

KOVAUD'S KAIJU FIELD GUIDE

HOMEBREW

六月二七

Long have the titans reigned!



AUTHORS NOTE

Ever since I was a young lad, I've had this interest in kaiju that grips me from time to time. I can still remember watching old Godzilla VHS tapes, many of which I still have. That love for big ol' monsters has gripped me once again and I now have a means of expressing that by making this compendium of various kaiju of my own making and some that already exist.

ARTISTS

These are all the different people and sources I acquired the art and images featured within this guidebook! Go check them all out, they do excellent work!

TOHO

[Official Toho Website](#)

ARTBYZAO

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MATT FRANK (KAIJUSAMURAI)

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ABOUT KAIJU

Kaiju are titanic beasts that once called the world their domain long before elves, dwarves, humans, and all the other races called the world their home. The wo

AGE OF THE TITANS

The Age of the Titans is a period of time in which the kaiju that had been slumbering for so long had awoken. Due to some unknown circumstances kaiju all over the world began to awaken from their dormant states and began to roam the world as they once did many, many years ago. This causes the other inhabitants of the world to seek out ways to deal with these gargantuan creatures of old. Some fortified their cities while others created massive brutes of their own to do battle with.

PATRONS

- **Finn J.**
- **Sean P.**
- **Owen W.**

MONSTERS ARE TRAGIC BEINGS;
THEY ARE BORN TOO TALL, TOO
STRONG, TOO HEAVY, THEY ARE
NOT EVIL BY CHOICE. THAT IS
THEIR TRAGEDY.

— ISHIRŌ HONDA

PART I

Character Options

The first section of this field guide deals with the different archetypes that have come about within the different classes due to the existence of kaiju. Within this section you will also find two races related to kaiju.

RACES

Race	Description
Kaijuborn	A race of dragonborn that was tainted by the influence of the kaiju.
Kaijublooded	A race of humanoid mutants that have adapted to survive the harsh environment caused by kaiju.

SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Kaiju	3rd	Seeks to emulate kaiju and their vast size!
Cleric	Titan Domain	1st	Worships the massive beasts that roam the land.
Sorcerer	Kaiju Bloodline	1st	A monstrous spellcaster whose bloodline was tainted by the influence of the kaiju.
Warlock	The King of the Monsters	1st	Serves a mythical kaiju that is said to be the strongest of them all!



KAIJUBORN

I had never ventured this far close to kaiju territory. The skies were filled with ash and the ground was difficult to traverse. I was only braving this journey as I had heard rumors of a village of strange dragonborn that lived in this area.

— A brave traveler going to a kaijuborn village.

KAIJUBORN NAMES

Kaijuborn often name themselves after different kaiju of varying levels of fame.

Kaiju Names. Evedra, Juturu, Jormungandr, Volemutul, Gojira

KAIJUBORN TRAITS

Ability Score Increase. Your Strength score increases by 2.

Age. Kaijuborn age at the same rate as normal dragonborn, but live to be around 100.

Alignment. Kaijuborn tend towards the chaotic end of the chart. This due to the nature of kaiju themselves.

Size. Kaijuborn are slightly larger than regular dragonborn standing around 7 feet tall and averaging around 300 pounds. Your size is medium.

Speed. Your base walking speed is 25 feet.

Kaiju Ancestry. You have an ancestry that you can trace to one specific kaiju.

Kaiju	Damage Type	Breath Weapons
Gojira, the God Wyvern	Radiant	5 by 30 ft. line (Dex. save)
Jormungandr, the World Serpent	Acid	15 ft. cone (Dex. save)
Juturu, the Great Dragon	Force	5 by 30 ft. line (Dex. save)
Tarrasque, the World Breaker	Fire	15 ft. cone (Dex. save)

Breath Weapon You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your kaiju ancestry.

Amphibious. You have a swim speed equal to your movement and can hold your breath for up to an hour.

Languages. You can speak, read, and write Common and Primordial.

KAIJUBLOODED

After the many days spent within this primordial landscape I felt my body begin to morph and change in accordance to the landscape. My skin hardened and became more scaly and energy began to burn within my core. I could feel the call of some far off beast echoing within myself.

— A wanderer becoming a kaijublooded

KAIJUBLOODED NAMES

Kaijublooded often adopt similar names to humans, but often choose titles for themselves akin to those that kaiju have.

Kaijublooded Titles. The Granite Mountain, the Volcanic Fury, the Storm Herald, the World Breaker

KAIJUBLOODED TRAITS

Ability Score Increase. Your Constitution score increases by 1 and one score of your choice increases by 1.

Age. Kaijublooded mature at the same rate as humans normally do, but have double the lifespan.

Alignment. Kaijublooded as all races related to kaiju, tend towards the chaotic alignment.

Size. Kaijublooded are about 6 feet tall and 200 pounds on average. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Tough Hide. You have naturally armored skin. Your AC equals 12 + your Constitution modifier. You can use a shield and still gain this benefit.

Damage Deflect. Much like the kaiju you hail from, you can shrug off damage fairly easily. As a reaction, whenever you take damage you can reduce the damage taken by 2d4 + your Constitution modifier. Once you use this ability you cannot do so again until you take a long rest.

Atomic Burst. You are able to exhale small bursts of energy. As an action, you may choose a target within 30 feet of you. The target must succeed on a Dexterity saving throw or take radiant damage equal to your level. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus. Once you use this ability, you cannot do so again until you take a long rest.

Languages. You can speak, read, and write Common and Primordial.



BARBARIAN:

PATH OF THE KAIJU

Many warriors who have wandered the land have felt the overwhelming awe and terror instilled by the massive titans that walk the earth. A handful however have managed to capture this feeling within themselves and make it their fuel for battle.

PATH OF THE KAIJU FEATURES

Barbarian Level	Feature
3rd	Beastly Hide
6th	Fearsome Presence
10th	Titanic Size
14th	Behemoth Ascension

BEASTLY HIDE

Starting at 3rd level, you make the tough exterior that all kaiju possess your own. Whenever you take damage while raging you may subtract your rage damage bonus from the total.

KAIJU BIOLOGY

Upon reaching 6th level, you gain a swim speed equal to your movement and you ignore nonmagical difficult terrain.

TITANIC SIZE

When you reach 10th level, you have become that which drives you. When you begin raging your size increases by one category, this increase lasts until the end of your rage.

BEHEMOTH ASCENSION

Finally when you reach 14th level, your understanding and quest to emulate the massive beasts known as kaiju has culminated inside you, granting you the ability to reach their size. Once per long rest while raging, you can as an action grow to be 60 feet tall and 25 feet wide and are now considered to be gargantuan size for the duration of your rage, you also gain one level of exhaustion. Your weapons grow in size with you and deal two additional damage dice while in this form. You cannot use this ability in a space that you could not fit in.

CLERIC:

TITAN DOMAIN

Clerics of this sort don't worship gods, they instead worship the titanic beasts known as kaiju that wander the land. They worship kaiju such as Mothra, Tarrasque, Ghidorah, Anguirus, or any other appropriate powerful kaiju.

Clerics of this domain focus on the destructive potential that is innate within all kaiju. The strength to crush a mountain or the fury to boil an ocean. These are all aspects of the power that kaiju hold.

TITAN DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Destructive Casting, Siege Master
2nd	Channel Divinity: Kaiju Aspect
6th	Path of Destruction
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	King of the Monsters

TITAN DOMAIN SPELLS

Cleric Level	Spells
1st	Thunderwave, Hunter's Mark
3rd	Dragon's Breath, Enlarge/Reduce
5th	Tidal Wave, Fireball
7th	Storm Sphere, Dominate Beast
9th	Bigby's Hand, Destructive Wave

DESTRUCTIVE CASTING

When you choose the subclass at 1st level, you are able to channel the destructive potential of kaiju into your spells. Whenever your roll a critical hit on a spell attack roll, you can add your Wisdom modifier to the total damage.

CHANNEL DIVINITY: KAIJU ASPECT

At 2nd level, you can use your Channel Divinity to call upon your self the hide of a kaiju. For the next minute, all damage dealt to you is reduced by an amount equal to your Wisdom modifier.

PATH OF DESTRUCTION

Starting at 6th level, you become more reckless and uncaring of the damage you leave in your wake. Whenever you fail an attack roll, as a reaction you can expend a hit die and roll it. All creatures and objects within 10 feet of you take thunder damage equal to double the amount rolled.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

KING OF THE MONSTERS

Starting at 17th level, you can as an action temporarily assume the mantle of the mythical King of the Monsters for 1 minute. You gain a swim speed of 120 feet and all attacks made against you that don't deal a minimum of 15 damage are ignored. You can use this feature only if you aren't incapacitated. Once you use it, you can't do so again until you take a long rest.

SORCERER:

KAIJU BLOODLINE

Your innate magic comes from the powerful titans that once ruled the world. Those who come under their influence in this manner are often seen as heralds of destruction. Which in a manner is true. The mere presence of certain kaiju has an effect on the biology of people in close range, and more sorcerers with kaiju bloodlines are born when kaiju are more active.

KAIJU BLOODLINE FEATURES

Sorcerer Level	Feature
1st	Beasts of Ruin, Claws of the Kaiju
6th	Leviathans Endurance
14th	Bestial Appearance
18th	Kaiju Heat Ray

BEASTS OF RUIN

Starting at 1st level, your spells and unarmed attacks deal double damage to object and structures.

CLAWS OF THE KAIJU

Additionally at 1st level, from your hands sprout claws. Your unarmed attacks made with these claws deal 1d4 slashing damage.

This damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). Additionally, attacks made with these claws become magical at 6th level.

LEVIATHANS ENDURANCE

When you reach 6th level, whenever you take damage you can as a reaction expend a sorcery point to subtract your Charisma modifier from the damage.

BESTIAL APPEARANCE

When you reach 14th level, your appearance begins to become more akin to the kaiju whose blood taints yours. Your skin takes on a scaly appearance and your Armor Class becomes 10 + your Charisma modifier + your Constitution modifier.

KAIJU HEAT RAY

Finally when you reach 18th level, you are able to conjure forth one of the more prevalent kaiju abilities. As an action, you can spend 3 sorcery points to exhale a beam of pure energy. This beam is 60 feet long and 5 feet wide. All creatures within this range must make a Constitution saving throw. Taking 9d10 radiant damage on a failed save and half as much on a successful save. Once you use this ability, you cannot do so again until you take a long rest.

In addition this beam can pass through solid objects by penetrating through them. This is left to your DMs discretion as to what it can and can't pass through.



WARLOCK:

THE KING OF THE MONSTERS

Legend tells of a great and terrible beast that all kaiju bow to and call their king. This beast is said to have been the first kaiju in existence and is destined to be the last. If this beast were to ever visit its fury and tremendous power upon this realm, may the gods have mercy upon us all.

KING OF THE MONSTERS FEATURES

Warlock Level	Feature
1st	Approaching Tremors
6th	Atomic Pulse
10th	Kaiju Biology
14th	Atomic Breath of the King

EXPANDED SPELL LIST

The King of the Monsters lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

KING OF THE MONSTERS EXPANDED SPELLS

Spell Level	Spells
1st	Thunderwave, Longstrider
2nd	Dragon's Breath, Enlarge/Reduce
3rd	Tidal Wave, Fireball
4th	Storm Sphere, Dominate Beast
5th	Bigby's Hand, Destructive Wave

APPROACHING TREMORS

Starting at 1st level, all can feel your approach as the ground quakes with each step you take. As an action, you may cause a 10 foot radius centered on you to start quaking. This radius becomes difficult terrain and all creatures that enter it must succeed on a Strength saving throw or be knocked prone. This radius moves with you, and lasts for 1 minute. You can use this ability once per short or long rest.

ATOMIC PULSE

When you reach 6th level, you are able to utilize the wellspring of power that dwells within you and release it in a pulse of incredible power. As a reaction, whenever you take damage you can unleash a pulse of energy out to a radius of 15 feet centered on you. All creatures within this radius must make a Constitution saving throw taking radiant damage equal to your Charisma modifier + your level on a failed save and half as much on a successful save. Once you use this ability you cannot do so again until you take a short or long rest.

KAIJU BIOLOGY

Starting at 10th level, the influence of the king of the monsters has had a great impact on your physiology. You gain a swim speed equal to your movement speed and can breath underwater as well as air. You also gain resistance to radiant damage.

ATOMIC BREATH OF THE KING

Finally when you reach 14th level, you have been granted the ability to exhale forth a beam of energy from your patron to target a creature within 60 feet of you that you can see. The targeted creature must make a Constitution saving throw taking 12d8 radiant damage and being knocked prone on a failed save, and half as much and not being knocked prone a successful save. Once you use this ability you cannot do so again until you take a long rest.



PART II

Kaiju Field Guide

EVEDRA, THE TERROR LIZARD

Evedra is a massive beast that resembles a komodo dragon in body shape and stature. It was first discovered in the massive jungle that sprawls the entire length of the island off the southeastern coast of Vadrei known as the Garden of the Giants.

Evedra calls the Garden of the Giants its domain and rules over it. Evedra stands at about 35 feet tall and 40 feet long.

EVEDRA'S LAIR

Evedra makes its lair within dense jungles that often border on the ocean.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

- Noxious clouds of acid spread throughout the lair in a 100 foot radius of Evedra. All creatures within this area must make a Constitution saving throw taking 6d8 acid damage on a failed save on a successful save.

REGIONAL EFFECTS

The region containing Evedra's lair is warped by Juturu's presence, which creates one or more of the following effects:

- All food that grows within a mile of Evedra's lair is poisoned.

If Evedra dies, the effects take up to 1d6 days to disperse.

Evedra

Gargantuan kaiju, unaligned

Armor Class 23 (natural armor)

Hit Points (28d20 + 84)

Speed 45 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+6)	9 (-1)	25 (+3)	2 (-4)	11 (+0)	5 (-3)

Saving Throws Str +15, Con +12

Damage Vulnerabilities Cold

Damage Immunities Acid; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities charmed, frightened

Senses darkvision 120ft., passive Perception 10

Languages ---

Challenge 27 (105,000 XP)

Legendary Resistance.(3/day) If Evedra fails a saving throw, it can choose to succeed instead.

Amphibious. Evedra can breathe air and water.

Acidic Presence. Acid clouds permeate the air around Evedra. All creatures within 60 feet of Evedra take 13 acid damage for each turn they spend within range.

Actions

Multiattack. Evedra makes 3 attacks: 2 bite attacks and 1 tail attack.

Bite. *Melee Weapon Attack:* +14 to hit, Reach 5 ft., one target. *Hit:* 35 (4d12 +9) piercing damage and 10 (3d6) acid damage.

Tail. *Melee Weapon Attack:* +14 to hit, Reach 20ft., one target. *Hit:* 54 (7d12 + 9) bludgeoning damage.

Acid Spit (Recharge 5-6). Evedra spits a ball of acid at a point it can see within 60 feet of it. All creatures within 30 feet of this point must make a DC 16 Dexterity saving throw taking 60 (11d10) acid damage on a failed save and half as much on a successful save.



JUTURU, THE GREAT DRAGON

A massive dragon that is not born of this world. It came from a massive meteor that housed its egg. It is 45 feet tall and 90 feet long. Its back is covered in a crystalline structures that it seems to store power in. It has made its lair within the crater made by the meteor it arrived upon. Within this crater it has made a nest of massive crystals that make it difficult to traverse.

