

怪獣の
大図鑑

BIG BOOK OF
KAIJU

Volume
5

POWERED BY
FATE

A Sourcebook for

MECHA
VS KAIJU

By Johnathan Wright

THE BIG BOOK OF KAIJU

怪獣の大図鑑

“Kaiju No Daizukan”

STRANGE KAIJU

の怪獣 奇妙な

“Kaiju Kimyōna”

The world is both wonderful and strange. There are mysteries never imagined, areas never explored, depths never plumbed. It is in this shadowy realm, between what is known and what is unknown, that the Kaiju Kimyōna dwell. Created from unusual, and sometimes unearthly, sources, these kaiju push the boundaries of both human understanding and survival.

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Kaiju Design

These kaiju are all inspired by giant movie monsters, and their descriptions and actions are based on the same. Kaiju Motivation is the driving force for the beast, and will rarely change. Motivation inspires the kaiju to respond by Instinct whenever a new situation arises. Instinct changes based on the circumstances, but some common instinctive actions are provided as suggestions for their behavior. This is an important distinction: Motivation describes mind-set, Instinct describes action in a given scene.

When building a new kaiju, their power is based on the player group. Kaiju have twice the Mutation Points (MP) as the average player's Construction Points for building a mecha, plus one for each player. Their skill cap is also 2 points higher than that of the players. These kaiju designs assume each kaiju appearing alone. If there are more than one reduce the skill cap of the group by 1. These builds assume a 4 player group that have reached varying Milestones (Fate Core Rulebook Pg. 256). They do not use optional rules, such as Kaiju Fortitude (MvK Pg. 105).

The kaiju in this book are designed for three different power levels. The first is "Aspects Only", a game where players build their mecha without Construction Points; the second is an Experienced team that has put some missions under their belts and achieved some Significant Milestones, therefore increasing their base Construction Points; the third is the Endgame version of the kaiju, as it would appear in the final battle, facing a group that has achieved two Major Milestones and increased their skill cap. Kaiju stat blocks are written with all powers summarized for ease of use during a game session.

For those new to Mecha vs Kaiju Welcome! If this is your first introduction to MvK, just remember that this is a world where every giant monster movie you ever saw as a kid really happened, from gargantuan kaiju in Japan to giant insects in America. The MvK Sourcebook offers a complete world filled with mystery and adventure. And ninjas...lots and lots of ninjas.

But if you are just looking for a one-shot encounter to spice up your Fate game then these monster stat blocks are written with everything you need. Each of the kaiju's powers is also a stunt, which can be invoked or compelled as usual. Each power has a series of "Mutation Stunts" underneath it. These stunts are clearly explained, exactly as they appear in the MvK Sourcebook. If you want to modify them while maintaining the kaiju's power level just swap one Mutation Stunt for another. Don't see a power you want? Just build them like you would any other Fate stunt. Or you can get the Mecha vs Kaiju Sourcebook and take your pick!

The "Big Book of Kaiju" is organized as the online message board for the Kaiju Hanta (怪獣ハンター, using a gairaigo, or loan word, for "hunter"). To learn more about this group and the contributors who will be commenting on the kaiju entries you should download the "Big Book of Kaiju Introduction", a free appendix to this supplement available at RPGnow.com.

GAISHUKUN

This creature is a mystery, a riddle, and every inch a nightmare. Gaishukun is a blending of beast and machine never before seen on this scale. Its hands have been replaced with diamond-hard hooks capable of rending the strongest alloys. In addition it has an equally devastating laser saw in its torso, capable of reducing a mecha to scrap if it were to get close enough to grapple.

The secrets of its creation are still a mystery. Not even small-scale cybernetics have been seen in North Korea, so it seems unlikely that they could create something as advanced as Gaishukun. Even though it is often seen patrolling the DMZ, it is also reported in other areas, third-world countries already ripe with strife. It appears, causes havoc, and then leaves just as quickly. This leads some to suspect that it may not have originated in North Korea.

<<<**Fushigi**>>>Gaishukun was not created by the North Koreans. They're good at kaiju, but they have no experience with cybernetics. Someone helped them – someone experienced in working on mecha. Remember Kadouguera, anyone?

<<<**Ekisaito**>>>Exactly! People focus on the North Koreans so much, they forget that other groups threatened us in the past.

<<<**Kagakusha**>>>There is a fundamental difference between the skills needed to build a giant robot and those required in integrating biology and technology.

<<<**Capt. Spawding**>>>Gaishukun's appearance in other countries could answer a long-standing question. Before I say this, though, let me state clearly that this is my own theory and has nothing to do with the M.A.F. As always, I distinguish between what the Force knows and what I believe.

