could be good or very very bad.

The adventure begins on an AKF destroyer, retrofitted as a mecha carrier for Kagutsuchi. The AKF team must aid the MAF in testing Kagutsuchi's gazer weap-

only far out to see, where there can be no property damage. This causes tremendous stress between the two teams. While at sea the captain hears reports of the Gypsy Islands threatening sea lanes. He wishes to investigate, but of course this is a great excuse to delay the weapon test. Trigger: The teams do not leave to investigate. If they stay to conduct the weapons test they find Kagutsuchi's chest-mounted gazer cannon, the "Phoenix Wave", cannot get the fuel cells to charge. The only choice is to tie the weapon directly into the mecha's power system. The scene ends with the report of a yacht lost at sea in the vicinity of the floating object. At this point the captain insists on investigating, as they are still the closest ship outfitted for a rescue operation.

Arriving at the half-mile wide island the captain wants the teams to immediately test Kagutsuchi's gazer cannon on the island, in order to destroy it. He does not have the authority to order them to do it, but in his haste to clear the sea of a hazard which is approaching Japan he will do so. Trigger: the teams attack the island. If they do so it will not destroy the island, but will cause an earthquake (the beginnings of Kameyuu's awakening).

Hiding on the island are a varied team of Seamurai, some watching the perimeter for approaching ships. Trigger: being seen landing on the island. If the teams take no pains to approach unseen the seamurai will speed up their ritual. This will make them easier to find, granting a +2 to any attempt to locate them. If they approach underwater they will see an unevenly curved surface covered in layers of barnacles. They would need to dig deep to get to the actual surface, and without chemical analysis they could not tell the difference between shell and stone.

The flora and fauna of the island are highly unusual, and extremely dangerous (Insect swarms, carnivorous monkeys, strangling tree vines, etc) to everyone there. If the theft of the White Phosphorous was successful each seamurai will have a container. If not they will carry alchemical brands. They seek to enter a cave at the base of the mountain in the center of the island, which leads down to Kameyuu's shell, and there burn their control runes. If they must use brands their job is more difficult. Trigger: the seamurai succeed at their skill check. They will continue until the countdown ends.

If Kameyuu awakens the island will shake and all will hear the beating of its monstrous heart. The seamurai are happy to fight and die gloriously, while the teams must escape the island before Kameyuu regains full consciousness, at which point it will shake off the layers covering its shell, destroying the rest of the island. If the seamurai completed their ceremony Kameyuu will stand, half submerged in the water, for a long moment, until a second kaiju rises – a Mu Leviathan. This creature will motion to the turtle, pointing at the ship. And they will both attack. If the kaiju awoke before the seamurai's ritual was complete then Kameyuu will attack both the ship and the leviathan, though the leviathan will appear a greater threat. If the team was able to stop the seamurai without triggering the countdown the kaiju never awakens, and they have only the Leviathan to contend with. They also discover the true nature of the island. A coalition of Japanese and American naval ships can guard Kameyuu for the foreseeable future, ending its threat at least for the time being, unless the players have other plans for it.

Chapter Three: Family Matters

There are two major plot threads in this chapter. In “The Watcher” Furui S ji, an elderly citizen of Okinawa, stalks one of the characters. He is secretly the 160 years old majordomo of the Shō dynasty, the ancient monarchy of the Ryukyu, and he seeks the last of the kikoe-ōgimi bloodline, priestess defenders Okinawa and masters of the foo-dog guardian beast Oumanou (for details see “The Big Book of Kaiju: Land”). He follows the character secretly, seeking to get them alone, to present them with a Magatama necklace – a long string of pearls, with a jade bead shaped like a comma after every 5th pearl. The necklace has the aspect “Magatama: Symbol of the Kikoe-ōgimi”. He will tell the character their bloodline and that their homeland of Okinawa is in danger. He will beg them to return, but will not force them. He knows that fate will wash them on the shores of their sacred homeland sooner or later. If the player wishes, and with GM approval, this Could provide permission for them to gain supernatural powers.