JUTURU'S LAIR

Juturu makes their lair within a crater littered with crystals.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

- Jagged crystals jut up from the ground within 120 feet of Juturu. All creatures within range must make a Dexterity saving throw taking 8d6 magical piercing damage on a failed save and half as much on a successful save.
- The crystals that dot Juturu's lair light up in a prismatic flash. All creatures within 300 feet of these crystals that can see must make a Constitution saving throw. On a failed save they are blinded for 1 minute.

REGIONAL EFFECTS

The region containing Juturu's lair is warped by Juturu's presence, which creates one or more of the following effects:

- Crystals push up through the ground in 1-mile radius surrounding Juturu's lair creating difficult terrain.
- All creatures with the dragon type with a CR of 18 or less are frightened while within 5 miles of Juturu's lair.
- The 1-mile radius surrounding Juturu's lair is considered a wild magic zone.

If Juturu dies, the effects take up to 3d4 days to disperse.

Juturu

Gargantuan kaiju, neutral evil

Armor Class 20
Hit Points 697 (34d20+340)
Speed 45ft., fly 100ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	17 (+3)	10 (+0)	19 (+4)

Saving Throws Int +12, Wis+9, Cha +13

Skills Perception +9

Damage Vulnerabilities weapons made from adamantite and thruumarium

Damage Immunities fire, necrotic; Bludgeoning, Piercing, and Slashing damage from nonmagical weapons

Condition Immunities Blinded, charmed, frightened

Senses darkvision 120ft., blindsight 60ft., passive Perception 19

Languages Draconic, Primordial

Challenge 30 (155,000 XP)

Legendary Resistance(3/day). If Juturu fails a saving throw, it can choose to succeed instead.

Magic Resistance. Juturu has advantage on saving throws against spells and other magical effects.

Siege Monster. Juturu deals double damage to objects and structures.

Breathless. Juturu doesn't need to breathe.

Actions

Multiattack. Juturu can use its Frightful Presence. It then makes five attacks: three with its claws, and two with its tail. It can use its Breath of Starlight in place of both of its tail attacks, if it is available.

Bite. *Melee Weapon Attack:* +19, reach 10ft., one target. *Hit* 29 (3d12+10) piercing damage.

Claw. *Melee Weapon Attack:* +19, reach 15ft., one target. *Hit* 23 (3d8+10) slashing damage

Tail. *Melee Weapon Attack:* +19, reach 20ft., one target. *Hit* 20 (3d6+10) bludgeoning damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Juturu's choice that is within 120 feet of Juturu and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Juturu's Frightful Presence for the next 24 hours.

Breath of Starlight (Recharge 4-6). Juturu exhales prismatic, starlight in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 90 (20d8) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Juturu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Juturu regains spent legendary actions at the start of their turn.

Detect. Juturu makes a wisdom (Perception) check.

Attack. Juturu makes one claw attack or tail attack.

Move. Juturu moves up to half its speed.

Wing Attack. Juturu beats its wings. Each creature within 15 feet of Juturu must succeed on a DC 21 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Juturu can then fly up to half its flying speed.

JÖRMUNGANDR, THE WORLD SERPENT

A beast that has existed longer than any can remember. It lays on the ocean floor and wraps itself around entire islands. It is a massive beast that all fear and respect. Despite its monstrous size and appearance it is an amicable creature. It is one of the oldest kaiju to live and has earned the respect of many other kaiju.

The world serpent has been seen engaging with many other kaiju that dare to enter its territory. Due to this territorial behavior it does not easily ally itself with other kaiju. Jormungandr is about 200 feet long!

JORMUNGANDR'S LAIR

Jormungandr makes its lair upon the sea floor.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Jormungandr takes a lair action to cause one of the following effects:

- The sea within 120 feet of Jormungandr starts to churn and form huge waves.

REGIONAL EFFECTS

The region containing Jormungandr's lair is warped by Jormungandr's presence, which creates one or more of the following effects:

- The sea within 5 miles of Jormungandr is acidic. All creatures other than snakes and yuan-ti that dwell here take 14 (4d6) acid damage each turn they spend swimming here.

If Jormungandr dies, the effects take up to 3d8 days to disperse.

Jormungandr

Gargantuan kaiju, true neutral

Armor Class 20 (natural armor)
Hit Points 656 (32d20+320)
Speed 50 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	30 (+7)	12 (+1)	15 (+2)	20 (+5)

Damage Immunities Acid; bludgeoning, piercing, and slashing from nonmagical attacks, poison.

Damage Resistances cold

Condition Immunities frightened, paralyzed, poisoned, charmed

Senses truesight 60 ft., passive Perception 12

Languages Common, Draconic, and Primordial, telepathy 120 ft.

Challenge 30 (155,000 XP)

Legendary Resistance. (3/day) If Jormungandr fails a saving throw, it can choose to succeed instead.

Amphibious. Jormungandr can breathe air and water.

Freedom of Movement. Jormungandr ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from non-magical restraints or being grappled.

Siege Monster. Jormungandr deals double damage to objects and structures.

Magic Resistance. Jormungandr has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Jormungandr makes two tail attacks and one bite attack.

Bite. *Melee Weapon Attack.* +19 to hit, reach 5 ft., one target. Hit: 26 (3d10 + 10) piercing damage and 5 (1d10) poison damage.

Tail. *Melee Weapon Attack.* +19 to hit, reach 30 ft., and one target. Hit: 32 (5d8 + 10) bludgeoning damage.

Tsunami (Recharge 4-6). Jormungandr magically creates a wave of seawater originating from it in a 5-foot line that is 30 feet wide. Each target must make a DC 22 Dexterity saving throw, taking 90(20d8) cold damage on a failed save, or half as much damage on a successful one.

Poison Breath (Recharge 5-6). Jormungandr exhales a cloud of poisonous gas in an 80-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 85(19d8) poison damage and being poisoned on a failed save, or half as much damage and not being poisoned on a successful one.

Legendary Actions

Jormungandr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jormungandr regains spent legendary actions at the start of its turn.

Detect. Jormungandr makes a Wisdom (Perception) check.

Tail. Jormungandr makes one tail attack.

Poison Breath. Jormungandr uses its Poison Breath if available.

ANCIENT CONSTRUCT

An ancient construct built for the purpose of evening the playing field between kaiju and the races of the world. These constructs are massive in size. A construct has the capability of great power, but is only as good as its pilot. A wizard piloting a construct is much different from one piloted by a barbarian.

Ancient Constructs are varied in size and appearance. Ranging from 50 feet tall to about 80 feet tall.

Ancient Construct

Gargantuan construct, same alignment as pilot

Armor Class 21

Hit Points 409(21d20+189)

Speed 50 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	29 (+9)	Same as pilot	Same as pilot	Same as pilot

Condition Immunities poisoned, unconscious, frightened, charmed

Damage Resistances radiant, poison, necrotic, and nonmagical piercing

Senses same as pilot

Languages same as pilot

Challenge 22 (41,000 XP)

Magic Resistance. The ancient construct has advantage on saving throws against spells and other magical effects.

Self Repair. If the ancient construct has 1 or more hit points remaining, it regains 15 hit points at the start of its turn.

Weaponry. The construct wields a scaled up version of the pilots weapon that has the same magical properties as the weapon.

Actions

Multiattack. The construct uses Arcane Charge if available and makes 2 weapon attacks.

Weapon Attack. *Melee Weapon Attack:* +19 to hit, reach 10ft., one target. *Hit* 21 (2d10 + 10) damage corresponding to the weapon they wield. Ex: Greatsword = slashing, warhammer = bludgeoning.

Arcane Charge (Recharge 4-6). Ancient construct draws energy from the Weave itself and charges its weapon. The next attack made with the weapon deals an additional 20 force damage.

Arcane Strike (Recharge 5-6). The ancient construct calls down arcane energy onto a 60-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one.

VOLEMUTUL, THE KAIJU CONSTRUCT

Most of the constructs that had been rebuilt were made to be humanoid in shape, one in particular was made in the image of the kaiju that it was built to fight. Built using the excavated skeleton of a long dead god wyvern and its metal armor coated in adamantine. This saurian construct has been dubbed Volemutul after the storm giant who gave his very soul to power it. Volemutul stands at a 90 feet tall and 80 feet long.



Volemutul

Gargantuan construct, same alignment as pilot

Armor Class 23
Hit Points 799(39d20+390)
Speed 60 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	30 (+10)	Same as pilot	Same as pilot	Same as pilot

Condition Immunities poisoned, unconscious, frightened, charmed

Damage Resistances radiant, poison, necrotic
Damage Immunities Lightning, Thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses same as pilot
Languages same as pilot
Challenge 30 (155,000 XP)

Legendary Resistance (3/day). If the Volemutul fails a saving throw, it can choose to succeed instead.

Magic Resistance. Volemutul has advantage on saving throws against spells and other magical effects.

Self Repair. If Volemutul has 1 or more hit points remaining, it regains 30 hit points at the start of its turn.

Adamantine Plating. Volemutul is immune to critical hits.

Actions

Multiattack. The Volemutul makes 5 attacks: 3 with its claw, 1 with its tail, and 1 with its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10ft., one target. *Hit* 38 (8d6+10) piercing damage and 24 (7d6) force damage

Claw. *Melee Weapon Attack:* +19 to hit, reach 5ft., one target. *Hit* 32 (4d10 + 10) slashing damage and 24 (7d6) force damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 15ft., one target. *Hit* 29 (3d12 + 10) bludgeoning damage and 24 (7d6) force damage

Atomic Fire (Recharge 5-6). Volemutul exhales a beam of force energy out of its mouth in a line that is 70 feet long and 5 feet wide. All creatures within this line must make a DC 22 Constitution saving throw taking 54 (12d8) force damage on a failed save and half as much on a successful save.

Reactions

Eye Lasers. When Volemutul takes damage from any source, it can shoot beams of arcane energy from its eyes at a single creature within 5 feet of it. The creature takes 9 (3d4) force damage.

Legendary Actions

Volemutul can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Volemutul regains spent legendary actions at the start of its turn.

- **Detect.** Volemutul makes a Wisdom (Perception) check.
- **Claw.** Volemutul makes one claw attack.
- **Atomic Fire** Volemutul uses its *Atomic Fire* if available.

GOJIRA, THE GOD WYVERN

This species of monster is an ancient kaiju that the mere mention of sends shivers through even the bravest of heroes. They are known by a few titles - gods of destruction, alpha predators, gigantis - all of these names are well suited to the god wyvern. But none truly capture the essence of the creature as the title given to the last surviving member of their species, the King of the Monsters!

This species has nearly gone extinct thanks to a cataclysmic event in the early days of the world. There is only one surviving member of this ancient species left living in this world. The name of this last god wyvern has been passed down among the natives of the island chain where it makes its lair. It has been dubbed Gojira. This last god wyvern is a truly massive creature, standing at around 100 feet tall and 90 feet long.

GOJIRA'S LAIR

Gojira makes their lair in areas that are close to large bodies of water.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

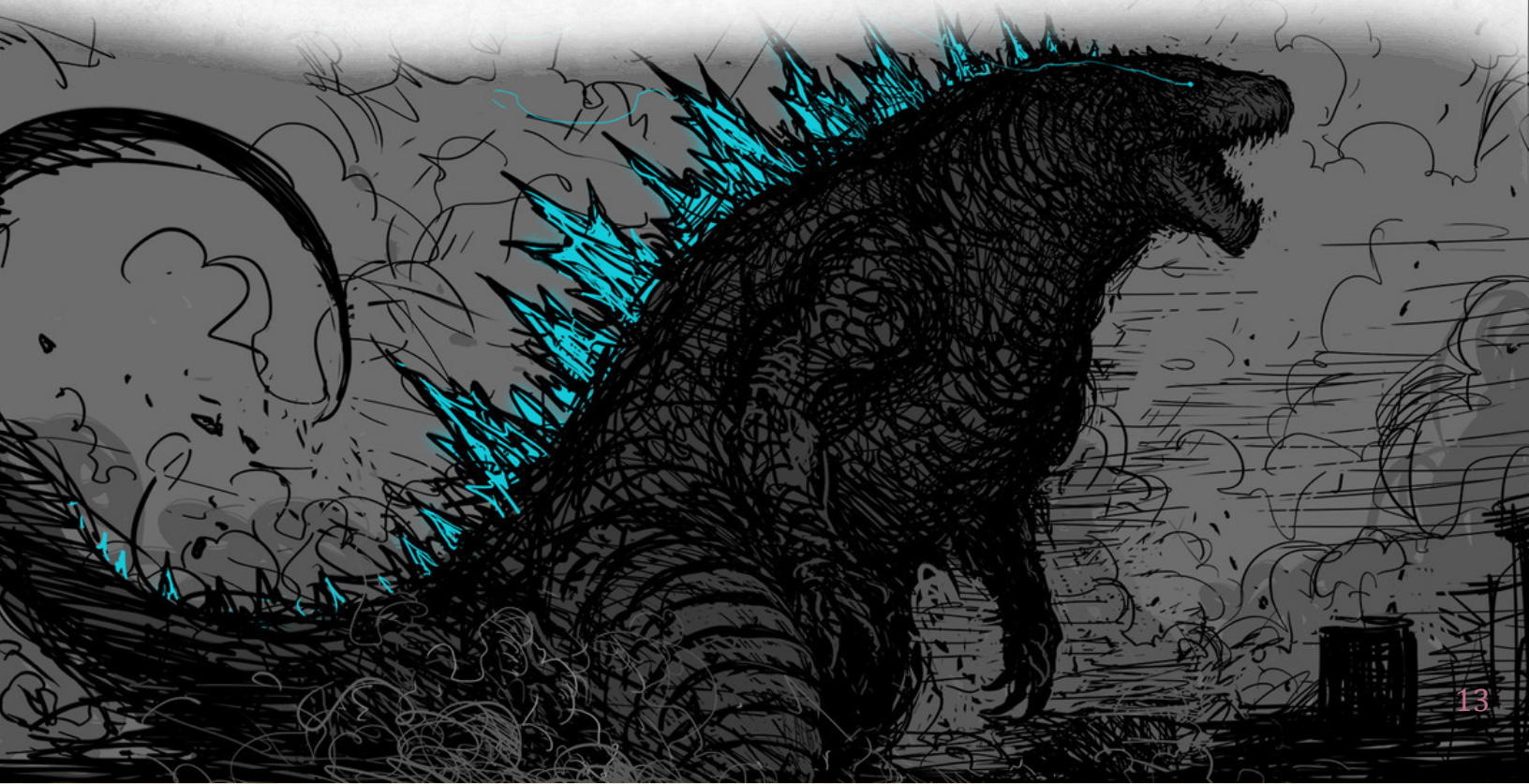
- Tremors shake throughout the ground around Gojira. Each creature within 160 feet of Gojira must make a DC 18 Strength saving throw or be knocked prone.
- The ground quakes and upheaves in a 120 foot radius centered on a point Gojira can see. This 120 foot radius is considered difficult terrain.

REGIONAL EFFECTS

The region containing Gojira's lair is warped by Gojira's presence, which creates one or more of the following effects:

- The terrain becomes more primordial as was the world in its youth. Pools of magma, jagged rocks, and other such terrain is present in a 1 mile radius surrounding Gojira's lair
- Creatures with the dragon type with a CR of 15 or less are frightened while within 5 miles of Gojira's lair.
- Massive clouds of primordial fog are present within 10 miles of Gojira's lair.

If Gojira dies, the effects take up to 1d12 days to disperse.