How can North Korea afford to maintain their kaiju force? Even taking theories of hibernation into account, it would take billions to maintain such an army. A good way of supplementing their income would be in providing kaiju mercenaries.

Say you have a civil war, and you want to wipe out the other side in one swift stroke. A giant monster stomping the enemy's base of operations and destroying its infrastructure would do the job. Such a feat would be worth paying millions for, and I think there are those who have. The arrival of Gaishukun in certain African countries has coincided with victories by a particular side on at least two occasions.

<<<**Shimon**>>>Why ignore the obvious origin? Couldn't it be one of the Russian Мертвая Рука (Mertvaya Ruka)?

<<<**Kagakusha**>>>The so-called "Dead Hand" kaiju? You think this thing has had its brain scooped out and replaced with a human pilot? I've heard that legend for years, and there is still no evidence that it is true.

Motivation: Bionic Monster

Common Instincts: Efficient Destruction; Only Following Orders; Unexpected Teamwork

Aspect Only

Fantastic +6: Fight

Superb +5: Notice, Physique

Great +4: Deceive, Provoke, Shoot

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 4

Laser Saw

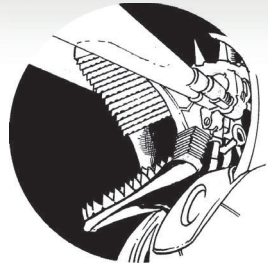
Piercing Strike: Once per scene Gaishukun can force a target to use a Consequence of equal value instead of a Stress box. If that Consequence is full the attacker cannot use this ability.

Rending Strike: Once per scene, when the kaiju causes its target to take a consequence, it can force the target to use the next higher consequence.

Scythe Hands

Weapon Value 1

Dual Strike: Gaishukun can feed the power of its Laser Saw through its scythes, inflicting 2 additional points of stress.



Experienced

Fantastic +6: Fight

Superb +5: Notice, Physique

Great +4: Deceive, Provoke, Shoot

Stress Boxes: 5

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 11

Bionic Monster

- Armor Value 2
- Durable: Gaishukun gains an additional stress box.
- Regeneration: Once per scene it may reduce the level of a Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.

Laser Saw

- Multi-Attack: Gaishukun can use two of its attack forms in the same exchange, but must do so against different targets.
- Piercing Strike: Once per scene it can force a target to use a Consequence of equal value instead of a Stress box. If that Consequence is full the attacker cannot use this ability.
- Rending Strike: Once per scene, when the kaiju causes its target to take a consequence, it can force the target to use the next higher consequence.

Scythe Hands

- Weapon Value 1
- Blast: Gaishukun can launch its hook hands towards a foe. It may attack targets up to 2 sectors away using the Shoot skill.
- Critical Strike: When it succeeds with style it creates the "Skewered" advantage on its target.
- Dual Strike: It can feed the power of its Laser Saw through its scythes, inflicting 2 additional points of stress.

Endgame

Epic +7: Fight

Fantastic +6: Notice, Physique

Superb +5: Deceive, Provoke, Shoot

Stress Boxes: 6

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 17

Bionic Monster

- Armor Value 3
- Durable (3Mp): Gaishukun gains two additional stress boxes.
- Regeneration: Once per scene it may reduce the level of a Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.

Laser Saw

- Damaging Aspect: When this attack hits a target that already has the “Skewered” aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.
- Multi-Attack: Gaishukun can use two of its attack forms in the same exchange, but must do so against different targets.
- Piercing Strike: Once per scene it can force a target to use a Consequence of equal value instead of a Stress box. If that Consequence is full the attacker cannot use this ability.
- Rending Strike: Once per scene, when it causes its target to take a consequence, it can force the target to use the next higher consequence.
- Targeted Multi-Attack: It can use two of its attack forms in one exchange against one target.

Scythe Hands

- Weapon Value 2
- Blast: Gaishukun can launch its hook hands towards a foe. It may attack targets up to 2 sectors away using the Shoot skill.
- Critical Strike: When it succeeds with style it creates the “Skewered” advantage on its target.
- Dual Strike: It can feed the power of its Laser Saw through its scythes, inflicting 2 additional points of stress.

KOBASEIJIN

As the Heisei period dawned, and old kaiju appeared in terrifying new forms, a whole host of new monsters appeared on the scene. One of the most bizarre was the plant creature Kobaseijin. Scientists had long postulated the potential of mutating plants with kaiju cells, but there was never a suitable source of genetic material. Iseijin’s arrival on Earth changed all that.