The other thread is “The Captain.” Kimagura Daigoro, son of Admiral Kimagura, is Oyobun of the Sakai-kai, and the Admiral’s eyes and ears in Japan. He was also the pilot of the Kadouguera in the 1960s. He suspects the AKF and MAF are, at best, pawns of Japanese corporations or, at worst, tools of the Muans. He kidnaps members of the teams families to arrange a meeting, however he has no intention of harming them and will let them leave regardless of the outcome of the meeting. The players’ actions determine whether they win over Kimagura. If they do they gain a powerful ally who shares evidence of the Shogunate’s plans. Whether the Sakai-kai come to terms or not, the meeting is attacked by the Yamamura-gumi, supported by two huge sea serpents. The fate of the Captain depends on the player’s actions, and his death would have far reaching consequences.

Chapter Four: Admiral’s Rage

Admiral Kimagura Akira at last comes out of the shadows to vent his frustration and anger. The forces of Mu are moving and nobody in the Japanese government seems to care. His agents in Tokyo have secretly transmitted intelligence of the Shogunate’s actions to all branches of the government, with no affect. The Admiral’s actions will depend on the teams’ level of success. If his son died an enemy Kimagura’s rage will know no bounds. He will throw three radio-controlled Kadouguera robots against Tokyo, while simultaneously launching a sabotage attack on Kagutsuchi’s sea carrier. If Daigoro died an ally, or if he survived at all, the teams will receive a radio message warning of the sabotage attack on their carrier (neither Daigoro nor the Sakai-kai will counter the Admiral’s decision, even if they disagree with it).

At the same time at least one member must convince the government and the military of the threat the Shogunate presents. The reticence of those in power to recognize the threat should suggest to the teams the depth of perfidy within the government and even the military: treasures of the sea have purchased much loyalty within the Japanese power structure. This episode should be wild and chaotic, as the Shogunate’s secret machinations begin to move towards their endgame.

Chapter Five: Island of Truth

All roads lead to Yōji Island, the Pacific headquarters of Admiral Kimagura Akira. Either the teams have traced the Admiral's activities here (possibly by tracking remote control signals of the Kadouguera robots), or the Admiral has invited the teams there to form an alliance. Regardless once there they will be brought to the Admiral's presence. His attitude is influenced by previous events, but his actions will not: regardless of what has happened, now that the teams are on Yōji he wants their help fighting the Shogunate. Kimagura explains that the Undersea Shogunate of Mu is behind all their trouble, and then reveals his secret weapon: Paragon, a fabulous flying submarine. The alliance is just in time: the Undersea Shogunate of Mu has invaded Okinawa!

Paragon Stats

This amazing vessel is based on the I400, a submersible aircraft carrier designed and built by Admiral Kimagura. It was the largest sub in the Japanese fleet, and had an amazing hanger capable of housing and launching 3 collapsible sea plane bombers. The Paragon is several orders of magnitude more powerful. Capable of fighting kaiju one-on-one, the vessel functions below the water, on the surface, or in the air. It is armed with a massive "Double-Helix Lightning Cannon" and a hanger capable of launching four Seiran (SAY-ron) fighters, named after the mist that appears on a clear day.

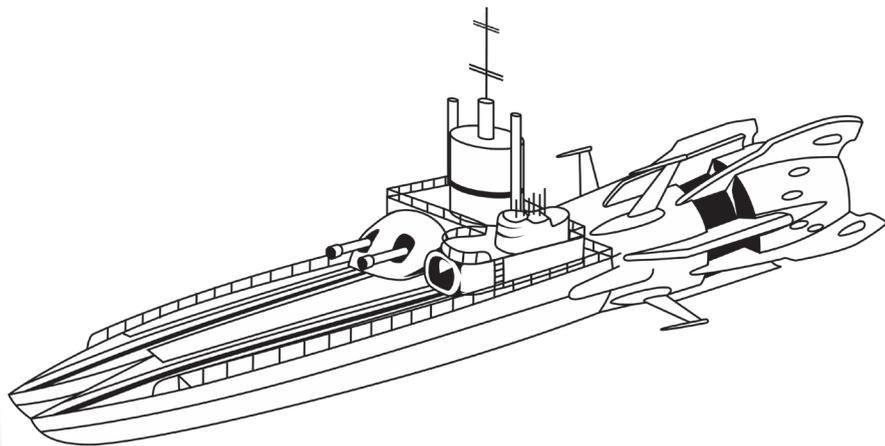
Design Philosophy: Master of Any Battlefield

Glitch: Maneuverable as a Brick

Speed: jet **Stress:** 4 **Consequences:** Mild, Moderate, Severe

Anti-Aircraft Batteries

- Weapon Value 1
- Autofire: Make an attack against all targets in a sector. Any target hit is tagged with the aspect "Flak". If a target with this aspect attacks the Paragon invoke "Flak" when rolling defense for free. The "Flak" aspect goes away if the gunners miss or are no longer attacking them.