Gojira

Gargantuan kaiju, true neutral

Armor Class 23 (natural armor)

Hit Points 676 (41d20 + 246)

Speed 120 ft., swim 220 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	22 (+6)	14 (+2)	15 (+2)	7 (-2)

Saving Throws Str +19, Con +15, Wis +14

Skills Athletics +19, Intimidation +7, Perception +11

Condition Immunities. Charmed, frightened

Damage Resistances radiant, force, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 23

Languages —

Challenge 30 (155,000 XP)

Legendary Resistance (3/day). If the Gojira fails a saving throw, it can choose to succeed instead.

Impenetrable Hide. Gojira is in possession of a nigh indestructible hide. Any attack dealt against Gojira that doesn't deal a minimum of 20 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Gojira can use its frightful presence. It then makes 5 attacks: 2 with its bite and 3 with its claw. It can use claw in place of any attack.

Bite. *Attack Style:* +19 to hit, reach 20ft., one target. *Hit:* 26 (5d6 + 8) piercing damage, plus 7 (3d4) radiant damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 31 (5d8 + 9) piercing damage, and if the target is a Large or smaller creature it is grappled (Escape DC 21). Until the grapple ends, Gojira can't use this claw on another target. Gojira has two claws.

Atomic Breath (Recharge 4-6). Gojira emits a large blast of energy in a line that is 80 feet long and 10 feet wide. Every creature within a must make a DC 23 Dexterity saving throw, taking 143 (22d12) radiant damage on a failed save and become prone.

Frightful Presence. Each creature of Gojira's choice within 120 feet of it and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Gojira is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gojira's Frightful Presence for the next 24 hours.

Reactions

Atomic Pulse. When Gojira is grappled, Gojira can as a reaction, emit a pulse of energy. All creatures within 15 feet of Gojira take 9 (2d8) radiant damage and the creature grappling it must make a DC 23 Strength saving throw. On a failed save, Gojira is no longer grappled.

Legendary Actions

Gojira can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gojira regains spent legendary actions at the start of its turn.

- **Detect.** Gojira makes a Wisdom (Perception) check.
- **Claws.** Gojira makes one claw attack.
- **Atomic Breath (Only if available and costs 2 Actions).** Gojira uses its Atomic Breath.

GOJIRA VARIANTS

Thanks to the strange nature of their genetics, the god wyvern species has great potential for evolution, and given enough time they can adapt to survive in any environment!

ABOMINATION GOJIRA VARIANT

Abomination Gojira is a beast that inspires horror in those who look upon it. Just from a glance one can see that this creature is in constant pain thanks to its existence. How this creature comes about has been theorized to have something to do with a normal member of the god wyvern species being exposed to the energies of the Far Realm. Add the following alterations to the normal Gojira stat block:

Regeneration. If Abomination Gojira has 1 or more hit points remaining, it regains 50 hit points at the start of its turn.

Replace ***Impenetrable Hide** with **Eldritch Adaptation**. If Abomination Gojira is reduced to 0 hit points and its corpse is left intact and not disintegrated, it is fully restored in 1 hour. This feature can be prevented by dealing cold damage to kill it.

TITAN GOJIRA VARIANT

The Titan Gojira is a very unique member of the god wyvern species. It has been alive since the very beginning of time and is considered to be the first kaiju in existence. Its size is immeasurable and dwarfs all other kaiju. This variant of Gojira is a god or all intents and purposes.

HELLFIRE GOJIRA VARIANT

Whenever a member of the god wyvern species absorbs too much energy their inner workings begin to break down and heat up. Add the following alterations to the normal Gojira stat block:

Meltdown. After Gojira enters meltdown it has 30 days before it fully explodes. When it does so, all creatures within 5 miles of Gojira take 325 (50d12) fire damage. This damage bypasses resistances and immunities, but not the immunities of other creatures with the kaiju type.

Hellfire Aura. Gojira exudes an aura of extreme heat, all creatures within 60 feet that enter this aura on their turn or start their turn in this aura must make a DC 23 Constitution saving throw taking 35 (10d6) fire damage on a failed save and half as much on a successful save.

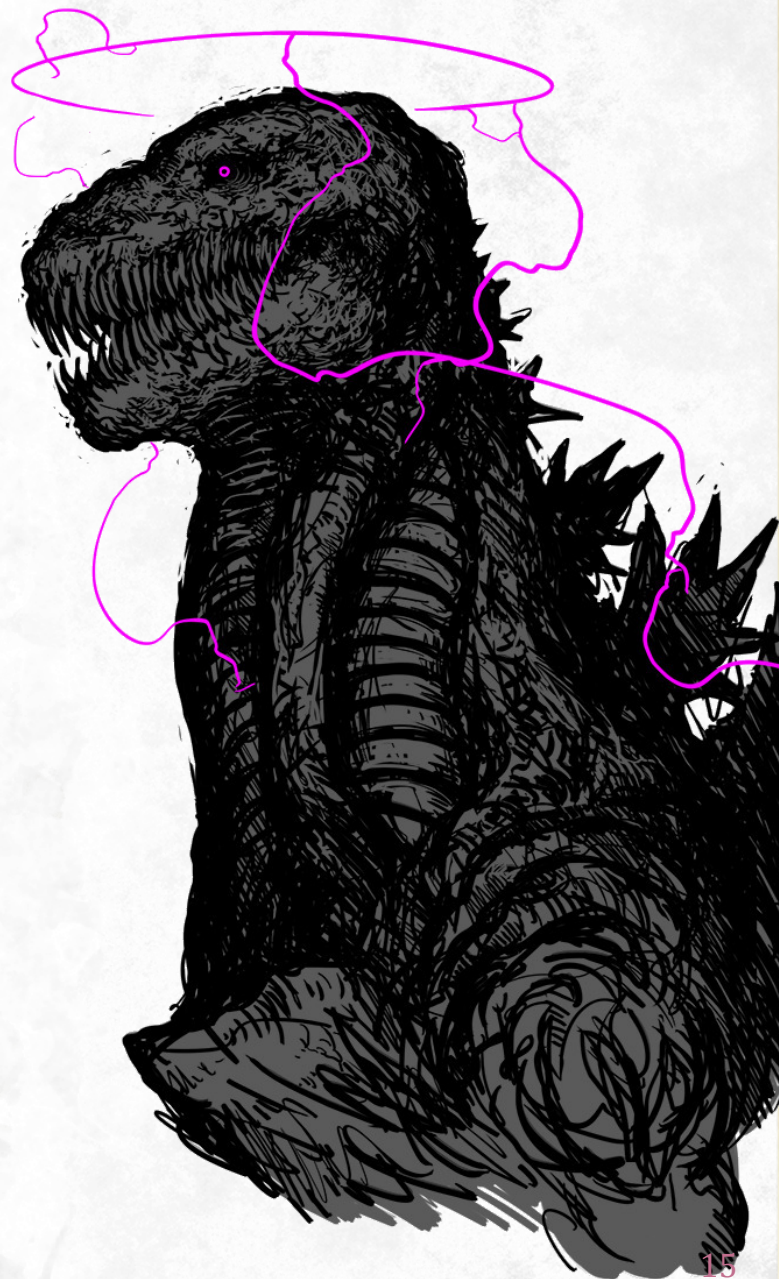
VOID GOJIRA VARIANT

This variant is the result of a god wyvern being lost in the void of space by some means. Through this exposure to the harsh environment of the cosmos, this variant evolved the means to travel through it and survive. It developed psychic capabilities which it uses to levitate itself. Along with psychic powers, it grew crystalline structures along in its back in place of the normal dorsal plates of a god wyvern. It uses these crystals to amplify and control its psychic powers.

Telepathic Travel. Void Gojira gains a fly speed of 80 feet.

Psychic Adept. Void Gojira knows the *mage hand* cantrip. It can grapple any creatures or object gargantuan size and smaller with this hand. It can only carry one creature at a time while using *mage hand* in this way.

Void Crystals. Void Gojira can only use its psychic abilities so long as the crystals on its back remain intact. The crystals on its back have 200 hit points and are immune to all nonmagical damage. Once they are destroyed, Void Gojira cannot use its *Kinetic Travel* or *Psychic Adept* features.



JIRA, THE ATOMIC LIZARD

Jira are the cousins of the god wyverns that took a different evolutionary path. They are smaller and more agile, but aren't as powerful. The jira species is feared for their ability to reproduce at an alarming rate. They may be weaker, but if left unchecked they can overrun whole nations.

JIRA'S LAIR

Jira makes its lair usually underground near places that have plentiful food for its young.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

- Tremors shake throughout the ground around Jira. Each creature within 80 feet of Jira must make a DC 16 Strength saving throw or be knocked prone.
- The ground quakes and upheaves in a 60 foot radius centered on a point Jira can see. This 120 foot radius is considered difficult terrain.

REGIONAL EFFECTS

The region containing Jira's lair is warped by it's presence, which creates one or more of the following effects:

- The terrain becomes more toxic and inhospitable. All creatures within 1 mile of its lair are considered to be poisoned.
- Reptilian creatures such as basilisks and lizardfolk are more common within 10 miles of its lair.
- Massive clouds of primordial fog are present within 10 miles of Jira's lair.

If Jira dies, the effects take up to 2d4 days to disperse.



JIRA

Gargantuan kaiju, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 615 (30d20+300)
Speed 45ft., burrow 30ft., swim 35ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	30 (+10)	11 (+0)	9 (-1)	7 (-2)

Saving Throws Dex +15

Skills Athletics +18

Damage Resistances Fire, Radiant

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities Charmed, frightened

Senses darkvision 60ft., tremorsense 120ft., passive Perception

Challenge 27 (105,000)

Agile. Jira has advantage on Dexterity saving throws.

Asexual Reproduction. Jira produces 1d4+2 eggs every 5 days. These eggs hatch into smaller versions of jira that have the same statistics as an *Allosaurus* except it is medium sized. If sufficient food is present these smaller Jira will grow to full size after 3 days.

Actions

Multiattack. It then makes 5 attacks: 2 with its bite and 3 with its claw. It can use its tail in place of any attacks.

Bite. *Attack Style:* +18 to hit, reach 5ft., one target. *Hit:* 26 (5d6 + 8) piercing damage, plus 7 (3d4) radiant damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 31 (5d8 + 9) piercing damage, and if the target is a Large or smaller creature it is grappled (Escape DC 21). Until the grapple ends, Jira can't use this claw on another target. Jira has two claws.

Atomic Ray (Recharge 5-6). Jira exhales a blast of atomic fire in a line that is 60 feet long and 5 feet wide. Every creature within a must make a DC 16 Dexterity saving throw, taking 96 (16d12) radiant damage on a failed save and half as much on a successful save.

TARRASQUE, THE WORLD BREAKER

One of the oldest kaiju to exist. The Tarrasque is known throughout the realms as a primal force of destruction, even more so than other kaiju. Few can rival this titanic beast in sheer might. It slumbers deep within the core of the planet waiting to be awoken and visit its fury upon the world.

It is one of the oldest of all kaiju, and is feared by all. One of its oldest rivals is the kaiju species known as the god wyverns, especially the last member of the god wyverns in particular.

It holds the title of "World Breaker" as its steps are said to shake even the very foundation of the world. Tarrasque stands at about 100 feet tall and about 95 feet long.

THE TARRASQUE'S LAIR

The Tarrasque makes its lair in volcanic areas that are extremely active.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

- Fountains of magma spew up from the earth within 120 feet that the Tarrasque can see.
- Jagged obsidian spikes pierce through the ground within 60 feet of the Tarrasque. This area becomes difficult terrain and all creatures other than the Tarrasque take 2d4 piercing damage for each 5 feet of movement they expend to get through it.

REGIONAL EFFECTS

The region containing the Tarrasque's lair is warped by the Tarrasque's presence, which creates one or more of the following effects:

- The terrain becomes more primordial as was the world in its youth. Pools of magma, jagged rocks, and other such terrain is present in a 1 mile radius surrounding the Tarrasque's lair
- Wyverns and other lesser draconic creatures are more common within 10 miles of Tarrasque's lair.
- Ash clouds cover the skies within 1 mile of the Tarrasque's lair.

If the Tarrasque dies, the effects take up to 1d12 days to disperse.



Tarrasque

Gargantuan kaiju, unaligned

Armor Class 25 (natural armor)

Hit Points 676 (33d20+330)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Resistances radiant, Lightning, Thunder

Damage Immunities Fire, Poison, Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 120 Ft., passive Perception 10

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tarrasque has advantage on saving throws against spells and other magical effects.

Reflective Carapace. Any time the tarrasque is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Impenetrable Hide. The Tarrasque is in possession of a nigh indestructible hide. Any attack dealt against the Tarrasque that doesn't deal a minimum of 30 damage is ignored. Attacks from other kaiju bypass this trait.

Worldbreaker. All terrain within 120 feet of the Tarrasque is considered to be magical difficult terrain. The difficult terrain created by this feature cannot be negated by any means.

Actions

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 36(4d8 + 10) slashing damage.

Horns. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Fire Breath (Recharge 4-6). The Tarrasque exhales a large blast of fire in a 100-foot cone. Every creature within a must make a DC 20 Dexterity saving throw, taking 143 (22d12) fire damage on a failed save and become prone.

Reactions

Quaking Stomp. When Tarrasque is hit by a melee attack, the Tarrasque can as a reaction, slam its foot into the ground knock all creatures with 10 feet of it prone.

Legendary Actions

The Tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tarrasque regains spent legendary actions at the start of their turn.

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

GHIDORAH, THE GOLDEN KING

A fearsome and terrible beast with three heads and massive wings. This kaiju originates from a place far from this world. It has a mastery over lightning and thunder that is far greater than that of blue dragons and storm dragons.

It stands at about 110 feet tall and 70 feet long. It is a titanic brute, that has a fierce rivalry with Gojira.

GHIDORAH'S LAIR

Ghidorah makes its lair in volcanic areas that are extremely active.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

- The wind whips about and pushes against all creatures with 60 feet of Ghidorah. All targets within this range must succeed on a DC 18 Strength saving throw or be pushed back 10 feet.
- Static permeates the air within 120 feet of Ghidorah dealing 7 (2d6) lightning damage to all creatures within it.

REGIONAL EFFECTS

The region containing Ghidorah's lair is warped by Ghidorah's presence, which creates one or more of the following effects:

- A great storm rages within 1 mile of Ghidorah.
- Wyverns and other lesser draconic creatures are more common within 10 miles of Ghidorah's lair.
- Dark, storm clouds cover the skies within 5 miles of Ghidorah's lair.

If Ghidorah dies, the effects take up to 2d12 days to disperse.



Ghidorah

Gargantuan kaiju, chaotic evil

Armor Class 24 (natural armor)

Hit Points 676 (33d20+330)

Speed 35 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	29 (+9)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Int +9, Wis +10, Dex +12

Damage Resistances Radiant, Poison, Acid

Damage Immunities Lightning, Thunder; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 120 Ft., passive Perception 10

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Ghidorah fails a saving throw, it can choose to succeed instead.

Magic Resistance. Ghidorah has advantage on saving throws against spells and other magical effects.

Multiple Heads. Ghidorah has three heads. While it has more than one head, Ghidorah has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever Ghidorah takes 100 or more damage in a single turn, one of its heads dies. If all its heads die, Ghidorah dies.

Eye of the Storm. The sheer presence of Ghidorah generates a massive storm that rages and swirls within 1 mile. All creatures within this radius take 13 (2d12) lightning damage for each hour they spend within it and have disadvantage on saving throws to avoid being knocked prone.

Siege Monster. Ghidorah deals double damage to objects and structures.