By blending cells of the alien kaiju with the heartiest and most adaptive plant species, Kobaseijin was born. In its ambulatory state the kaiju is just as mobile and dangerous as any other. But in its rooted state it covers a vast area like a deadly jungle.

<<<Iseika>>>One would think a moving kaiju would be the most devastating, but Kobaseijin's rooted form has proven to be the most dangerous and destructive. It is much larger than its mobile form, and its roots destroy vast parts of the area's infrastructure.

<<<Odokemono>>>Leave it to a politician to worry about what a Kaiju does to the plumbing.

<<<Capt. Spawding>>>Defending the physical structure of the country is one of the mandates of the M.A.F., Odo. We are trained that, if our engagement is causing more damage to the area than the kaiju itself would, we are to disengage and fall back. Kaiju are an economic weapon as much as a military one.

<<<Ekisaito>>>But you gotta kill this thing fast! One of its spores was blown across the ocean to Tetepare Island, in the Solomon chain. It's uninhabited, so by the time anyone noticed it the thing was enormous!! They had to fire bomb the island for 3 days just to clear enough space around it to fight. And OF COURSE by then fire wouldn't even scratch it!!!

<<<Gunsou>>>Extra exclamation points aside, Eki's right. The AKF had to set up on carriers and cruisers beyond the range of the monster's tentacles. We hit it with every form of energy we could produce, but while we killed the appendages the thing's heart kept pumping. We had to destroy the tentacles in such a way that the Mecha Assault Force would be close enough to attack the Stalk. We'd carpet bomb the island, the MAF would do some harm to the Stalk, and then would have to retreat when the damn thing regenerated. Worst campaign of my entire career.

Motivation: Grow and Dominate

Common Instincts: MINE!

Very Large Kaiju

Kobaseijin is a Very Large Kaiju (VLK) filling 4 sectors. Its Stalk anchors the creature to one sector, while its terrifying Maw and twin Tentacles occupy other adjacent sectors. As a Destruction Stunt, if either its Maw or Tentacles are destroyed new ones will sprout at the beginning of the following Exchange. Only if the Stalk is destroyed can Kobaseijin be killed, but the Stalk is only exposed when the Maw and Tentacles are destroyed. Because of this unique feature only the Stalk has Consequences.

Combating Kobaseijin is unlike fighting most other kaiju. In a normal exchange, it will attack whomever is close. Those parts that cannot attack will Create Advantages for those who can. For example, the Stalk, which never attacks until it is exposed, may use Physique to burrow through the ground and create Difficult Terrain, which its Tentacles can take advantage of when attacking. In this way attacking Kobaseijin is much like attacking an armed fortress.

Aspect Only

Mutation Points: 4

Maw

Fantastic +6: Fight

Superb +5: Physique, Notice

Stress Boxes: 4

Weapon Value +1

Stalk

Fantastic +6: Physique

Superb +5: Notice, Will

Great +4: Fight, Shoot

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Strong as an Oak

- **Specialized Defense (2MP):** The Stalk defends against Fight and Shoot attacks with Physique.
- **Immobile:** This kaiju cannot move or be moved from the Sector it occupies. It gains one additional Mutation Point for having this limitation.

Tentacles (2)

Fantastic +6: Fight

Superb +5: Notice, Physique

Stress Boxes: 4

Tentacles: The range of this kaiju's melee attacks is 2 sectors.



Experienced

Mutation Points: 12

Maw

Fantastic +6: Fight

Superb +5: Physique, Notice

Great +4: Shoot

Stress Boxes:

Venomous Bite

- **Weapon Value +1**
- **Blast:** The Maw may attack targets up to 2 sectors away using the Shoot skill, launching a venomous acidic blob at its target.
- **Damaging Aspect:** When the Maw hits a target which has been “Grappled” with either a bite or blast the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.
- **Critical Strike – Poison:** When either a blast or bite succeeds with style the Maw creates the Aspect “Poisoned” on the target with a free invoke instead of a boost. A mecha pilot can be Poisoned through contamination of their life-support system. This Aspect may be overcome with a Physique or Mecha Repair check. The difficulty is equal to the kaiju's Physique.

Stalk

Fantastic +6: Physique Superb +5: Notice, Will

Great +4: Fight Physical Stress Boxes: 4 Mental Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Strong as an Oak

- **Specialized Defense (2MP):** The Stalk defends against Fight and Shoot attacks with Physique.
- **Immobile:** It cannot move or be moved from the Sector it occupies. It gains one additional Mutation Point for having this limitation.
- **Sacrificial Spirit:** Kobaseijin fills a mental stress box on the Stalk and gains a bonus to a die roll equal to the level of the stress box. This bonus may be applied to any part of the kaiju.
- **Unyielding:** Each time it takes physical damage it may instead take double the amount of stress as mental damage.

