



Nomi, the Quaking Earth

## NOMI, THE BATTERED HELM

*Gargantuan Monstrosity (Kaiju), Chaotic Neutral*

**Armour Class** 20 (natural armour)

**Chaos Threshold** 50

**Finishing Blow** 30

**Speed** 40 ft., burrow 40 ft.

**Vulnerable Area Identification** DC 12

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	9 (-1)	16 (+3)	13 (+1)

**Saving Throws** Str +8, Dex +6

**Skills** Athletics +8, Intimidation +5, Perception +7

**Damage Resistances** slashing

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, paralysed, petrified, poisoned

**Senses** darkvision 120 ft., tremorsense 120 ft., passive Perception 17

**Languages** —

**Challenge** 9 (10,000 XP across all phases) **Prof Bonus** +4

**Acid Pool.** A number of Nomi's attacks and traits create acid pools: **5-foot-radius circles** of corrosive liquid that last for **1 hour**. A creature that enters an acid pool for the first time on a turn or starts its turn there takes **10 (4d4)** acid damage. A nonmagical object that is in a pool on initiative count 0 is destroyed.

**Kaiju Force.** Nomi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, they deal double damage to objects and structures, and their weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Nomi is **immune** to any spell or effect that would alter their form or move them to another plane of existence against their will.

**Legendary Resistance (2/Day).** If Nomi fails a saving throw, they can choose to succeed instead.

**Trampling Charge (1/Turn).** If Nomi moves at least **20 feet** straight toward a creature and then immediately hits it with an Adamantine Armlade attack, that target must succeed on a **DC 16 Strength saving throw** or be knocked **prone**. If the target is prone, Nomi can make one Stomp attack against it (no action required).

### ACTIONS

**Multiattack.** Nomi makes two Adamantine Armlade attacks.

**Adamantine Armlade.** *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one target. *Hit:* **15 (2d10 + 4)** slashing damage. This attack scores a critical hit on a roll of 19 or 20 and ignores the effects of *adamantine armor*.

**Pincer.** *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one target. *Hit:* **11 (2d6 + 4)** piercing damage, and the creature is **grappled (escape DC 16)**. Until the grapple ends, the creature is **restrained**, and Nomi can't target another creature with their Pincer attack.

**Stomp.** *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one target. *Hit:* **11 (3d4 + 4)** bludgeoning damage.

**Toss.** Nomi throws one creature it is grappling with their pincer a number of feet equal to **1d4 × 10** in any direction. If the creature collides with an obstacle that prevents it from moving the full distance, it takes **10 (3d6)** bludgeoning damage before falling down.

**Acid Spray (Recharge 5-6; Lost While Abdomen Exploited).** Nomi sprays a wave of acid from their abdomen in a **60-foot cone**. Each creature in the area must make a **DC 17 Dexterity saving throw**, taking **25 (10d4)** acid damage on a failure, or half as much damage on a success. Three Acid Pools appear centred on points of Nomi's choice in the area of the cone.

### BONUS ACTIONS

**Airborne Jaunt (While Rampaging; Lost While Wings Exploited).** Nomi extends their insectoid wings and takes flight. Each creature within **15 feet** of them must succeed on a **DC 16 Strength saving throw** or take **9 (2d8)** bludgeoning damage and be knocked **prone**. Until the end of their next turn, Nomi gains a flying speed equal to their walking speed and their Wings vulnerable area is targetable.

**Shake Off.** Nomi twists and shakes their body violently. Each creature currently scaling them must succeed on a **DC 12 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Nomi 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. Nomi regains spent legendary actions at the start of their turn.

**Attack.** Nomi makes one Pincer attack or uses their Toss.

**Blind Charge (Lost While Eyes Exploited).** Nomi lowers their head, picking a direction. Until the end of the next hostile creature's turn, Nomi's Eyes vulnerable area is not targetable. At the end of the next hostile creature's turn, Nomi charges, moving in the chosen direction until they collide with a creature or obstacle, or move a distance equal to their walking speed. If Nomi collides with a creature's space, that creature must make a **DC 16 Strength saving throw**. On a failure, the creature takes **16 (3d10)** bludgeoning damage and is knocked **prone** and **grappled** by Nomi (**escape DC 16**), who pins it down using one leg. While grappled in this way, the creature is **restrained**. If Nomi collides with a solid object, like a thick wall, they take **16 (3d10)** bludgeoning damage and lose one unspent legendary action (regaining it as normal at the start of their next turn).