Impenetrable Hide. Ghidorah is in possession of a nigh indestructible hide. Any attack dealt against Ghidorah that doesn't deal a minimum of 25 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Ghidorah can use its Frightful Presence. It then makes five attacks: three with its bite, and two with its tail.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and Ghidorah can't bite another target

Tail. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Ghidorah's choice within 120 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Ghidorah is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Ghidorah's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 4-6). Ghidorah exhales a bolt of lightning from each of its available heads at a single target within 120 feet for each head. Each target creature must make a DC 18 Dexterity saving throw, taking 143 (22d12) lightning damage on a failed save and half as much on a successful save.

Legendary Actions

Ghidorah can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ghidorah regains spent legendary actions at the start of their turn.

Attack. Ghidorah makes one claw attack or tail attack.

Move. Ghidorah moves up to half its speed.

Chomp (Costs 2 Actions). Ghidorah makes one bite attack.

RODAN, THE FLAMING TERROR

A massive pterosaur that soared through the sky at incredible speeds that should be impossible for a beast of such size. It leaves a trail of ash and sparks behind it as it flies. It often gets into disputes with other kaiju that call the sky their domain such as Ghidorah or Juturu.

Rodan is about 55 feet tall and has a wingspan of 120 feet from tip to tip. When it isn't flying through the sky, it nests in volcanic regions.

RODAN'S LAIR

Rodan makes its lair in volcanic areas that are extremely active.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

- The wind whips about and pushes against all creatures within 60 feet of Rodan. All targets within this range must make a DC 23 Strength saving throw or be knocked prone.
- Burning, hot ash permeates the air within 120 feet of Rodan dealing 7 (2d6) fire damage to all creatures within it.

REGIONAL EFFECTS

The region containing Rodan's lair is warped by Rodan's presence, which creates one or more of the following effects:

- The area within 1 mile of Rodan is hotter than what is normal for the region.
- Wyverns and other lesser draconic creatures are more common within 10 miles of Rodan's lair.
- Ash storms sweep throughout within a 1 mile radius of Rodan's lair.

If Rodan dies, the effects take up to 2d12 days to disperse.



Rodan

Gargantuan kaiju, unaligned

Armor Class 23 (natural armor)

Hit Points 616 (30d20+270)

Speed 30ft., fly 120ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	28 (+9)	7 (-2)	11 (+0)	9 (-1)

Saving Throws Con +18, Wis +9, Dex +14

Damage Resistances Cold, Poison, Thunder

Damage Immunities Fire; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 120 Ft., passive Perception 10

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Rodan fails a saving throw, it can choose to succeed instead.

Magic Resistance. Rodan has advantage on saving throws against spells and other magical effects.

Volcanic Fury (1/per day). Rodan can as a bonus action on its turn enter a state of fury for 1 minute. All attacks dealt by Rodan deal an additional 7 (3d4) fire damage. This damage ignores resistance and immunity.

Siege Monster. Rodan deals double damage to objects and structures.

Impenetrable Hide. Rodan is in possession of a nigh indestructible hide. Any attack dealt against Rodan that doesn't deal a minimum of 25 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Rodan can use its Frightful Presence. It then makes five attacks: two with its bite, two with its wing, and one with its talons.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (6d8 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and Rodan can't bite another target.

Talon. Melee Weapon Attack: +18 to hit, reach 30 ft., one target. Hit: 22 (3d8 + 9) bludgeoning damage. If the target is a creature, it is grappled (escape DC 23). Until this grapple ends, the target is restrained, and Rodan can't talon another target.

Wing. Melee Weapon Attack: +18 to hit, reach 30 ft., one target. Hit: 20 (2d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Rodan's choice within 120 feet of it and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Rodan is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Rodan's Frightful Presence for the next 24 hours.

Sonic Boom (Recharge 4-6). Rodan flaps its wings together fast enough to create a burst of thunderous wind. All creatures within 60 feet of Rodan must make a DC 23 Constitution saving throw, taking 78 (12d12) thunder damage and 65 (10d12) fire damage on a failed save and half as much of each on a successful save.

Reactions

Fiery Soul. When Rodan is hit by a melee attack from a creature within 5 feet of it, it can deal 7 (2d6) fire damage to the attacking creature.

Legendary Actions

Rodan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Rodan regains spent legendary actions at the start of their turn.

Attack. Rodan makes one bite attack or talon attack.

Move. Rodan moves up to half its speed.

Chomp (Costs 2 Actions). Rodan makes one bite attack.

ANGUIRUS, THE SPIKED MOUNTAIN

Angirus is a massive brute that stands on all fours and when at rest resembles a solitary mountain. It dwells in hilly regions where mountains are common. It originated from one of the northernmost regions of the world. It had been buried for thousands of years below the frozen soil.

Angirus is 55 feet tall and about 60 feet long. It tends to keep to itself, but will defend itself if need be. It seems to have a beneficial relationship with Gojira. When Gojira is in need of assistance Angirus will come to its aid and seems to know where Gojira is at all times.

ANGIRUS'S LAIR

Angirus makes its lair in desert areas where it is easy for it to burrow.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

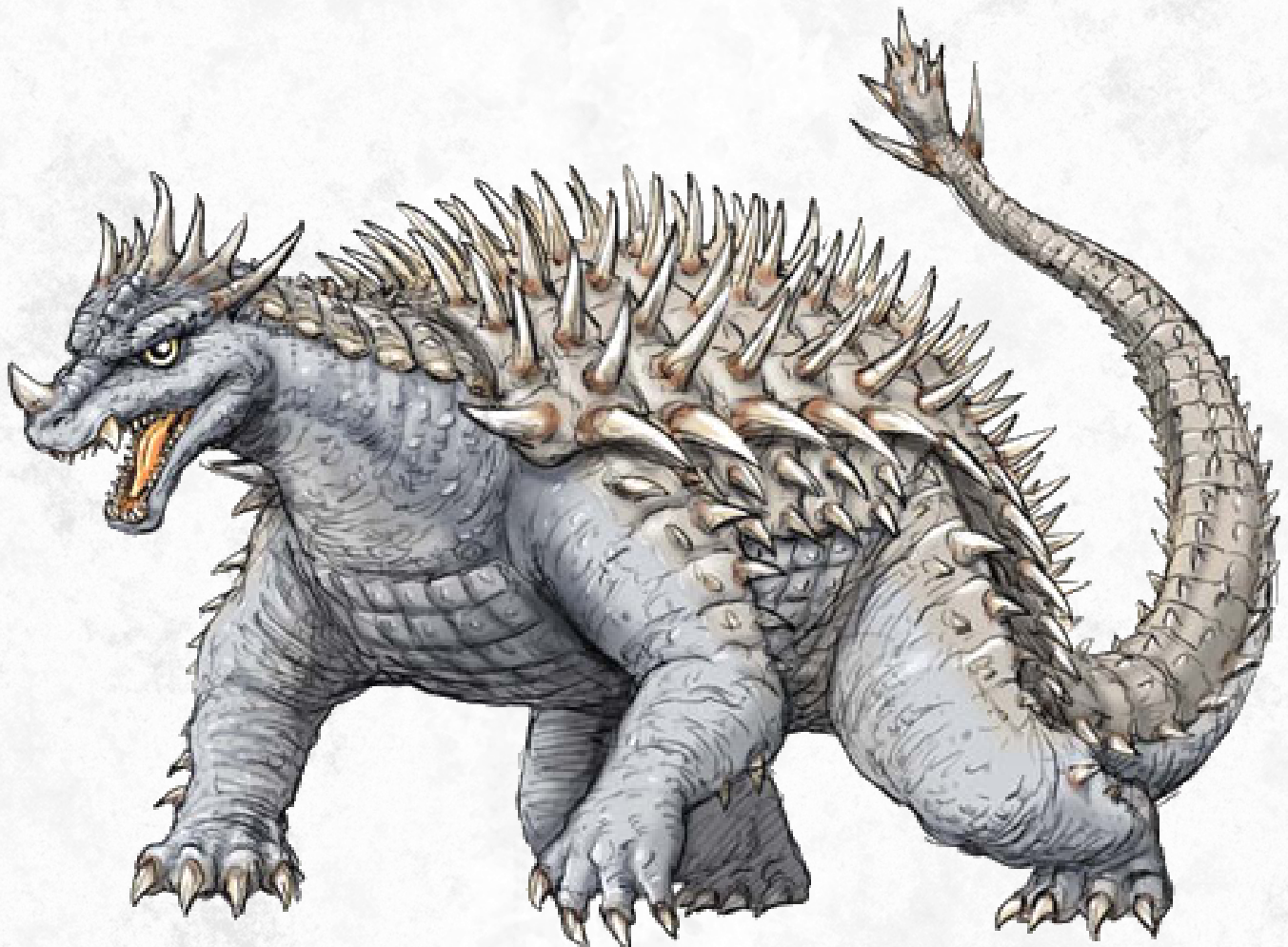
- Spikes burst through the ground within 120 feet of Angirus. All creatures within this radius take (2d6) piercing damage.
- The ground within 300 feet of Angirus is unstable and is considered to be difficult terrain.

REGIONAL EFFECTS

The region containing Angirus's lair is warped by Angirus's presence, which creates one or more of the following effects:

- Creatures that possess a burrowing speed are more common within 1 mile of Angirus's lair.
- Wyverns and other lesser draconic creatures are more common within 10 miles of Angirus's lair.

If Angirus dies, the effects take up to 4d6 days to disperse.



Anguirus

Gargantuan kaiju, unaligned

Armor Class 23 (natural armor)

Hit Points 717 (35d20+350)

Speed 30ft., burrow 80ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	19 (+4)	30 (+10)	7 (-2)	11 (+0)	9 (-1)

Saving Throws Con +18, Wis +9, Dex +14

Damage Resistances Cold, Poison, Thunder, Acid, Lightning

Damage Immunities Fire; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 120 Ft., passive Perception 10

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Anguirus fails a saving throw, it can choose to succeed instead.

Magic Resistance. Anguirus has advantage on saving throws against spells and other magical effects.

Mountainback. While Anguirus remains still and motionless it is indistinguishable from a large hill.

Siege Monster. Anguirus deals double damage to objects and structures.

Impenetrable Hide. Anguirus is in possession of a nigh indestructible hide. Any attack dealt against Anguirus that doesn't deal a minimum of 25 damage is ignored. Attacks from other kaiju bypass this trait.

Piercing Shell. Melee attacks made against Anguirus result in the attacking creature taking 6 piercing damage.

Actions

Multiattack. Anguirus can use its Frightful Presence. It then makes five attacks: two with its bite, two with its claw, and one with its tail.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (5d8 + 9) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Anguirus can't bite another target.

Claw. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. Hit: 24 (4d6 + 9) slashing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Anguirus can't talon another target.

Tail. Melee Weapon Attack: +18 to hit, reach 25 ft., one target. Hit: 20 (2d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Anguirus's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Anguirus is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Anguirus's Frightful Presence for the next 24 hours.

Cyclone Breath (Recharge 4-6). Anguirus exhales a strong burst of air that batters at its foes. All creatures within a 60 foot cone of Anguirus must make a DC 17 Strength saving throw, taking 99 (18d10) cold damage and be knocked prone on a failed save, and half as much and not being knocked prone on a successful save.

Reactions

Spike Shield. When Anguirus is hit by a melee attack from a creature within 5 feet of it, it can deal 7 (2d6) piercing damage to the attacking creature.

Legendary Actions

Anguirus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Anguirus regains spent legendary actions at the start of their turn.

Attack. Anguirus makes one claw attack or tail attack.

Fortify. Anguirus increases its AC by 2 until the end of its next turn. This does not stack with itself.

Chomp (Costs 2 Actions). Anguirus makes one bite attack.

MOTHRA, THE DIVINE FURY

Mothra is an elegant creature that resembles a moth. Mothra is said to be the rage of the gods given form. Cults dedicated to her worship have sprouted up all across the world. In the advent of the Age of the Titans, she is seen as a protector of the people.

MOTHRA'S LAIR

Mothra makes its lair in isolated areas such as unmapped jungle islands or high mountain peaks.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), she takes a lair action to cause one of the following effects:

- Radiant dust falls softly through the air within 120 feet of Mothra. This area is considered to be lightly obscured.
- Mothra flaps its wings and generates a strong gust of wind. All creatures within 60 feet of Mothra must succeed on a DC 18 Strength saving throw or be knocked prone.

REGIONAL EFFECTS

The region containing Mothra's lair is warped by Mothra's presence, which creates one or more of the following effects:

- Webs cover the surrounding area. The terrain in a mile radius of Mothra's lair is considered to be difficult terrain.
- Insects within 1 mile of Mothra's lair are medium sized.

If Mothra dies, the effects take up to 4d6 days to disperse.



Mothra

Gargantuan kaiju, neutral good

Armor Class 22 (natural armor)

Hit Points 526 (32d20+256)

Speed 30ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	28 (+8)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Con +18, Wis +9, Dex +14

Skills Perception +10

Damage Resistances Acid, Cold, Poison

Damage Immunities Radiant; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Darkvision 120 Ft., passive Perception 20

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Mothra fails a saving throw, it can choose to succeed instead.

Magic Resistance. Mothra has advantage on saving throws against spells and other magical effects.

Divine Radiance. Mothra emits bright light out to a radius of 60 feet. All creatures that can see within this radius must succeed on a DC 18 Constitution saving throw for each turn the begin in this radius or become blinded for 1 minute. Mothra can suppress this light as a bonus action.

Impenetrable Hide. Mothra is in possession of a nigh indestructible hide. Any attack dealt against Mothra that doesn't deal a minimum of 15 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Mothra makes five attacks: two with its bite, two with its wings, and one with its pincer.

Bite. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 32 (5d8 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and Mothra can't bite another target.

Wings. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. Hit: 24 (4d6 + 8) slashing damage.

Pincer. Melee Weapon Attack: +18 to hit, reach 25 ft., one target. Hit: 20 (2d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Antennae Beam (Recharge 4-6). Mothra projects a beam of pure radiant energy. All creatures within a line that is 60 feet long and 10 feet wide originating from Mothra must make a DC 18 Constitution saving throw, taking 99 (18d10) radiant damage and being knocked prone on a failed save, and half as much and not being knocked prone on a successful save.

Reactions

Dust Shield. When Mothra is hit by an attack it can choose to shed a burst of shimmering dust. All creatures within 5 feet of Mothra are blinded until the beginning of their next turn.

Legendary Actions

Mothra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mothra regains spent legendary actions at the start of their turn.

Attack. Mothra makes one pincer attack or tail attack.

Wings. Mothra makes one wing attack.

Bite (Costs 2 Actions). Mothra makes one bite attack.

EBIRAH, THE HORRIFIC DEEP

Ebirah is a titanic lobster that hails from the deepest depths that the ocean has to offer. Despite its fearsome appearance, it is actually quite docile. Ebirah tends to dwell near undersea volcanic vents where it filter feeds on the microorganisms that dwell there.

Ebirah only becomes hostile in the presence of other aquatic kaiju. As it perceives them as a threat to its territory. Ebirah stands at about 58 feet tall and about 65 feet long. It is a true titan of the deep.

EBIRAH'S LAIR

Ebirah makes its lair in the deepest recesses of the ocean.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Ebirah takes a lair action to cause one of the following effects:

- Ebirah conjures up a whirl of water with a 30 foot radius somewhere within 60 feet of it. All creatures within this radius must succeed on a Strength saving throw or be knocked prone.
- Ebirah conjures a jet of water in 60 foot long line that is 5 feet wide originating from the front of Ebirah. All creatures within this line must succeed on a Strength saving throw, or be pushed back 30 feet.