Tentacles (2)

Fantastic +6: Fight Superb +5: Physique, Notice Great +4: Shoot

Stress Boxes: 4

- **Critical Strike:** When the Tentacle succeeds with style it creates the “Grappled” advantage on its target. This Aspect may be overcome with a Physique. The difficulty is equal to the kaiju’s Physique.
- **Extended Range:** The Tentacles’ range is increased by 1 sector.
- **Tentacles:** The range of this kaiju’s melee attacks is 2 sectors.

Endgame

Mutation Points: 26

Maw

Epic +7: Fight

Fantastic +6: Physique, Notice

Superb +5: Shoot

Stress Boxes: 4

Venomous Bite

- **Weapon Value +1**
- **Blast:** The Maw may attack targets up to 2 sectors away using the Shoot skill, launching a venomous acidic blob at its target.
- **Damaging Aspect:** When the Maw hits a target which has been “Grappled” with either a bite or blast the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.
- **Critical Strike – Poison:** When either a blast or bite succeeds with style the Maw creates the Aspect “Poisoned” on the target with a free invoke instead of a boost. A mecha pilot can be Poisoned through contamination of their life-support system. This Aspect may be overcome with a Physique or Mecha Repair check. The difficulty is equal to the kaiju’s Physique.
- **Critical Damage – Ongoing Poison:** Anyone with the “Poisoned” aspect created by Critical Strike will continue to suffer harm. Every round they must resist an attack based on the kaiju’s Physique. If they succeed the Critical Strike Aspect is removed. If the victim is still in combat with the kaiju when they make their Physique check then the roll is opposed.

Stalk

Epic +7: Physique

Fantastic +6: Notice, Will

Superb +5: Fight

Physical Stress Boxes: 5

Mental Stress Boxes: 5

Consequences: 2 Minor, Moderate, Severe

Strong as an Oak

- **Durable (2MP):** The Stalk gains 1 additional Physical and Mental Stress Box.
- **Specialized Defense (2MP):** The Stalk defends against Fight and Shoot attacks with Physique.
- **Immobile:** It cannot move or be moved from the Sector it occupies. It gains one additional Mutation Point for having this limitation.
- **Immunity (3MP):** Fire, Acid, and Electric attacks cannot be invoked when attacking the kaiju, nor can advantages be created on it with this kind of power. The kaiju may invoke their immunity if attacked by a weapon with an affect they are immune to.
- **Sacrificial Body:** Kobaseijin fills a physical consequence slot on its Stalk with the aspect “Sacrificed” and gains a bonus to all die rolls for all sections equal to the level of the consequence until the beginning of its next action.
- **Sacrificial Spirit:** It fills a mental stress box on the Stalk and gains a bonus to a die roll equal to the level of the stress box. This bonus may be applied to any part of the kaiju.
- **Unyielding:** Each time it takes physical damage it may instead take double the amount of stress as mental damage.

Tentacles (2)

Fantastic +6: Fight

Superb +5: Physique, Notice

Stress Boxes: 4

- **Critical Strike:** When the Tentacle succeeds with style it creates the “Grappled” advantage on its target. This Aspect may be overcome with a Physique. The difficulty is equal to the kaiju’s Physique.
- **Drag:** When it succeeds with style it may move its target up to 2 sectors closer.
- **Extended Range (2MP):** The Tentacles’ range is increased by 2 sector.
- **Tentacles:** The range of this kaiju’s melee attacks is 2 sectors.



RANDOMIZU

Randomizu is often called the “Triphibian Monster” because it seems perfectly comfortable on land, sea, or air. This unique biology is due mostly to its relation to the two-headed nightmare Sanshuseki. Only a few short years after the arrival of the alien Sanshuseki dozens of these flying / swimming creatures appeared all over the world. They attacked tall buildings, disrupted power and transportation, and committed acts of general terror everywhere. To many in the intelligence industry it was North Korea’s grand introduction to the world as a major manufacturer of weapons of war, a role it would later perfect with the Ijimekko kaiju.

Over the next several years versions of Randomizu appeared in small hot spots around the world, sometimes appearing on different sides of the same conflict. No direct evidence has ever been found to link the creature directly to North Korea, however, and international law so far has been unable to prevent Randomizu from appearing on battlefields on every continent.