Double-Helix Lightning Cannon

- **Weapon Value** 3
- **Area:** May make one attack roll against all targets in the sector. The attack is applied to each target, which must defend against this attack as if it were the sole target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.
- **Cone:** This weapon may affect 2 additional sectors, either in a straight line or adjacent to the attacker's sector
- **Long Range:** This weapon may strike enemies 6 sectors away. It cannot strike enemies within 2 sectors.
- **Ongoing:** The target hit by this attack is tagged with the aspect "Ongoing Damage". To overcome this advantage the target must make a Physique check. If you succeed with style you receive a free invoke of "Ongoing Damage" instead of a boost.

Stealth Shell

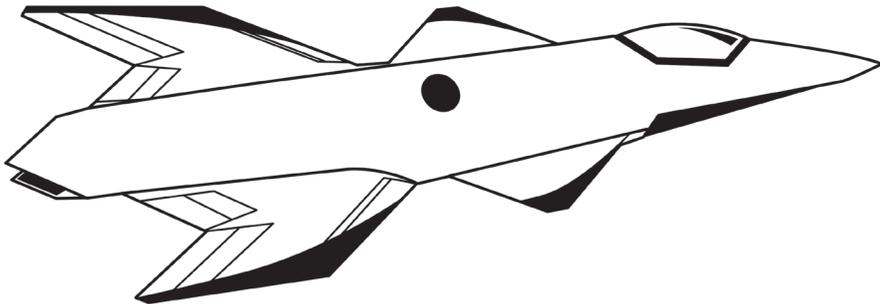
- **Armor Value** 3
- **Ablative Armor:** Whenever Paragon takes a mild physical consequence, may instead reduce all defensive roles by -1. This reduction must be repaired in the same manner as a mild consequence.
- **Camouflage:** The surface is covered in a photo-reactive shell which masks it from detection. An operator may use their Stealth skill as normal against those trying to locate the ship.
- **Damage Control:** The crew is skilled at making repairs during combat. Once per scene spend a Fate Point and uncheck any one stress box.
- **Fortified:** The hull is strengthened against devastating damage. Once per scene reduce the level of a Consequence before recording it: Severe to Moderate, Moderate to Mild, or Mild to no damage. The attacker still receives a free invoke of any Consequences recorded.

Seiran Fighter

Note: these are human-scale weapons, ineffective against kaiju.

Speed: Jet **Stress:** 2 **Armor Value:** 2 **Weapon Value:** 2

Homing Missiles: WV2; missile follows its target until it hits; if it misses make a second attack roll; vehicles defend with Computer skill; living targets defend with Deceive skill; tag target with the Aspect "Homing In"; Succeed with style receives a free invoke of "Homing In" instead of a boost.



Chapter Six: Typhundus

By the time anyone realizes the island is under attack, the invasion of Okinawa is a fait accompli. Shogunate forces strike the island simultaneously from all points, seizing sea craft, cutting communications, and overrunning the small American naval base (the United States has not had a strong presence in Japan since the 1950s, when they began fighting mutigiant insects in their own Southwest; for more read “MvK: Fate of America”), as well as the much larger Self-Defense Force bases.

Civilians are driven out of their houses and collected in holding areas such as school gymnasiums and stadiums. Military and law enforcement personnel are captured in jails and brigs. The accessible areas of the island are under martial law, enforced by Muan Seamurais, while the more inaccessible areas are cut off either by geography or choke points established on roads. Shogun Shikina Hijō commands the occupation from the Shuri Castle in Naha, surrounded by his personal guard, while High Priestess Shi, Chosen of the Emperor, and other clergy of Dagon are at Mt. Yonaha, controlling the Muan’s secret weapon: the Typhundus Protocol.