REGIONAL EFFECTS

The region containing Ebirah's lair is warped by Mothra's presence, which creates one or more of the following effects:

- Normal lobsters and crabs within 1 mile of Ebirah's lair are medium size.
- The land within 10 miles of Ebirah's lair warps to consist of marshland and is considered difficult terrain.

If Ebirah dies, the effects take up to 4d6 days to disperse.



Ebirah

Gargantuan kaiju, unaligned

Armor Class 23 (natural armor)

Hit Points 615 (30d20+300)

Speed 30ft., swim 100ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	30 (+10)	7 (-2)	9 (-1)	9 (-1)

Saving Throws Con +19, Wis +8

Skills Perception +8

Damage Resistances Poison, Acid

Damage Immunities Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Darkvision 240 Ft., passive Perception 18

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Ebirah fails a saving throw, it can choose to succeed instead.

Magic Resistance. Ebirah has advantage on saving throws against spells and other magical effects.

Amphibious. Ebirah can breathe underwater as well as on land.

Siege Monster. Ebirah deals double damage to objects and structures.

Impenetrable Hide. Ebirah is in possession of a nigh indestructible hide. Any attack dealt against Ebirah that doesn't deal a minimum of 30 damage is ignored. Attacks from other kaiju bypass this trait.

Deadliest Catch. Any creature that grapples Ebirah takes 8 piercing damage for each turn they have Ebirah grappled.

Molt. Ebirah can as a bonus action end one condition or effect of its choice on itself. Until the beginning of its next turn Ebirah's AC is reduced to 16.

Actions

Multiattack. Ebirah can use its Frightful Presence. It then makes five attacks: three with its pincer, and two with its tail.

Pincer. Melee Weapon Attack: +19 to hit, reach 5 ft., one target. Hit: 24 (4d6+10) slashing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Ebirah can't pincer another target. Ebirah has two pincers.

Tail. Melee Weapon Attack: +19 to hit, reach 25 ft., one target. Hit: 20 (2d10+10) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Ebirah's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Ebirah is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Ebirah's Frightful Presence for the next 24 hours.

Depth Surge (Recharge 4-6). Ebirah exhales a jet of pressurized water. All creatures within a 60 foot cone of Ebirah must make a DC 17 Strength saving throw, taking 99 (18d10) cold damage and be knocked prone on a failed save, and half as much and not being knocked prone on a successful save.

Reactions

Pincer Rebuke. When Ebirah is hit by a melee attack from a creature within 5 feet of it, it can make an attack with its pincer.

Legendary Actions

Ebirah can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ebirah regains spent legendary actions at the start of their turn.

Attack. Ebirah makes one pincer attack or tail attack.

Clamp (Costs 2 Actions). Ebirah makes one pincer attack.

DESTOROYAH, THE SCOURGE

This creature was born from the most horrible piece of technology to ever be conceived. Back when the first Gojira made its appearance, an artificer was hired to find a way to destroy the beast. He succeeded but at the cost of his life. He created the first Oxygen Destroyer and used it to destroy the first Gojira. From this terrible event came the creation of Destoroyah. Destoroyah was created when a native species of crustacean was exposed to the Oxygen Destroyer and mutated horribly.

Destoroyah stands at about 95 feet tall and 40 feet long

DESTOROYAH'S LAIR

Destoroyah makes its lair in places where the land is barren and dead.

LAIR ACTIONS

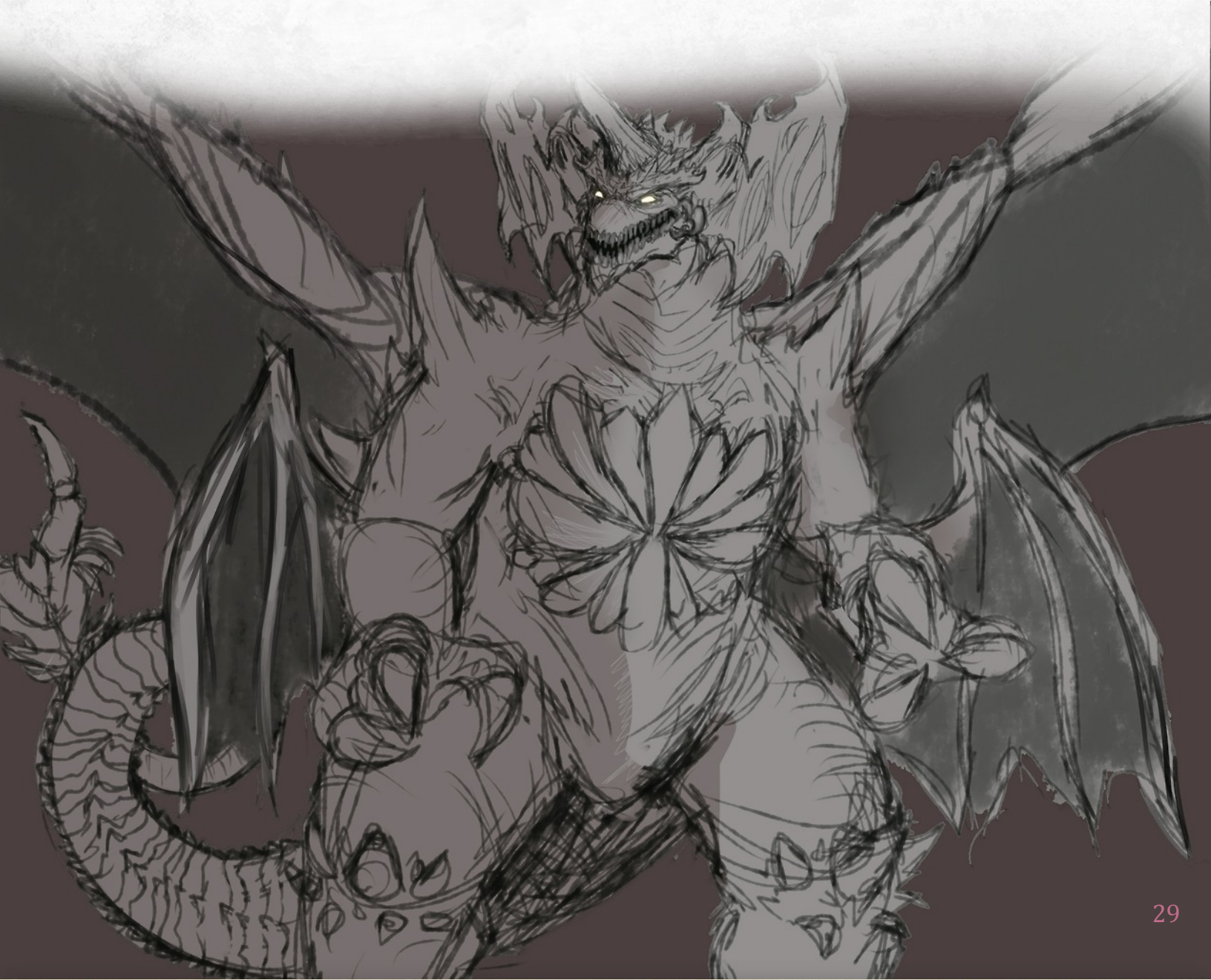
On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

- Destoroyah reduces the amount of oxygen within 60 feet of it. All creatures within this radius that need to breathe must succeed on a Constitution modifier or take 28 (8d6) necrotic damage.
- Destoroyah cast *Antilife Shell*. When done so in this way, it is a 20 foot radius instead.

REGIONAL EFFECTS

- The air within 5 miles of Destoroyah's lair has reduced oxygen levels. All creatures within this range are considered to be poisoned.

If Destoroyah dies, the effects take up to 3d6 days to disperse.



Destoroyah

Gargantuan kaiju, neutral evil

Armor Class 22 (natural armor)

Hit Points 702 (36d20+324)

Speed 45ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	17 (+3)	29 (+9)	10 (+0)	10 (+0)	5 (-3)

Saving Throws Con +18, Wis +9

Skills Perception +9

Damage Resistances Fire, cold

Damage Immunities Poison; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60ft., passive Perception 19

Languages ---

Challenge 30 (155,000)

Legendary Resistance (3/Day). If Destoroyah fails a saving throw, it can choose to succeed instead.

Magic Resistance. Destoroyah has advantage on saving throws against spells and other magical effects.

Amphibious. Destoroyah can breathe underwater as well as on land.

Siege Monster. Destoroyah deals double damage to objects and structures.

Impenetrable Hide. Destoroyah is in possession of a nigh indestructible hide. Any attack dealt against Destoroyah that doesn't deal a minimum of 30 damage is ignored. Attacks from other kaiju bypass this trait.

Oxygen Destroyer Origin. Destoroyah is immune to the effects of the Oxygen Destroyer.

Actions

Multiattack. Destoroyah takes 4 attacks: 2 with its bite, 1 with its horn, and 1 with its tail

Bite. Melee Weapon Attack: +19 to hit, reach 5ft., one target. *Hit* 32 (5d8+10) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and Destoroyah can't bite another target.

Horn. Melee Weapon Attack: +19 to hit, reach 10ft., one target. *Hit* 24 (4d6+10) slashing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 15ft., one target. *Hit* 22 (5d4+10) bludgeoning damage.

Oxygen Destroyer Beam (Recharge 4-6). Destoroyah lets loose a beam of energy that disrupts the flow of oxygen particles. All creatures within a line that is 60 feet long and 10 feet wide originating from Destoroyah must make a DC 18 Constitution saving throw. Taking 78 (12d12) necrotic damage on a failed save and half as much on a successful save.

Frightful Presence. Each creature of Destoroyah's choice within 120 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Destoroyah is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Destoroyah's Frightful Presence for the next 24 hours.

Reactions

Oxygenate. When Destoroyah is hit with a melee weapon attack from creature that is within 5 feet of it, it can deal 7 (3d4) necrotic damage to the creature.

Legendary Actions

Destoroyah can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Destoroyah regains spent legendary actions at the start of their turn.

Attack. Destoroyah makes one pincer attack or tail attack.

Chomp (Costs 2 Actions). Destoroyah makes one bite attack.

HEDORAH, THE SMOG MONSTER

Hedorah is the byproduct of magic pollution corrupting and mutating an ooze. It is unique in that it is fairly new to the world and was created by humanoids rather than the natural forces of the world. It is attracted by concentrated sources of magic.

HEDORAH'S LAIR

Hedorah makes its lair near areas of arcane pollution such as wild magic zones or near volcanic vents where they feed off the noxious gas that the vents produce.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

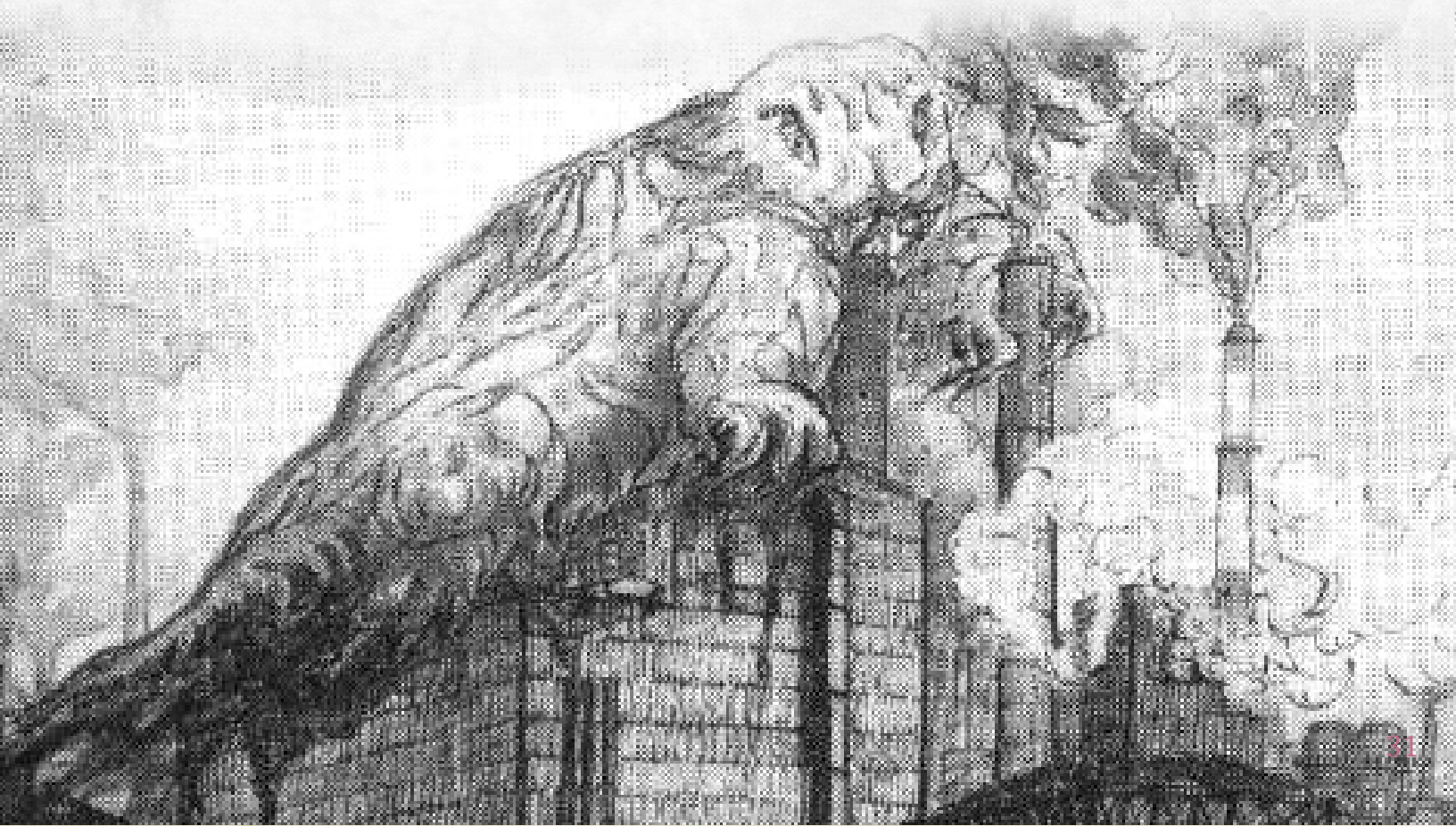
- Acidic clouds of smog seep out of the ground in a radius of 60 feet centered on Hedorah. All creatures within this range must make a DC 19 Constitution saving throw. Taking (4d6) acid damage on a failed save, and half as much on a successful save.
- Hedorah causes a haze to appear at a point it can see within 60 feet for 1 minute. A 30 foot radius centered on this point is considered heavily obscured.

REGIONAL EFFECTS

The region containing Hedorah's lair is warped by Hedorah's presence, which creates one or more of the following effects:

- The air within 1 mile of Hedorah's lair is toxic. All creatures within this radius take 1d4 acid damage at the beginning of each of their turns.

If Hedorah dies, the effects take up to 2d8 days to disperse.



Hedorah

Gargantuan kaiju, chaotic neutral

Armor Class 21 (natural armor)
Hit Points 717 (35d20+350)
Speed 30ft., fly 45ft., swim 35ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	21 (+5)	30 (+10)	12 (+1)	14 (+2)	3 (-4)

Saving Throws Dex +14, Wis +11
Skills Perception +11, Stealth +14
Damage Resistances Cold, lightning
Damage Immunities Poison, Acid; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons
Condition Immunities Blinded, Charmed, Frightened, Poisoned
Senses Darkvision 60ft., passive Perception 21
Languages Primordial
Challenge 30 (155,000)

Legendary Resistance (3/Day). If Hedorah fails a saving throw, it can choose to succeed instead.