<<<Rouzeki>>>This is further proof of the frightening capabilities of the North Korean monster factories. Only four years after the arrival of Sanshuseki on Earth they are able to adapt his alien cell structure into kaiju form. When the hell is something going to be done about these damn Korean commies!

<<<Shimon>>>How does this damn thing fly! Those stubby little wings make it look like a flying squirrel instead of a giant monster. How does it stay up?

<<<Kagakusha>>>One of the advantages of a mass-produced short lived kaiju is that you wind up with many of them dead and available for dissection. As you say, the flight characteristics are not produced by the wings. It is a specialized output of the Gamathalamus which renders Randomizu nearly weightless. The wings and its own prodigious strength then provide the momentum for its flight. The remarkable thing is that the Gamathalamus is usually only active during times of extreme stress. Yet Randomizu can use this flight capability at any time. This suggests that the kaiju’s “G” gland is under constant stimulation. This could explain the relatively short life span of the creature: the gland burns out and the creature dies. “The candle that burns twice as bright burns half as long.”

Motivation: Fly ‘til You Fall, Swim ‘til You Drown, Stomp ‘til you Drop

Common Instincts: Go that way, and kill everything in your way; Looking for Trouble; The Pain...THE PAIN

Aspect Only

Fantastic +6: Athletics Superb +5: Fight, Physique Great +4: Notice, Stealth
Stress Boxes: 4 Consequences: 2 Minor, Moderate, Severe Mp: 3

Triphibian

- Aquatic: Randomizu is just as comfortable at the depths of the ocean as on land. +2 to Create advantage or Overcome actions with Athletics used to move in the water. The kaiju is able to breath, move, and see normally underwater.
- Burrowing: It can travel just as quickly underground as it can above. It leaves no tunnel behind. It gains +2 to Stealth while burrowing.
- Flight: It can move just as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. It’s speed is not affected.

Experienced

Fantastic +6: Athletics Superb +5: Fight, Physique Great +4: Notice, Stealth
Stress Boxes: 4 Consequences: 2 Minor, Moderate, Severe MP:8

Triphibian

- Aquatic: Randomizu is just as comfortable at the depths of the ocean as on land. +2 to Create advantage or Overcome actions with Athletics used to move in the water. The kaiju is able to breath, move, and see normally underwater.
- Burrowing: It can travel just as quickly underground as it can above. It leaves no tunnel behind. It gains +2 to Stealth while burrowing.
- Flight: It can move just as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. It's speed is not affected.

Deadly in Any Form

- Death from Far Away: Once per scene it may invoke "Death from Far Away" for free when making an attack that is preceded by movement.
- Hurl: Yamazaru can attack targets up to 2 sectors away by hurling pieces of debris at them. Substitute Shoot with Athletics for ranged attacks.

The World is My Battlefield

- Danger Sense: This kaiju gains a +2 to detect an ambush. No scene aspects may be invoked or compelled to affect this roll, although personal aspects may be invoked or compelled as normal.
- Keen Sense: It has highly specialized hearing, and gains a gains +2 to defend or overcome with Notice when hearing is its primary sense, such as when it is underground.
- Vibration Detection: It can hear things not normally detectable by common hearing. This aspect can be invoked for it to detect enemies while underground or underwater.

Endgame

Epic +7: Athletics Fantastic +6: Fight, Physique Superb +5: Notice, Stealth
Stress Boxes: 4 Consequences: 2 Minor, Moderate, Severe MP: 15

Triphibian

- Armor Value +2
- Aquatic: Randomizu is just as comfortable at the depths of the ocean as on land. +2 to Create advantage or Overcome actions with Athletics used to move in the water. The kaiju is able to breath, move, and see normally underwater.
- Burrowing: It can travel just as quickly underground as it can above. It leaves no tunnel behind. It gains +2 to Stealth while burrowing.
- Durable (3MP): It gains 2 additional stress boxes.
- Flight: It can move just as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. It's speed is not affected.

Deadly in Any Form

- Weapon Value +2
- Death from Far Away: Once per scene Randomizu may invoke "Death from Far Away" for free when making an attack that is preceded by movement.

- Hurl: It can attack targets up to 2 sectors away by hurling pieces of debris at them. Substitute Shoot with Athletics for ranged attacks.

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- Vibration Detection: It can hear things not normally detectable by common hearing. This aspect can be invoked for it to detect enemies while underground or underwater.