An orihalcion artifact powered by Mu alchemy creates an artificial typhoon 30 miles around, completely covering the southern half of the island. Within that perimeter the haze and super-saturated air allows all Muans to breath normally in dimmed sun, and for their war machines to “swim” through the air. Beyond the eye of this storm is a 5 mile deep maelstrom of 100 mph winds. Okinawa is but the first step. Once they have secured the island they will use it, as the Americans did 30 years prior, as a staging area for the invasion of Japan.

The Leviathans

The Muans have brought one of their mightiest alchemical creations, the leviathan Okkanaisaurus, to patrol the perimeter of the island. It can be anywhere within the circumference of the typhoon’s eye within minutes, as well as moving freely on the land. Their centuries of experience with Kameyuu has forced them to account for it in their plans. If they managed to dominate the kaiju then they will use it to defend the island. If they failed they have a back-up: 10,000 sea turtles are held in a pen in Naha harbor. Should Kameyuu show itself the hostages will be killed. In this eventuality they will have another leviathan as support. (for more information read “The Big Book of Kaiju: Sea”)

The Approach

Anyone approaching the island must fight through a torrent of aquatic attacks. The Muan defenses are extraordinary: the perpetual typhoon around the island is a formidably hazardous obstacle, Muan seamurai hold the land, their vehicles defend the air; their kaiju patrol the sea. In the face of this power, the initial approach of the combined forces will suffer greatly. If no team members are on the Paragon it is blown into the storm or pulled away by a kaiju and presumably destroyed. Conventional naval forces will have to retreat beyond the typhoon area or be cap-sized. Fighting alone, Kagutsuchi will most likely be forced to concede and the characters captured. Since this is the most dramatic outcome of the approach feel free steer the adventure in this direction, remembering always to compensate players with Fate Points for any story points you influence.

Capture

Capturing the characters opens a wealth of narrative possibilities. The Muans hold on the island is strong, but the teams have many resources available. Furui Sēji has lived in Naha his entire life. As the last majordomo of the Shō dynasty, (a mostly ceremonial position that nonetheless comes with the perk of magically extended life span) he has lived near Shuri Castle, watching it crumble during the Meiji restoration, restored as a Shinto shrine during the Showa dynasty, only to be abandoned again after WWII. Now the Undersea Shogunate of Mu has claimed it as their headquarters, symbolically capturing the ancient stronghold of the Ryukyus.

Sēji's goal now is to make his way to Mt. Yonaha. There, the ancient foo-dog guardian Oumanou sleeps, waiting for the last kikoe-ōgimi to call it to battle. However Sēji is old and will be captured in Shi, near the tactically vital Mt. Onna. Sēji is not necessary to the ritual to awaken Oumanou, but he would be extremely helpful.

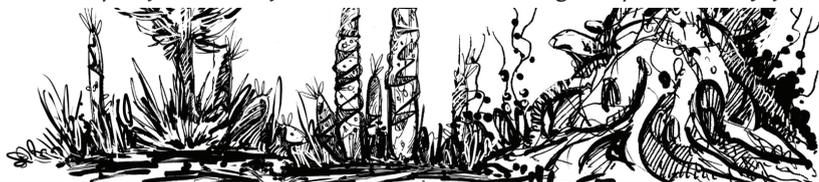
He will try to find a way to contact the kikoe-ōgimi, telling her to “follow the calling of her blood” and get to Mt. Yonaha. He has near limitless monetary resources, and will be locked in a prison with hardened criminals who are capable of escape. They would serve as excellent couriers, and Sēji has the resources to make them risk their lives against the Seamurai. If the teams were captured, the prison at Onna would be an excellent place for them to be held, which would also facilitate Sēji's reunion with the kikoe-ōgimi.

Rebellion

The teams have a number of allies they can gain: Sēji; the people of Okinawa, many of whom remember the last occupation and are willing to fight; Kameyuu, if its turtle kin can be released; the criminal mercenaries of the Okinawa prisons; American and Japanese sailors; the guardian beast Oumanou; the repaired and rearmed Paragon; even the Ogre Ninja Clan. Retaking the island should be a wild, chaotic romp, culminating in a massive battle with Kagutsuchi in the center of it. Shogun Hijō will concede if necessary in order to escape and return to Mu, while High Priestess Shi will die for her Emperor.