Magic Resistance. Hedorah has advantage on saving throws against spells and other magical effects.

Amphibious. Hedorah can breathe underwater as well as on land.

Siege Monster. Hedorah deals double damage to objects and structures.

Impenetrable Hide. Hedorah is in possession of a nigh indestructible hide. Any attack dealt against Hedorah that doesn't deal a minimum of 30 damage is ignored. Attacks from other kaiju bypass this trait.

Adhesive. Hedorah adheres to anything that touches it. A Gargantuan or smaller creature adhered to Hedorah is also grappled by it (escape DC 23). Ability checks made to escape this grapple have disadvantage.

Corrosive. Any non magical weapon made of metal that hits Hedorah corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits Hedorah is destroyed after dealing damage. Hedorah can eat through 2-feet-thick, non magical metal in 1 round.

False Appearance (Object Form Only). While Hedorah remains motionless, it is indistinguishable from an ordinary object.

Grappler. Hedorah has advantage on attack rolls against any creature grappled by it.

Shapechanger. Hedorah can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. Hedorah makes 4 attacks. Two with its claw and two with its tail.

Claw. Melee Weapon Attack: +18 to hit, reach 5ft., one target. *Hit* 24 (4d6+10) slashing damage.

Tail. Melee Weapon Attack: +18 to hit, reach 10ft., one target. *Hit* 26 (3d10+10) bludgeoning damage.

Noxious Beam (Recharge 4-6). Hedorah projects a laser-like beam of noxious discharge from its eye. All creatures in a line that is 70 feet long and 5 feet wide originating from Hedorah must make a DC 19 Dexterity saving throw. Taking 65 (10d12) acid damage and becoming poisoned on a failed save and half as much and not being poisoned on a successful save.

Reactions

Smog Cloud. When Hedorah takes damage it can choose to expel a noxious gas towards the attacker. The attacking creature is poisoned until the beginning of its next turn.

Legendary Actions

Hedorah can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hedorah regains spent legendary actions at the start of their turn.

Attack. Hedorah makes one claw or tail attack.

Noxious Beam (Only if available and costs 2 Actions). Hedorah uses its Noxious Beam.

ORGA, THE GENETIC ABERRATION

Orga hails from some far off place in the depths of space. It was designed to be able to assimilate the traits and abilities of other kaiju in order to adapt to the environment it found itself in.

Orga is despised by most other kaiju, except for Destoroyah who is merely indifferent to its plight. Orga stands at about 65 feet tall.

ORGA'S LAIR

Orga makes its lair in a variety of places thanks to its ability to adapt to its surroundings.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

- Orga is in control of a massive slab of metal that is huge in size and 25 feet wide. The slab has a fly speed of 60 feet It can choose to direct the slab of metal to move straight towards a point within 60 feet of the slabs current location. All creatures in this line must succeed on a Dexterity saving throw or take 28 (8d6) bludgeoning damage and be knocked prone, and half as much and not being knocked prone on a failed save.

REGIONAL EFFECTS

The region containing Hedorah's lair is warped by Hedorah's presence, which creates one or more of the following effects:

- The area within 3 miles of Orgas lair becomes alien and unnatural to the norm of the worlds its lair is located. Checks made to navigate the area are made with disadvantage.

If Orga dies, the effects take up to 4d4 days to disperse.



Orga

Gargantuan kaiju, neutral

Armor Class 20 (natural armor)

Hit Points 676 (33d20+330)

Speed 40ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	30 (+10)	13 (+1)	15 (+2)	7 (-2)

Saving Throws Con +19, Int +10

Skills Perception +11

Damage Resistances Thunder, lightning, acid, poison

Damage Immunities Force, fire; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Blinded, Charmed, Frightened, Poisoned

Senses Darkvision 60ft., passive Perception 21

Languages Primordial, Abyssial

Challenge 30 (155,000)

Legendary Resistance (3/Day). If Orga fails a saving throw, it can choose to succeed instead.

Magic Resistance. Orga has advantage on saving throws against spells and other magical effects.

Amphibious. Orga can breathe underwater as well as on land.

Siege Monster. Orga deals double damage to objects and structures.

Impenetrable Hide. Orga is in possession of a nigh indestructible hide. Any attack dealt against Orga that doesn't deal a minimum of 30 damage is ignored. Attacks from other kaiju bypass this trait.

Environmental Hardening. Orga is immune to hazardous environmental effects caused by other kaiju.

Genetic Assimilation When Orga uses its bite attack to grapple a target it can choose one trait that the target possesses and make it their own for 1 minute.

Actions

Multiattack. Orga makes 4 attacks. Two with its bite and two with its claw.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5ft., one target. *Hit* 20 (3d6+10) piercing damage. If the target is a creature, it is grappled (escape DC 27). Until this grapple ends, the target is restrained, and Orga can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 20 (3d6+10) bludgeoning damage. If the target is a creature, it is grappled (escape DC 27). Until this grapple ends, the target is restrained, and Orga can't pincer another target. Orga has two claws.

Shoulder Beam (Recharge 4-6). Orga launches a beam of yellowish energy from an opening on its shoulder. All creatures in a 60 feet long and 5 feet wide line originating from Orga must make a DC 19 Dexterity saving throw. Taking 66 (12d10) force damage on a failed save and half as much on a successful save.

Reactions

Genetic Resilience (1/per day). When Orga takes damage it can choose to halve the damage.

Legendary Actions

Orga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Orga regains spent legendary actions at the start of their turn.

- **Claw.** Orga makes one claw attack.
- **Grapple.** Orga grapples one target if it can.

BIOLLANTE, THE WRITHING ROSE

Biollante is a writhing mass of vines and plant material with the visage of some crocodilian creature that is animated by the spirit of a gnome botanist. Biollante is the most resilient kaiju of the bunch thanks to its ability to transform into a cloud of spores when it is in danger of perishing.

Biollante is about 120 feet tall, but is very slow. Due to its bulk it resides partially submerged in bodies of water to help support its weight.

BIOLLANTE'S LAIR

Biollante makes its lair in bodies of water and near areas of very dense plant growth.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the takes a lair action to cause one of the following effects:

- Biollante causes 8 vines to pierce through the ground within 120 feet of it at different points of its choosing. These vines are 10 feet tall and 5 feet wide. Any creature that comes within 10 feet of these must succeed on a DC 19 Dexterity saving throw or take 22 (5d8) bludgeoning damage. These vines last for 1 minute and disappear if this lair action is used again.

REGIONAL EFFECTS

The region containing Biollante's lair is warped by its presence, which creates one or more of the following effects:

- Plants grow to be unusually large. All plants within 5 miles of Biollante's lair are double their usual size.
- Plant growth is abnormally dense within 10 miles of Biollante's lair. The land is considered to be difficult terrain.

If Ghidorah dies, the effects take up to 3d10 days to disperse.



Biollante

Gargantuan kaiju, lawful neutral

Armor Class 20 (natural armor)
Hit Points 717 (35d20+350)
Speed 25ft., burrow 25ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	3 (-4)	30 (+10)	14 (+2)	15 (+2)	5 (-3)

Saving Throws Con +19, Wis +11

Skills Perception +11

Damage Resistances Poison, lightning, thunder

Damage Immunities Acid; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Blinded, Charmed, Frightened, Poisoned

Senses Darkvision 60ft., tremorsense 120ft., passive Perception 21

Languages Primordial

Challenge 30 (155,000)

Legendary Resistance (3/Day). If Biollante fails a saving throw, it can choose to succeed instead.

Preservation Spores. If Biollante is reduced to 0 hit points its body is transformed into a cloud of spores. This cloud of spores is immune to all damage, and has a fly speed of 120 feet. Biollante reforms after 1 day. This ability fails if the attack that reduced it to 0 hit points deal an additional 300 damage.

Magic Resistance. Biollante has advantage on saving throws against spells and other magical effects.

Amphibious. Biollante can breathe underwater as well as on land.

Siege Monster. Biollante deals double damage to objects and structures.

Impenetrable Hide. Biollante is in possession of a nigh indestructible hide. Any attack dealt against Biollante that doesn't deal a minimum of 20 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Biollante makes 5 attacks: 2 with its bite and 3 with its vines.

Bite. Melee Weapon Attack: +19 to hit, reach 5ft., one target. *Hit* 36 (4d12+10) piercing damage.

Vine. Melee Weapon Attack: +19 to hit, reach 20ft., one target. *Hit* 27 (5d6) bludgeoning damage. If the target is a creature, it is grappled (escape DC). Until this grapple ends, the target is restrained, and Biollante can't attack another target with its vine. Biollante has six vines.

Acid Spit (Recharge 4-6). Biollante spits a ball of acid at a point within 60 feet of it. All creatures within 30 feet of this point must make a DC 19 Dexterity saving throw. Taking 123 (19d12) acid damage on a failed save and half as much on a successful save.

Legendary Actions

Biollante can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Biollante regains spent legendary actions at the start of their turn.

- **Vine.** Biollante makes one vine attack.
- **Burrow.** Biollante uses its burrow speed.

GIGAN, THE KAIJU CYBORG

Gigan is the result of the corpse of a long dead kaiju being experimented on and reanimated using magitech. Upon each arm it has a deadly, sharp scythe attached. Gigan was originally created to defend nations from other kaiju, but the genetics of the now reanimated corpse took over.

Gigan is bipedal and stand about 85 feet tall. It displays animosity to all other kaiju except for Megalon, whom which it seems to have a familial bond with. Gigan has no lair as it never stays in one place for long. It is constantly wandering being driven forward by whatever instinct is firing off inside its half dead mind.

Gigan

Gargantuan kaiju, neutral evil

Armor Class 20 (natural armor)

Hit Points 643 (33d20 + 297)

Speed 40ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	28 (+9)	15 (+2)	16 (+3)	4 (-3)

Saving Throws Dex +14, Int +11

Skills Perception +11

Damage Resistances Poison, Fire, Cold

Damage Immunities Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Blinded, Charmed, Frightened, Poisoned

Senses Darkvision 120ft., passive Perception 21

Languages Primordial

Challenge 30 (155,000)

Legendary Resistance (3/Day). If Gigan fails a saving throw, it can choose to succeed instead.

Magic Resistance. Gigan has advantage on saving throws against spells and other magical effects.

Magitech Enhancements. Gigan has advantage on ability checks and saving throws against being moved, knocked prone, and being grappled, such as from a Shove action or Trip Attack maneuver.

Breathless. Gigan doesn't need to breathe.

Siege Monster. Gigan deals double damage to objects and structures.

Impenetrable Hide. Gigan is in possession of a nigh indestructible hide. Any attack dealt against Gigan that doesn't deal a minimum of 20 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Gigan makes 4 attacks: 3 with its scythe and 1 with its chest saw.

Scythe. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit* 26 (6d6+5) slashing damage,

Chest Saw. *Melee Weapon Attack:* +18 to hit, reach 5ft., one target. *Hit* 22 (3d8+9)

Visor Beam (Recharge 4-6). Gigan launches a beam of crimson energy from its eye visor. All creatures in a 60 foot cone originating from Gigan must make a DC 20 Constitution saving throw. On a failed save taking 130 (20d12) force damage, and half as much on a successful save.

Legendary Actions

Gigan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gigan regains spent legendary actions at the start of their turn.

Detect. Gigan makes a wisdom (perception) check.

Scythe. Gigan makes one scythe attack.



KAMACURAS, THE MANTIS TERROR

Kamacuras is a lesser kaiju and dwells in dense jungles that are hard to navigate. Unlike other kaiju, Kamacuras isn't solitary and nests with others of its kind. It does so as it is stronger in numbers.

It has a strong rivalry with Kumonga as they often seek the same territory. Kamacuras gets to be about 50 feet tall and 30 feet long.

KAMACURAS' LAIR

Kamacuras makes its lair in the dense jungle and nests with others of its kind.

REGIONAL EFFECTS

The region containing Kamacuras' lair is warped by their presence, which creates one or more of the following effects:

- Ordinary insects within 5 miles of their lair are double their normal size.
- The land within 10 miles of Kamacuras' lair is difficult to navigate.

If Kamacuras dies, the effects take up to 1d8 days to disperse.

Kamacuras

Gargantuan kaiju, unaligned

Armor Class 18 (natural armor)

Hit Points 234 (12d20+108)

Speed 30ft., climb 45ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	28 (+9)	24 (+7)	7 (-2)	5 (-3)	2 (-4)

Saving Throws Dex +15

Damage Resistances Acid, Poison

Damage Immunities Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Charmed

Senses Darkvision 60ft., tremorsense 60ft., passive Perception 10

Languages ---

Challenge 17 (18,000 XP)

Magic Resistance. Kamacuras has advantage on saving throws against spells and other magical effects.

Siege Monster. Kamacuras deals double damage to objects and structures.

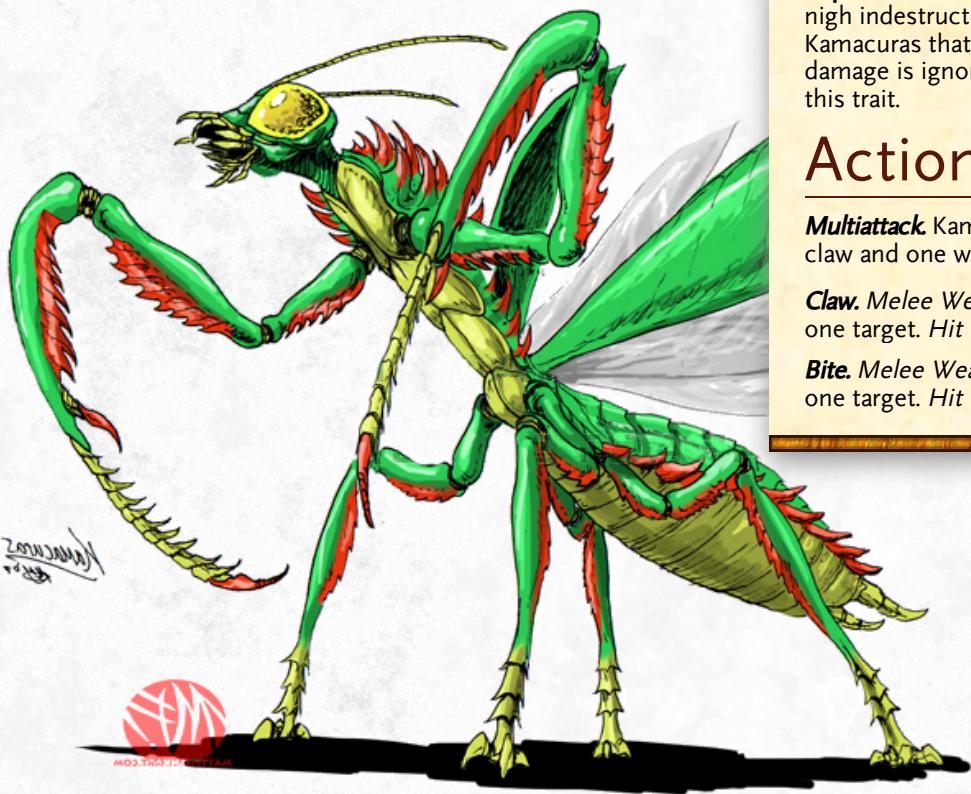
Impenetrable Hide. Kamacuras is in possession of a nigh indestructible hide. Any attack dealt against Kamacuras that doesn't deal a minimum of 10 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Kamacuras makes 3 attacks. Two with its claw and one with its bite.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit* 16 (2d6+9) slashing damage.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit* 19 (4d4+9) piercing damage.