MONSTER ISLAND



The Bikini Atoll is legendary. Site of the largest thermonuclear blast in American history, Bikini is only one of hundreds of small island chains in the Marshal Islands. However few have ever heard of Rongerlap Atoll, roughly 100 nautical miles west of Bikini. A private island 50 miles across, it is surrounded by dangerous reefs and has a nasty reputation for bringing bad luck and ill health to anyone who comes close. Some say it's due to fallout from the Castle Bravo nuclear test, and this rumor keeps most people away. Which is good, for those who would dare venture here would surely die.

Rongerlap is actually the site of the fabled “Monster Island”. For decades conspiracy theorists have wondered where the “rogue kaiju” of the world come from. Many point to the fact that North Korea, original source of man-made kaiju, is too small a nation to produce the sheer volume of kaiju loose in the world. While some scientists hypothesize that kaiju are now breeding in the wild, the more imaginative have spun wild stories of an isolated island where kaiju dwell, breed, and launch themselves into the wild. Both may be correct.

From North Korean escapees, to those sold as weapons and who fled the battlefield, to those thankfully rare few born and living in the wild, many of these creatures made their way to Rongerlap atoll. The naturally occurring fog, storms, and particulate matter which blocks visual and satellite scans were nothing to these creatures, who either swam or flew to make a home here.

The Monster Maker

For years the kaijutaku of the Kaiju Hanta have theorized where the new monsters are coming from. Up until the mid 1960s all kaiju came from North Korea. But after the debacle of Ti-Lung, where scientists lost control of a prestigious kaiju created to honor China, kaiju production sputtered and eventually stopped in the mid 1970s. It was thought for a time that the kaiju program had been scrapped, but the “Kaiju Summer” eruption of 1984 dashed these hopes. The question became where had all the new kaiju come from.

The Monster Maker is the source of these new creations. A mystery to all but a handful of people in the world, some say they are a North Korean genius, born out of a new generation of biologists and raised on kaiju technology. Others point to the coincidental timing of Kaiju Summer occurring 10 years after the assault by the Undersea Shogunate of Mu, and feel it must be a survivor of that war, using their skills at creating leviathans to make more powerful kaiju. Many within the Mecha Assault Force hierarchy suspect the workings of the Ogre Ninja Clan. The Miko, the psychic order of female intelligence officers within the MAF, suspect the hand of the true Ogres and their Oni masters in the Monster Maker’s work.

Whoever they are, the Monster Maker is clearly a brilliant biologist and geneticist skilled in both cutting edge technology and esoteric, borderline arcane, arts. Making Monster Island their home provides them with a wealth of resources to draw upon.

Setting Rules

Monster Island is a setting that can take a number of forms. Just as this kind of island has appeared in numerous monster movies serving a variety of rolls, you may decide for yourself what roll Monster Island plays in your campaign. If you are running an espionage game, Monster Island may be an outpost of the Ogre Ninja clan, breeding kaiju to destabilize nations and increase their power. If you are running a more supernaturally inspired game the island could be home to a powerful kami, exerting its influence to pull kaiju here to a safe place, or a powerful oni, concentrating the devil-blooded kaiju in one place for a campaign against humanity. If you are running a straight forward mecha fighting kaiju game, PCs could be here to destroy the Monster Maker’s headquarters. Or you may decide that this island is all these places and more.

Options are provided for you to run Monster Island as an “adversarial location”, where each area of the island represents a challenge or opponent(s) that must be overcome through a series of exchanges. At any time you may substitute one of these challenges with actual opponents, such as human ninja or kaiju to be fought with robots. See this island as a toolbox of set pieces that you can mix and match.

THE ADVENTURE FRACTAL

Monster Island can be overcome like any other enemy by using an “Adventure Fractal”. The adventure fractal is simply a means of monitoring adventure progress. The fractal negates the need for individual monster stat blocks and reinforces the idea that the players are fighting a living island.

The island is written as a single opponent, with Aspects, Skills, Stunts, and Vitals (Stress & Consequences).

Goal is an aspect representing what characters are trying to accomplish.

Overhanging Trouble is an Aspect that constantly threatens to overwhelm the characters. This trouble has a mechanic attached to make it even more dangerous.

Adventure Skills represent the areas that are hardest and easiest to overcome on the island. Each of these skills opposes a set of player skills, indicated in the list. Anytime you need to make a skill check for the island or its inhabitants use the appropriate skill. The Island’s Skills assume an Apex PC skill level of +4. If their skills are higher increase the Island’s skills appropriately. When players roll better than the Island that region takes Stress, just like combat. When the region rolls better than the Character they take Stress or Consequences.