This could lead to a final assault on the Undersea Shogunate, or be just another maneuver in the ongoing war against the Muans. After the retaking of Okinawa the United States completes the turning over of Okinawa to the Japanese government. This agreement, and the advances in sea technology triggered by the war, are celebrated with the “Expo '75” in Okinawa, which also served as the first public unveiling of Japan's awesome new prestige weapon, Kagutsuchi!

Remember that this is only one story idea drawn from the source material of 1970s Japanese anime super-robots and giant monsters. Feel free to alter, edit, add or drop any elements you wish to make the best game possible. Enjoy!



Water as a Hazard

Water is the least hospitable to survival, because it requires special actions to move and special equipment to breathe.

A body of water has a name, a rating, and possibly a Weapon Value. For example “Raging Rapids +4 (WV 3). The water’s name is both an aspect and a skill. The name defines what it can do, but can also be invoked or compelled like any aspect. Its skill rating defines its ability to do what its name implies, and also represents the difficulty of moving through the water. You may also use this to determine distance in Zones across the water, but the actual distance is up to you. Weapon Value represents some inherent danger in the water.

Moving in water requires a successful Athletics check to Overcome the passive resistance of the water’s skill rating. This counts as the PC’s action for the exchange. If they succeed they may move a number of zones equal to the shifts they received. If they tie the PC treads water for the round. If the PC fails they are forced to move in the direction of the current and must make a Physique check or begin to Drown. If the water has a Weapon Value it attacks the PC, who must resist with Physique as if the water’s skill rating were an attack roll.

For example, trying to navigate “Raging Rapids” above, the PC would need to Overcome the skill rating of +4 with an Athletics check. If they succeeded they would move a number of zones equal to the difference between the two rolls. They would then need to resist a +4 attack with Physique. If they succeed they take no damage. If they tie they take 3 Stress from the Weapon Value. If they fail they take 3 Stress plus the amount they failed by in stress.

Drowning/Suffocation

A person unable to breath can survive 1 minute if they take no action other than moving one Zone, if on land, or allowing themselves to be carried by the current if in water. At the end of that minute, or if they take any dice action while suffocating, they must make a Physique check at the end of the round to Overcome Difficulty 0. At the end of each subsequent round they must make another Overcome check. The Difficulty increases by +1 each round. If the PC fails to Overcome they take a hit as if they were attacked and failed to defend by the same margin.

Stealth and Detection Underwater

How far you can see underwater depends on the water’s depth and clarity. For each zone you move underwater add +1 to any Notice checks. Stealth checks are made as normal, however it’s hard to find cover or concealment to hide underwater except along the seafloor.

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Just being underwater is an Aspect which can be invoked or compelled against someone, unless the person has something (aspect, stunt, gear, etc) giving them the ability to act normally.

Weapons using the Shoot skill and which are not designed for the water suffer a -2 to attack. Attacks from land or from the surface of the water, or which use fire, suffer the same penalty. Thrown weapons are ineffective underwater, unless the attacker has something giving them the ability to act normally.

ATTACKING MU

In the end there is only one way to defeat the Undersea Shogunate of Mu, and that is to destroy it. Anyone attacking the Shogunate directly will face steep opposition. Anyone attacking the city of Mu itself courts death. Narrating such an offensive can be done by applying the Bronze Rule to the nation itself, using the Adventure Fractal. Each of the nation's concentric rings of defense, metaphorically called "Domes", are treated as a character to be defeated, with skills and a Stress Bar. Each dome has 2 Aspects, one for the events or setting, and another for the obstacle the PCs will face. These can be invoked or compelled as normal.

The Shogunate's actions function like Fate Accelerated Approaches, highlighting the important themes of the scene: tough fights with few opportunities to socialize have a high Combat skill and low Interaction; intrigue and exploration are emphasized with high Lore and Interaction skills. Skill levels are set at 2, 4, 4, and 6. Each skill either sets the target number for a specific set of player Skills or takes the place of those skills, depending on how difficult you wish to make the adventure.