KUMONGA, THE WEAVER

Kumonga is a spider of gigantic proportions that terrorizes the countryside it makes its lairs in. You can often find Kumonga in areas where hills are numerous as it likes to make its lair in the valleys between.

It often gets into territorial disputes with Kamacuras as they often try and take over its lair.

KUMONGA'S LAIR

Kumonga makes its lair in jungles and often seeks out the burrows that Kamacuras form to make their own.

- The ground within 120 feet of Kumonga is covered with dense sticky webbing that is considered difficult terrain.

REGIONAL EFFECTS

The region containing Kumonga's lair is warped by its presence, which creates one or more of the following effects:

- Ordinary insects within 10 miles of their lair are double their normal size.
- The land within 5 miles of Kumonga's lair is coated in webbing. It is considered difficult terrain.

If Kumonga dies, the effects take up to 1d12 days to disperse.

Kumonga

Gargantuan kaiju, unaligned

Armor Class 19 (natural armor)

Hit Points 409 (21d20 + 189)

Speed 35ft., burrow 30ft., climb 50ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	28 (+9)	29 (+9)	11 (+0)	14 (+2)	4 (-3)

Saving Throws Dex +17

Damage Resistances Acid, Poison

Damage Immunities Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Poisoned
Senses Darkvision 120ft., tremorsense 60ft., passive Perception 12

Languages ---

Challenge 25 (75,000 XP)

Magic Resistance. Kumonga has advantage on saving throws against spells and other magical effects.

Siege Monster. Kumonga deals double damage to objects and structures.

Impenetrable Hide. Kumonga is in possession of a high indestructible hide. Any attack dealt against Kumonga that doesn't deal a minimum of 10 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Kumonga makes 3 attacks: 1 with its bite and 2 with its claw.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5ft., one target. *Hit:* 16 (3d4+9) piercing damage and 5 (2d4) poison damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 22 (2d12+9) piercing damage.

Venom Blast. Kumonga ejects a blast of venom in a 60 foot cone originating from itself. All creatures within this cone must make a DC 18 Constitution saving throw. Taking 58 (9d12) poison damage and being poisoned for 1 minute on a failed save and half as much and not being poisoned on a successful save.



BARAGON, THE GUARDIAN BEAST

Baragon is a four legged beast that is worshipped as a protector. It and Mothra are found throughout different religions as guardian spirits that protect the mortal realm from great terrors.

It often allies itself with Mothra and has an intense hatred for Gojira, which it views as an unnatural beast. Baragon stands at around 40 feet tall and 60 feet long

BARAGON'S LAIR

Baragon tends to take up residence in underground caverns where it can prey on purple worms and wormlings.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Baragon takes a lair action to cause one of the following effects:

- Baragon causes the tunnels that it digs under its lair within 60 feet of it to collapse. All creatures within this radius must succeed on Dexterity saving throw or fall 40 feet and be knocked prone.
- Baragon stamps its feet causing the earth within 120 feet of it to shake. All creatures within this radius must succeed on a Strength saving throw or be knocked prone.

REGIONAL EFFECTS

The region containing Baragon's lair is warped by its presence, which creates one or more of the following effects:

- The ground within 10 miles of Baragon's lair is soft and unstable. It is considered difficult terrain.

If Baragon dies, the effects take up to 2d12 days to disperse.



Baragon

Gargantuan kaiju, neutral good

Armor Class 20 (natural armor)

Hit Points 670 (33d20+324)

Speed 35ft., burrow 40ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	28 (+9)	11 (0)	14 (+2)	15 (+2)

Skills Perception +11

Damage Resistances Fire, Poison, Cold

Damage Immunities Bludgeoning, Piercing, And Slashing
From Nonmagical Weapons

Condition Immunities Charmed, Frightened

Senses Darkvision 60ft., tremorsense 120ft., passive
Perception 21

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Mothra fails a saving throw, it can choose to succeed instead.

Magic Resistance. Baragon has advantage on saving throws against spells and other magical effects.

Siege Monster. Baragon deals double damage to objects and structures.

Tunneler. Baragon can burrow through solid rock at half its burrow speed and leaves a 30-foot-diameter tunnel in its wake.

Impenetrable Hide. Baragon is in possession of a nigh indestructible hide. Any attack dealt against Baragon that doesn't deal a minimum of 10 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Baragon makes 4 attacks: two with its bite, one with its claw, and one with its horn.

Bite. *Melee Weapon Attack* +16 to hit, reach 5ft., one target. *Hit* 20 (3d8+7) piercing damage.

Claw. *Melee Weapon Attack* +16 to hit, reach 10ft., one target. *Hit* 21 (4d6+7) piercing damage.

Bite. *Melee Weapon Attack* +16 to hit, reach 5ft., one target. *Hit* 26 (3d12+7) piercing damage.

Volcanic Breath (Recharge 4-6). Baragon exhales volcanic fire and magma in a 60 foot cone. All creatures in this cone must make a DC 19 Dexterity saving throw. Taking 52 (8d12) fire damage on a failed save and half as much on a successful save. For the next minute, all creatures in this cone take 10 (3d6) fire damage at the start of each of their turns.

Legendary Actions

Baragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Baragon regains spent legendary actions at the start of their turn.

Detect. Baragon makes a wisdom (perception) check.

Horn. Baragon makes one horn attack.

KING CAESAR, THE ANCIENT DEMIGOD

King Caesar is another kaiju that is worshipped as a god. In legends past it was seen as a god given physical form. It has a humanoid shape and has the head of a lion. Often praised as a guardian meant to protect the small races from the other titans. It aligns itself with other kaiju that seek to protect the mortals. King Caesar stands at 65 feet tall.

KING CAESAR'S LAIR

King Caesar resides in ancient ruins and areas of religious importance.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), King Caesar takes a lair action to cause one of the following effects:

- King Caesar causes divine radiance to fill the space within 60 feet of it. All allied kaiju in this radius regain 32 (5d12) hit points.

REGIONAL EFFECTS

The region containing King Caesar's lair is warped by its presence, which creates one or more of the following effects:

- If any of the land within 10 miles of its lair has any harmful effect, that effect is negated.
- The land within 5 miles of its lair is considered to be difficult terrain for any evil aligned creature.

If King Caesar dies, the effects take up to 3d6 days to disperse.



King Caesar

Gargantuan kaiju, neutral good

Armor Class 19 (natural armor)

Hit Points 522 (36d20+144)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	26 (+8)	19 (+4)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Dex +17, Wis +13

Skills Acrobatics +17, Religion +13

Damage Resistances Radiant, Force, Necrotic

Damage Immunities Bludgeoning, Piercing, and Slashing
From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60ft., passive Perception 23

Languages Celestial

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Mothra fails a saving throw, it can choose to succeed instead.

Magic Resistance. King Caesar has advantage on saving throws against spells and other magical effects.

Siege Monster. King Caesar deals double damage to objects and structures.

Tunneler. King Caesar can burrow through solid rock at half its burrow speed and leaves a 30-foot-diameter tunnel in its wake.

Impenetrable Hide. King Caesar is in possession of a nigh indestructible hide. Any attack dealt against King Caesar that doesn't deal a minimum of 10 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. King Caesar makes 4 attacks: 2 with its fist, and two with its kick.

Fist. Melee Weapon Attack: +17 to hit, reach 5ft., one target. *Hit* 30 (5d8+8) bludgeoning damage.

Kick. Melee Weapon Attack: +17 to hit, reach 10ft., one target. *Hit* 22 (4d6+8) bludgeoning damage and the target must succeed on a DC 21 Strength saving throw or be launched 30 feet into the air and 20 feet away.

Divine Blast (Recharge 4-6). King Caesar summons forth a blast of divine energy and sends it out in a 60 foot by 5 foot line. All creatures in this line must make a DC 21. On a failed save taking 65 (10d12) radiant damage, and half as much on a successful save.

Legendary Actions

King Caesar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. King Caesar regains spent legendary actions at the start of their turn.

Detect. King Caesar makes a wisdom (perception) check.

Kick. King Caesar makes one kick attack.

KONG, THE BEAST KING

A great and massive beast that hails from an isolated jungle island that it calls its dominion. Kong rules over his domain with an iron fist, often getting into conflict with other kaiju that it deems a threat, which are most kaiju. Of all the kaiju, Kong is the most solitary preferring to keep to itself.

However, Kong does have a certain amount of respect for certain kaiju such as Gojira, Mothra, and Jormungandr. Kong stands at about 60 feet tall while standing and 50 feet while on all fours.

KONG'S LAIR

Kong makes its lair upon a jungle island that is isolated from the rest of the world.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Kong takes a lair action to cause one of the following effects:

- Kong sends out a wave of rage in a 60 foot radius. All creatures in this radius must succeed on a Wisdom saving throw or be compelled to attack the creature nearest to them.

REGIONAL EFFECTS

The region containing Kong's lair is warped by its presence, which creates one or more of the following effects:

- The island that Kong makes its home on is a dense jungle and is considered to be difficult terrain.
- Insects and common animals are one category size larger on the island Kong makes its lair.

If Kong dies, the effects take up to 2d12 days to disperse.



Kong

Gargantuan kaiju, neutral

Armor Class 19 (natural armor)

Hit Points 522 (36d20+144)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	24 (+6)	26 (+7)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Str +18

Skills Athletics +18, Acrobatics +15, Intimidation +9

Damage Resistances Fire, Lightning

Damage Immunities Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60ft., passive Perception 23

Languages Celestial

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Mothra fails a saving throw, it can choose to succeed instead.

Magic Resistance. Kong has advantage on saving throws against spells and other magical effects.

Siege Monster. Kong deals double damage to objects and structures.

King of the Jungle. Kong has advantage on Intimidation checks.

Impenetrable Hide. Kong is in possession of a nigh indestructible hide. Any attack dealt against Kong that doesn't deal a minimum of 20 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Kong makes 4 attacks: 2 with its fist, and two with its slam.

Fist. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit* 33 (7d6+9) bludgeoning damage.

Slam. *Melee Weapon Attack:* +17 to hit, reach 5ft., one target. *Hit* 22 (4d6+8) bludgeoning damage and the target must succeed on a DC 21 Strength saving throw or be knocked prone.

Thunder Clap (Recharge 4-6). Kong slams its hands together creating a thunderous crash. All creatures within 60 feet of Kong must make a DC 20 Constitution saving throw. On a failed save taking 65 (10d12) thunder damage, and half as much on a successful save.

Legendary Actions

Kong can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kong regains spent legendary actions at the start of their turn.

Detect. Kong makes a wisdom (perception) check.

Fist. Kong makes one fist attack.

BATTRA, THE INFERNAL FURY

The twin terror of the divine Mothra. Battra seeks to terrorize and potentially destroy civilization much to Mothra's disdain. Battra and Mothra have been at arms with each other since their inception. While Mothra bears an unearthly beauty, Battra is a dark and menacing shadow.

Battra often allies itself with kaiju that share the same goals as it, and in some extreme cases allies with Mothra.

BATTRA'S LAIR

Battra makes its lair in dark and lifeless places.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Battra takes a lair action to cause one of the following effects:

- Battra flaps its wings sending forth dark scales into the air in a 120 foot radius centered on itself. All creatures in this radius must succeed on a DC 18 Constitution saving throw or become poisoned for 1 minute.

REGIONAL EFFECTS

The region containing Battra's lair is warped by its presence, which creates one or more of the following effects:

- The place that Battra makes its lair is veiled in shadow within 5 miles. Perception checks made within this area are made with disadvantage.
- Rifts to the Shadowfell are more common within 10 miles of Battra's lair.

If Battra dies, the effects take up to 4d8 days to disperse.



Battra

Gargantuan kaiju, neutral evil

Armor Class 22 (natural armor)

Hit Points 526 (32d20+256)

Speed 25ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	28 (+8)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Con +18, Wis +9, Dex +14

Skills Perception +10

Damage Resistances Acid, Cold, Poison

Damage Immunities Necrotic; Bludgeoning, Piercing, and Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Darkvision 120ft., passive Perception 20

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Battra fails a saving throw, it can choose to succeed instead.

Magic Resistance. Battra has advantage on saving throws against spells and other magical effects.

Siege Monster. Battra deals double damage to objects and structures.

Infernal Shadow. Battra sucks in all light in a radius of 60 feet. All creatures within 60 feet of Battra must succeed on a DC 18 Constitution saving throw for each turn the begin in this radius or become blinded for 1 minute. Battra can release this light as a bonus action.

Impenetrable Hide. Battra is in possession of a nigh indestructible hide. Any attack dealt against Battra that doesn't deal a minimum of 15 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Battra makes five attacks: two with its bite, two with its wings, and one with its pincer.

Bite. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 32 (5d8 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and Battra can't bite another target.

Wings. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. Hit: 24 (4d6 + 8) bludgeoning damage

Horn. Melee Weapon Attack: +18 to hit, reach 25 ft., one target. Hit: 20 (2d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Shadow Horn Beam (Recharge 4-6). Battra projects a beam of pure necrotic energy. All creatures within a line that is 60 feet long and 10 feet wide originating from Battra must make a DC 18 Constitution saving throw, taking 99 (18d10) radiant damage and being knocked prone on a failed save, and half as much and not being knocked prone on a successful save.

Reactions

Dust Shield. When Battra is hit by an attack it can choose to shed a burst of shadowy dust. All creatures within 5 feet of Battra are blinded until the beginning of their next turn.

Legendary Actions

Battra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Battra regains spent legendary actions at the start of their turn.

Attack. Battra makes one pincer attack or tail attack.

Wings. Battra makes one wing attack.

Horn (Costs 2 Actions). Battra makes one Horn attack.

MEGALON, THE BEETLE KING

Megalon is a massive beast resembling a bipedal beetle. It burrows through the ground using the drills on its hands which it can rotate at high speeds. It has a hard shell, and under this shell it has wings which it can use to fly if it needs to.

Megalon allies itself with other insectoid kaiju and Gigan who it shares a familial bond with. Megalon is around 80 feet tall.

MEGALON'S LAIR

Megalon makes its lair underground in places such as the Underdark.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Megalon takes a lair action to cause one of the following effects:

- Megalon summons a swarm of beetle to a point within 60 feet of it. All creatures within 15 feet of this point must succeed on a DC Constitution saving throw or take 14 (4d6) piercing damage and 7 (2d6) poison damage.

REGIONAL EFFECTS

The region containing Megalon's lair is warped by its presence, which creates one or more of the following effects:

- Insects are the only creatures commonly found within 10 miles of Megalon's lair.
- Insects are one category size larger within 5 miles of Megalon's lair.

If Megalon dies, the effects take up to 5d4 days to disperse.



Megalon

Gargantuan kaiju, unaligned

Armor Class 20 (natural armor)
Hit Points 656 (32d20+320)
Speed 30ft., burrow 45ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	30 (+10)	7 (-2)	10 (0)	5 (-3)

Saving Throws Str +18, Con +19

Skills Perception +10

Damage Resistances Necrotic, Acid

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Darkvision 120ft., tremorsense 60ft., passive Perception 20

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Megalon fails a saving throw, it can choose to succeed instead.

Magic Resistance. Megalon has advantage on saving throws against spells and other magical effects.

Siege Monster. Megalon deals double damage to objects and structures.

Impenetrable Hide. Megalon is in possession of a nigh indestructible hide. Any attack dealt against Megalon that doesn't deal a minimum of 15 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Megalon makes four attacks: two with its drill claw, two with its horn, and one with its stomp.

Drill Claw. Melee Weapon Attack: +18 to hit, reach 10 ft., one target. Hit: 27 (4d8 + 9) piercing damage.