**Take Flight (While Rampaging, Lost While Wings Exploited).** Nomi ends the grappled and restrained conditions on themselves, gains a flying speed equal to their walking speed until the end of this turn, and can immediately fly up to that speed. This movement doesn't provoke opportunity attacks. Until the end of Nomi's next turn, their Wings vulnerable area is targetable.

## NOMI, GLADIATOR OF AGES

*Gargantuan Monstrosity (Kaiju), Chaotic Neutral*

**Armour Class** 22 (natural armour)

**Chaos Threshold** 100

**Finishing Blow** 50

**Speed** 40 ft., burrow 40 ft.

**Vulnerable Area Identification** DC 14

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	9 (-1)	17 (+3)	15 (+2)

**Saving Throws** Str +11, Dex +8, Con +12, Wis +9

**Skills** Athletics +11, Intimidation +8, Perception +9

**Damage Resistances** slashing

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, paralysed, petrified, poisoned

**Senses** darkvision 120 ft., tremorsense 120 ft., passive Perception 19

**Languages** —

**Challenge** 18 (40,000 XP across all phases) **Prof Bonus** +6

**Acid Pool.** A number of Nomi's attacks and traits create acid pools: **5-foot-radius circles** of corrosive liquid that last for **1 hour**. A creature that enters an acid pool for the first time on a turn or starts its turn there takes **17 (7d4)** acid damage. A nonmagical object that is in a pool on initiative count 0 is destroyed.

**Kaiju Force.** Nomi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, they deal double damage to objects and structures, and their weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Nomi is **immune** to any spell or effect that would alter their form or move them to another plane of existence against their will.

**Legendary Resistance (3/Day).** If Nomi fails a saving throw, they can choose to succeed instead.

**Trampling Charge (1/Turn).** If Nomi moves at least **20 feet** straight toward a creature and then immediately hits it with an Adamantine Armblade attack, that target must succeed on a **DC 19 Strength saving throw** or be knocked **prone**. If the target is prone, Nomi can make one Stomp attack against it (no action required).

### ACTIONS

**Multiattack.** Nomi makes two Adamantine Armblade attacks.

**Adamantine Armblade.** *Melee Weapon Attack: +11* to hit, reach 10 ft., one target. *Hit:* 21 (**3d10 + 5**) slashing damage. This attack scores a critical hit on a roll of 19 or 20 and ignores the effects of *adamantine armor*.

**Pincer.** *Melee Weapon Attack: +11* to hit, reach 10 ft., one target. *Hit:* 12 (**2d6 + 5**) piercing damage, and the creature is **grappled (escape DC 19)**. Until the grapple ends, the creature is **restrained**, and Nomi can't target another creature with their Pincer attack.

**Stomp.** *Melee Weapon Attack: +11* to hit, reach 10 ft., one target. *Hit:* 15 (**4d4 + 5**) bludgeoning damage.

**Toss.** Nomi throws one creature it is grappling with their pincer a number of feet equal to **2d4 × 10** in any direction. If the creature collides with an obstacle that prevents it from moving the full distance, it takes **17 (5d6)** bludgeoning damage before falling down.

**Acid Spray (Recharge 5-6; Lost While Abdomen Exploited).** Nomi sprays a wave of acid from their abdomen in a **90-foot cone**. Each creature in the area must make a **DC 20 Dexterity saving throw**, taking **40 (16d4)** acid damage on a failure, or half as much damage on a success. Three Acid Pools appear centred on points of Nomi's choice in the area of the cone.