Vitals are the Stress and Consequences of the island and its regions. Each region of the Island has 3 stress and the Island as a whole has a full set of Consequences. It gains bonus Vitals as if the number of players was the Island’s Physique (1E: 5 players = +2 Stress to each Region and +1 Mild Consequence for the Island). Each region has its own Stress Track. When the Stress Track is exhausted the region is “Taken Out” and the characters can continue on (it’s a good idea to keep a bunch of pre-printed Stress Tracks handy). If you wish the region to continue to threaten, you may give a Consequence to the Island. This becomes an Aspect that can be invoked like any other. Minor Consequences are healed after players have passed 1 region, and Moderate is healed after 2 additional regions are passed. This puts the Island on a clock: eventually you run out of time to heal these consequences.

Filling in the Island’s Severe Consequence triggers the “Endgame” event.

NPCs use appropriate Island Skills, with either a group Stress track for a mob or individual Stress Tracks for important NPCs.

Sample Goals for Monster Island: Escape/Survive the Island; Defeat a specific kaiju; Unmask the Monster Maker

Overhanging Trouble: Only the Strongest May Dwell (whenever a PC fails a check by 3 or more create an advantage on them representing how they are physically or mentally deteriorating)

Adventure Skills (assumes Character Apex skill +4)

- **Combat +4:** Governs NPCs attacking, defending and creating advantages using combative maneuvers. (opposed by Fight/Shoot, and the defense portion of Athletics)
- **Exploration +6:** 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, allow something to remain hidden from the PCs, etc. (opposed by Athletics, Investigation, Notice, Physique, Stealth)
- **Interaction +2:** This is rolled to have the NPCs interact with the PCs. (opposed by Contacts, Deceit, Empathy, Provoke, Rapport, Resources, Will)
- **Lore +4:** Governs how difficult it is to know some relevant information that comes up in the adventure. (opposed by Lore)

Island Regions

Hot Springs

Environment: Tempting Macaques (this area is frequented by monkeys, either friendly or hostile; Interaction checks made without food are at +2 difficulty)

Obstacle: Suddenly Geysers (Combat check opposed by character Notice)

Kaiju

Note: this encounter may occur anywhere on the island.

Environment: When attacking humans Kaiju gain +4 to their Combat skill.

Obstacle: Bug-Proof (cannot be damaged by humans unless tagged by an appropriate aspect)

Jungle

Environment: Dense (every zone has the “Dense Jungle” aspect; overland speed halved; no free movement between zones in combat)

Obstacle: Wild Animals (make resisted Exploration check; failure indicates attacked by savage jungle beasts)

Lake

Environment: Smooth as Glass (the one area of the island that is positive; may be home to a helpful kami or friendly natives)

(anti) Obstacle: Place of Peace (Overcome actions made for healing are +2; reduce wait time for recovery by one step)

River

Note: this is a great location to separate the group if you want. Characters that are Stressed Out or who Concede are washed down river, to wake up on the shore all alone someplace else.

Environment: King River (no enemies will chance the raging waters; characters can escape any enemy by entering the River)

Obstacle: Deadly Rapids (without a boat characters must make Combat checks every round opposed by Athletics; with a boat characters must make Exploration checks; failure on either check causes Stress)

The Monster Maker

Note: you may place this lair anywhere on the island

Environment: Secret Lair (make an Opposed Exploration check to locate; opposed Lore check to enter)

Obstacle: Faceless Minions (minions immune to Interaction actions; use Combat action to attack all enemies within a Zone)

Dormant (?) Volcano

Environment: Not-So Dormant (make opposed Lore check to note condition)

Obstacle: Unstable Footing (make opposed Exploration roll; if successful character falls into inaccessible area; make opposed Combat check for damage)

Waterfall

Environment: Epic Scope (At the end of the river is a magnificent falls)

Obstacle: Thousand-Foot Plunge (make a Combat check opposed by Physique)

Natives

Note: the Natives are canny enemies, but can be priceless allies if won over.

Environment: Jungle Masters (+2 to Exploration checks)

Obstacle: Frightened (+2 to resist Interaction checks)

Endgame Event

The sudden stress on the island has triggered a Volcanic Eruption! Players must decide how they will deal with this. If the island has been overwhelmingly hostile then they may only worry about escape. If they have made friends and allies on the island then finding a safe place for them may be in order. Regardless, the Endgame Event has its own Stress Track, and life or death will depend on how well the characters overcome this final obstacle.



NEW MUTATIONS

Aquatic: [Update] This kaiju is just as comfortable at the depths of the ocean as on land. +2 to Create advantage or Overcome actions with Athletics used to move in the water. The kaiju is able to breath, move, and see normally underwater.