Horn. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

Stomp. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. Hit: 22 (2d12 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Drill Beam (Recharge 4-6). Megalon shoots forth a penetrating beam of energy from its horn. All creatures within a line that is 60 feet long and 10 feet wide originating from Mothra must make a DC 17 Constitution saving throw, taking 82 (15d10) radiant damage and being knocked prone on a failed save, and half as much and not being knocked prone on a successful save. This beam goes through all objects in its path leaving a 10 foot radius hole in whatever object it passed through.

Reactions

To The Earth. When Megalon is hit by an attack it can choose to move up to half of its burrow speed.

Legendary Actions

Megalon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Megalon regains spent legendary actions at the start of their turn.

Attack. Megalon makes one horn attack or stomp attack.

Drill Beam (Costs 2 Actions). Megalon makes one Drill Beam attack if it is available.

MEGAGUIRUS, THE PRIMORDIAL QUEEN

Megaguirus hails from an early time in the history of the world, when it was rich with oxygen and insects such as itself reach massive sizes. Megaguirus is considered the ruler of all insects and was known as the alpha predator of its time.

Megaguirus is highly territorial and will often seek combat against other kaiju that roam the sky. Especially Rodan and Mothra whom it deems as usurpers.

MEGAGUIRUS'S LAIR

Megaguirus makes its lair in high up places such as a massive tree that stretches into the sky or a mountain top that pierces the clouds with its peak.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Megaguirus takes a lair action to cause one of the following effects:

- Megaguirus flaps its wings at a speed undetectable by the naked eye. All creatures within 60 feet of Megaguirus for the next minute are pushed back 10 feet at the beginning of each of Megaguirus's turns.



REGIONAL EFFECTS

The region containing Megaguirus's lair is warped by its presence, which creates one or more of the following effects:

- Swarms of insects sweep across the land within 5 miles of Megaguirus's lair. All creatures traveling through this area take 2 (1d4) piercing damage each turn they spend here.
- Insects are one category size larger within 10 miles of where Megaguirus makes its lair.

If Megaguirus dies, the effects take up to 4d10 days to disperse.

Megaguirus

Gargantuan kaiju, chaotic evil

Armor Class 20 (natural armor)

Hit Points 630 (36d20+252)

Speed 30ft., climb 25ft., fly 120ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	30 (+10)	26 (+7)	9 (-1)	12 (+1)	11 (0)

Saving Throws Dex +19

Skills Perception +10

Damage Resistances Acid, Poison, Force

Damage Immunities Bludgeoning, Piercing, and Slashing From Nonmagical Weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Darkvision 60ft., passive Perception 20

Languages ---

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Megaguirus fails a saving throw, it can choose to succeed instead.

Magic Resistance. Megaguirus has advantage on saving throws against spells and other magical effects.

Siege Monster. Megaguirus deals double damage to objects and structures.

Primordial Fury (1/day). Megaguirus enters a primal state for 1 minute. All of its attacks deal an additional 18 (4d8) damage.

Impenetrable Hide. Megaguirus is in possession of a nigh indestructible hide. Any attack dealt against Megaguirus that doesn't deal a minimum of 15 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Megaguirus makes four attacks: 2 with its bite, one with its wing, and one with its stinger.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5ft., one target. *Hit* 28 (5d8+6) piercing damage.

Wing. *Melee Weapon Attack:* +19 Bonus to hit, reach 10ft., one target. *Hit* 32 (4d10+10) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Stinger. *Melee Weapon Attack:* +19 to hit, reach 15ft., one target. *Hit* 29 (3d12+10) piercing damage and 13 (2d12) poison damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be poisoned for 1 minute.

Ancient Venom Blast (Recharge 4-6). Megaguirus shoots a blast of venom infused with primordial energies at a point within 120 feet of it. All creatures within 30 feet of this point must make a DC 18 Dexterity saving throw. On a failed save taking 32 (5d12) acid damage and 32 (5d12) necrotic damage and half as much on a successful save.

Legendary Actions

Megaguirus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Megaguirus regains spent legendary actions at the start of their turn.

Attack. Megaguirus makes one stinger attack or bite attack.

Ancient Venom Blast (Costs 2 Actions). Megaguirus makes one Ancient Venom Blast attack if it is available.

MANDA, THE SERPENT OF THE DEEP

Manda is a massive serpent that is often seen as a force of pure chaos. Many years ago when the greatest undersea kingdom was at the peak of a golden era, the great beast Manda awoke and visited its chaos and fury upon this kingdom. It left the kingdom in ruins and it is now lost to time.

Manda has a fierce rivalry with Jormungandr who seeks to quell the Manda's chaos. Manda is about 120 feet long.

MANDA'S LAIR

Manda makes its lair in undersea ruins, caverns, and great undersea plains.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Manda takes a lair action to cause one of the following effects:

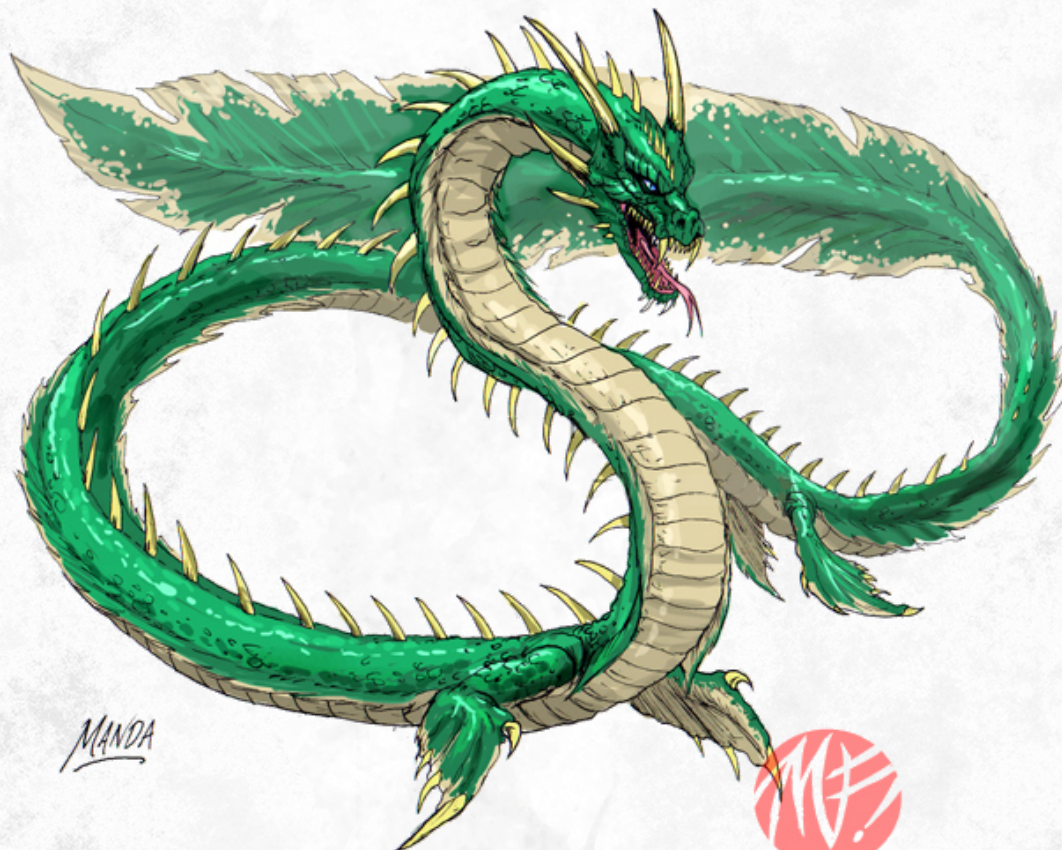
- Manda sends out a rush of water from itself in a 60 foot radius. All creatures in this radius must succeed on a Strength saving throw or take 7 (2d6) cold damage and be knocked prone.

REGIONAL EFFECTS

The region containing Manda's lair is warped by its presence, which creates one or more of the following effects:

- Fish and other common undersea creatures are one size category larger within 5 miles of Manda's lair.
- The land within 10 miles of Manda's lair is flooded and usually underwater. A creature uses their swim speed while traversing this area.

If Manda dies, the effects take up to 2d12 days to disperse.



Manda

Gargantuan kaiju, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 610 (37d20+222)
Speed 10ft., fly 35ft., swim 250ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	28 (+9)	22 (+6)	15 (+2)	12 (+1)	9 (-1)

Skills Perception +10
Damage Resistances Acid
Damage Immunities Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons
Condition Immunities Charmed, Frightened, Paralyzed, Poisoned
Senses Darkvision 120ft., passive Perception 20
Languages Primordial
Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Manda fails a saving throw, it can choose to succeed instead.

Magic Resistance. Manda has advantage on saving throws against spells and other magical effects.

Siege Monster. Manda deals double damage to objects and structures.

Impenetrable Hide. Manda is in possession of a nigh indestructible hide. Any attack dealt against Manda that doesn't deal a minimum of 15 damage is ignored. Attacks from other kaiju bypass this trait.

Legendary Resistance (3/Day). If Manda fails a saving throw, it can choose to succeed instead.

Magic Resistance. Manda has advantage on saving throws against spells and other magical effects.

Siege Monster. Manda deals double damage to objects and structures.

Impenetrable Hide. Manda is in possession of a nigh indestructible hide. Any attack dealt against Manda that doesn't deal a minimum of 15 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Manda makes four attacks: two with its bite, one with its claw, and one with its slam.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit* 25 (4d8+8) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5ft., one target. *Hit* 32 (7d6+8) slashing damage.

Slam. *Melee Weapon Attack:* +17 to hit, reach 5ft., one target. *Hit* 30 (4d10+8) bludgeoning damage. If the target is a creature, they must succeed on a DC 18 Strength saving throw, or become grappled by Manda. Manda can only grapple one creature in this manner.

Aquatic Pulse (Recharge 4-6). Manda expels a pulse of freezing water from itself in a radius of 60 feet. All creatures in this area must make a DC 18 Constitution saving throw. On a failed save they take 71 (13d10) cold damage and are knocked prone, and half as much and not knocked prone on a successful save.

Legendary Actions

Manda can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Manda regains spent legendary actions at the start of their turn.

Attack. Manda makes one claw attack or bite attack.

Aquatic Pulse (Costs 2 Actions). Manda makes one Aquatic Pulse attack if it is available.

TITANOSAURUS, THE SEA TITAN

A gargantuan creature that roams the coast and other areas where water and land meet. They value the freedom of choice between the land and the sea. They are as swift on land as they are in water. Upon their head and extending down its back to its tail is a massive sail which it uses to glide swiftly through the water. Adorning its tail is a fan like structure which it uses to propel itself.

Titanosaurus likes to keep to itself and stays out of the affairs of other kaiju. Titanosaurus true to its name stands at around 80 feet tall and while swimming is 100 feet long.

TITANOSAURUS'S LAIR

Titanosaurus makes its lair on coastlines and islands.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Titanosaurus takes a lair action to cause one of the following effects:

- A torrent of water surrounds Titanosaurus within 60 feet, flooding the area. The water that floods the area is 45 feet deep.

REGIONAL EFFECTS

The region containing Titanosaurus's lair is warped by its presence, which creates one or more of the following effects:

- The terrain on land within 10 miles of Titanosaurus's lair becomes marsh land and is considered to be difficult terrain.
- Creatures CR 5 and lower with a swim speed have an additional 16 (3d10) hit points within 5 miles of Titanosaurus's lair.

If Titanosaurus dies, the effects take up to 4d8 days to disperse.



Titanosaurus

Gargantuan kaiju, neutral

Armor Class 19 (natural armor)

Hit Points Hitpoints

Speed 60ft., swim 120ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	17 (+8)	30 (+10)	12 (+1)	13 (+1)	9 (-1)

Saving Throws Str +18, Con +19

Skills Perception +19

Damage Resistances Fire, Acid

Damage Immunities Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Frightened, Paralyzed, Poisoned

Senses Darkvision 120ft., passive Perception 20

Languages Primal

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Titanosaurus fails a saving throw, it can choose to succeed instead.

Magic Resistance. Titanosaurus has advantage on saving throws against spells and other magical effects.

Siege Monster. Titanosaurus deals double damage to objects and structures.

Impenetrable Hide. Titanosaurus is in possession of a nigh indestructible hide. Any attack dealt against Titanosaurus that doesn't deal a minimum of 15 damage is ignored. Attacks from other kaiju bypass this trait.

Legendary Resistance (3/Day). If Titanosaurus fails a saving throw, it can choose to succeed instead.

Magic Resistance. Titanosaurus has advantage on saving throws against spells and other magical effects.

Siege Monster. Titanosaurus deals double damage to objects and structures.

Impenetrable Hide. Titanosaurus is in possession of a nigh indestructible hide. Any attack dealt against Titanosaurus that doesn't deal a minimum of 15 damage is ignored. Attacks from other kaiju bypass this trait.

Actions

Multiattack. Titanosaurus makes four attacks: two with its claw, one with its bite, and one with its tail flap.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5ft., one target. *Hit* 26 (5d6+9) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10ft., one target. *Hit* 27 (4d8+9) slashing damage.

Tail Flap. *Melee Weapon Attack:* +18 to hit, reach 15ft., one target. *Hit* 25 (3d10+9) bludgeoning damage. If the target is a creature they must succeed on a DC 20 Strength saving throw or be pushed back 15 feet.

Hurricane Blast (Recharge 4-6). Titanosaurus shoots a beam of energized air and water out of its mouth in a 70 foot long line that is 10 feet wide. All creatures in this line must make a DC 20 Dexterity saving throw. Taking 71 (11d12) cold damage and being knocked prone on a failed save, and half as much damage and not being knocked prone on a successful save.

Legendary Actions

Titanosaurus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Titanosaurus regains spent legendary actions at the start of their turn.

Attack. Titanosaurus makes one claw attack or bite attack.

Hurricane Blast (Costs 2 Actions). Titanosaurus makes one Hurricane Blast attack if it is available.

PART III

Items

AMULET OF THE KAIJU

Wondrous item, legendary (requires attunement)

This strange amulet bears a chain forged from primordial iron and bears a large fist sized tooth. While the wearer is attuned to this amulet they gain one of the following benefits of their choice:

- As an action, you may grow to gargantuan size. You are about 55 feet tall and 25 feet wide. All your unarmed and melee weapon attack deal an additional 3d6 damage. This lasts for 1 minute.
- As an action, you shoot a beam of pure, unrefined energy from your maw. All creatures in a line that is 60 feet long and 5 feet wide originating from you must make a DC 16 Dexterity saving throw. Taking 10d6 radiant damage on a failed save and half as much on a successful save.
- As an action, you may gain the impenetrable hide of a kaiju for 1 minute. Any attack deal against you that doesn't deal a minimum of 30 damage is ignored.

Once you use any one of these features you cannot use this amulet for any means until the next dawn.

WORLDBREAKER'S ANVIL

Weapon (warhammer), legendary

Each strike made with this legendary hammer is done so with the force of the King of the Monsters himself. Each blow threatens to shake the very foundation of the world. This hammer has 5 charges. You can spend one charge to cast *Thunderwave* at 5th level. Additionally, this hammer deals an additional 3d4 radiant damage.

OXYGEN DESTROYER

Wondrous item, artifact

This device is a horrifying blend of technology and far realms magic. It has the potential to destroy all known life. To the best of anyones knowledge, only one has ever been made and used. Any creature wielding this weapon can activate it as an action. Once activated it detonates, and kills all creatures within 1 mile of where it was detonated. If the oxygen destroyer is detonated under water the radius is reduced to within 200 feet of it.