- **Combat:** Governs NPCs attacking, defending and creating advantages using combative maneuvers. (NPC and setting uses of Fight/Shoot, and the defense portion of Athletics)
- **Exploration:** This sets the difficulty, or opposes, PC attempts to interact with, or move through, the environment, whether that opposition comes from an NPC or another obstacle in the setting. This covers movement, investigating clues, discovering details, determining NPC initiative, allowing something to remain hidden from the PCs, etc. (NPC and setting uses of Athletics, Investigation, Notice, Physique, Stealth)
- **Interaction:** This is rolled to have the NPCs interact with the PCs. (NPC and setting uses of Contacts, Deceit, Empathy, Provoke, Rapport, Resources, Will)
- **Lore:** Governs how difficult it is to know some relevant information that comes up in the adventure. (NPC and setting uses of Lore)

The Stress Bar of each dome is equal to a base number +1 for every 2 players. The base number increases with each dome. The nation of Mu has one Consequence bar. When Mu takes a Mild Consequence it heals by the next scene. Moderate and Severe Consequences do not heal unless the enemy retreats. Anytime something takes any kind of stress within a dome – an NPC, a part of the environment, etc. – it subtracts from the dome's stress track. When the dome is taken out the scene ends. The GM can opt to keep the scene in play a little longer by filling one of the adventure's consequence slots. When one dome is defeated the attackers may move to the next one, which has a fresh Stress Track. When the capital city of Mu's Stress Bar and Consequences are depleted the Undersea Shogunate is defeated.

The difficulty of such a climactic battle is up to you. Increase it by adding more domes, forcing the players to fight through more and more of the Shogunate, and making the Capital tougher. Here is a sample dome, as well as the capital city:

Dome 1: The Hinterland

The purpose of this dome is to slow the enemy's advance. It is made up of guerilla units and a small number of vehicles using hit-and-run tactics. These defenders spend their lives to buy time for their comrades to prepare. Those approaching by stealth will find a difficult time of it, as every person in this frontier is trained to keep a sharp eye out for infiltrators.

Skills: Combat: 4; Exploration: 6; Interaction: 4; Lore: 2

Stress: 1+1 for every 2 characters.

Blunt the Charge: Spend a Fate Point and Concede. You may transfer 2 Fate Points to the next dome instead of one.

The Capital City of Mu

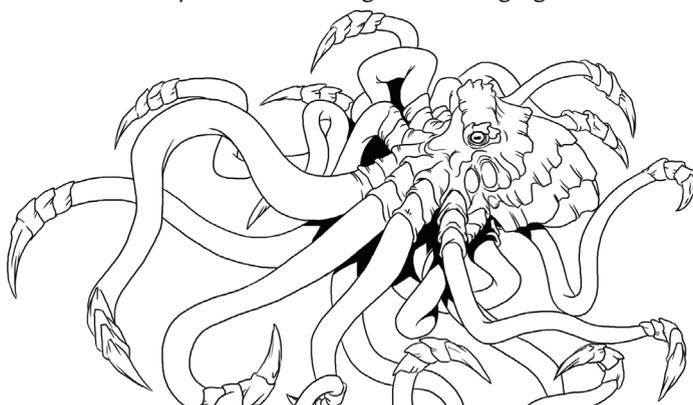
As the capstone of a campaign, this should be the hardest of combats, involving multiple layers of hardened defenses, one-on-one battles, leviathans, unholy spells, and perhaps even an attempted summoning of Dagon. It should be a no-holds-barred battle to the death. The only way to ensure the defeat of Mu is to destroy both the Shogun and the Emperor. If either survive and escape the Muans will return.

Skills: Combat: 6; Exploration: 2; Interaction: 4; Lore: 4

Stress: 1+the previous number of Domes+1 for every 2 characters.

The City Defends Itself: Regardless of where you are, if you are within the Dome of the capital city there is something near you which can kill you: the walls are guarded by monstrous tube worms; free-swimming fish will suddenly school up and charge; plankton will attempt to strangle you; your breathing filters will become blocked with quick-growing algae. Spend a Fate Point to make a Combat roll against all attacking forces.

Vengeance of Dagon: In the ultimate extremity the Sea Father takes the field, to claim what is rightfully his – anything which lives beneath the waves. When the capital uses its last stress box, or if the Emperor dies, a massive portal opens above the city, and great tentacles erupt out of it and attack everyone and everything. Towers crumble and people die. Each round the tentacles use Combat to attack every living thing. It cannot be stopped – Dagon has come to exact its Price from the Undersea Shogunate of Mu. The only reasonable action at this point is escape, which should be an exploration challenge while dodging the Sea Father's attacks.





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