Critical Strike [note that this version of Critical Strike replaces “Poison”]: This kaiju is capable of wrecking terrible damage on a target when it strikes true. When the kaiju succeeds with style it creates an advantage on its target, such as “Burning” or “Shocked” with a free invoke instead of a boost. This advantage must be chosen when the attack form is purchased. This Aspect may be overcome with a Physique or Mecha Repair check. The difficulty is equal to the kaiju’s Physique.

Critical Damage [note that this mutation replaces “Ongoing Poison”](requires “Critical Strike”): Anyone with an aspect created by Critical Strike will continue to suffer harm. Every round they must resist an attack based on the kaiju’s Physique. If they succeed the Critical Strike Aspect is removed. If the victim is still in combat with the kaiju when they make their Physique check then the roll is opposed.

Permanent Damage [note that this mutation replaces “Disease”](requires “Critical Damage”): Anyone with an aspect created by Critical Strike will suffer a permanent injury because of it, in the form of another Aspect named at the time this mutation is created. This Aspect persists, even if the Critical Strike Aspect is removed. It attacks the player once per day as if they were suffering a Critical Damage attack. They also suffer an attack the first time they encounter the kaiju that inflicted the damage in a scene. The Aspect is cured in the same way players Recover from Consequences, except that the difficulty to overcome the damage is equal to the kaiju’s Physique. All limitations for recovering from a damage Consequence apply to recovering from this Aspect.

Drag: Anytime this kaiju succeeds with style in a Shoot check it may move its target up to 2 sectors closer. The kaiju may take its movement before moving its target.

Damaging Aspect: [Update] When this attack hits, instead of doing damage, the kaiju may place a specific aspect on the target, such as “Witch Fire” or “Corrosive Acid”. If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes 1 point of physical stress rather than gaining a Boost. This aspect may be removed with a Lore check, if the target is biological, or a Craft check if the target is artificial.

Death from Far Away (Requires 1 movement mutation): The kaiju is an expert at attacking from below or above, either flying down out of the sun, up from the depths, or exploding out of the ground. Once per scene it may invoke “Death from Far Away” for free when making an attack that is preceded by movement.

Dual Strike: [Update] This kaiju receives a decisive advantage from having multiple attack forms. If a kaiju has more than one attack form it may increase the stress inflicted by an attack by two. Example: a kaiju with Evisceration Strike and Burning Gaze would be able to add fire to its strike, doing two additional points of stress.

Flight: [Update] Through wings or some other process this kaiju can fly. The kaiju can move as easily in the air as it can on the ground, as well as hover in place. It uses Athletics for any skill checks. The kaiju's speed is not affected.

Immobile: This kaiju cannot move or be moved from the Sector it occupies. This can be either a blessing or a curse, depending on where the kaiju takes root. It gains one additional Mutation Point for having this limitation.

Piercing Strike: [Update] This kaiju can unerringly strike a vital point on its enemy. Once per scene the kaiju can force a target to use a Consequence of equal or lesser value instead of a Stress box. If that Consequence is full the attacker cannot use this ability.

Rending Strike: [Update] Once per scene, when the kaiju causes its target to take a Consequence, it can force the target to use the next higher Consequence. If that Consequence is full the attacker cannot use this ability. For example, if the kaiju's target is taking a Moderate Consequence, it can Rend the target for a Severe Consequence instead.

Specialized Defense [Update]: The kaiju defends against either Fight or Shoot attacks with a skill other than Fight or Athletics. The new skill must be specified when this stunt is gained. For example a kaiju with an Indestructible Carapace may use Physique to defend against Fight attacks.

Targeted Multi-Attack (requires "Multi-Attack"): The kaiju can use two of its attack forms in one exchange against one target.

And with this, the "Big Book of Kaiju" is complete. I want to thank everyone who has helped me, inspired me, and especially those who supported the BBoK during Kaiju Summer 2016: Phillip Bailey, Paul Baldowski, Richard Briggs, Gustavo Campanelli, Kalu Ekeh, David Ferrell, Stacy Forsythe, Stephen Jasper, Mark Johnson, James Jurasek, Thomas Kilburn, Guy McLimore, Paul Morell, Jay Pierce, Tim Popelier, John Rogers, Gary Romain, Jon Shelky, Drew Tuttle, Dave Van Domelen, James Wheeler, Ronald Whitehead, and the many other unnamed supporters.

The kaiju movie genre has never been stronger than today, so we'll keep bringing you new and exciting games. Stay tuned, everyone. IKIMASU!!!

Johnathan Wright, 2017