### BONUS ACTIONS

**Airborne Jaunt (While Rampaging; Lost While Wings Exploited).** Nomi extends their insectoid wings and takes flight. Each creature within **20 feet** of them must succeed on a **DC 19 Strength saving throw** or take **13 (3d8)** bludgeoning damage and be knocked **prone**. Until the end of their next turn, Nomi gains a flying speed equal to their walking speed and their Wings vulnerable area is targetable.

**Shake Off.** Nomi twists and shakes their body violently. Each creature currently scaling them must succeed on a **DC 14 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Nomi 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. Nomi regains spent legendary actions at the start of their turn.

**Attack.** Nomi makes one Pincer attack or uses their Toss.

**Blind Charge (Lost While Eyes Exploited).** Nomi lowers their head, picking a direction. Until the end of the next hostile creature's turn, Nomi's Eyes vulnerable area is not targetable. At the end of the next hostile creature's turn, Nomi charges, moving in the chosen direction until they collide with a creature or obstacle, or move a distance equal to their walking speed. If Nomi collides with a creature's space, that creature must make a **DC 19 Strength saving throw**. On a failure, the creature takes **22 (4d10)** bludgeoning damage and is knocked **prone** and **grappled** by Nomi (**escape DC 19**), who pins it down using one leg. While grappled in this way, the creature is **restrained**. If Nomi collides with a solid object, like a thick wall, they take **22 (4d10)** bludgeoning damage and lose one unspent legendary action (regaining it as normal at the start of their next turn).

**Take Flight (While Rampaging, Lost While Wings Exploited).** Nomi ends the grappled and restrained conditions on themselves, gains a flying speed equal to their walking speed until the end of this turn, and can immediately fly up to that speed. This movement doesn't provoke opportunity attacks. Until the end of Nomi's next turn, their Wings vulnerable area is targetable.

## NOMI, THE ADAMANTINE CHARGE

Gargantuan Monstrosity (Kaiju), Chaotic Neutral

Armour Class 25 (natural armour)

Chaos Threshold 150

Finishing Blow 70

Speed 40 ft., burrow 40 ft.

Vulnerable Area Identification DC 15

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	9 (-1)	18 (+4)	17 (+3)

**Saving Throws** Str +14, Dex +10, Con +14, Wis +11

**Skills** Athletics +14, Intimidation +10, Perception +11

**Damage Resistances** slashing

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, paralysed, petrified, poisoned

**Senses** darkvision 120 ft., tremorsense 120 ft.,

passive Perception 21

**Languages** —

**Challenge** 23 (90,200 XP across all phases) **Prof Bonus** +7

**Acid Pool.** A number of Nomi's attacks and traits create acid pools: **5-foot-radius circles** of corrosive liquid that last for **1 hour**. A creature that enters an acid pool for the first time on a turn or starts its turn there takes **25 (10d4)** acid damage. A nonmagical object that is in a pool on initiative count 0 is destroyed.

**Kaiju Force.** Nomi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, they deal double damage to objects and structures, and their weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Nomi is **immune** to any spell or effect that would alter their form or move them to another plane of existence against their will.

**Legendary Resistance (4/Day).** If Nomi fails a saving throw, they can choose to succeed instead.

**Trampling Charge (1/Turn).** If Nomi moves at least **20 feet** straight toward a creature and then immediately hits it with an Adamantine Armblade attack, that target must succeed on a **DC 22 Strength saving throw** or be knocked **prone**. If the target is prone, Nomi can make one Stomp attack against it (no action required).

### ACTIONS

**Multiattack.** Nomi makes two Adamantine Armblade attacks.

**Adamantine Armblade.** *Melee Weapon Attack: +14* to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage. This attack scores a critical hit on a roll of 19 or 20 and ignores the effects of *adamantine armor*.

**Pincer.** *Melee Weapon Attack: +14* to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, and the creature is **grappled (escape DC 22)**. Until the grapple ends, the creature is **restrained**, and Nomi can't target another creature with their Pincer attack.

**Stomp.** *Melee Weapon Attack: +14* to hit, reach 10 ft., one target. *Hit:* 17 (4d4 + 7) bludgeoning damage.

**Toss.** Nomi throws one creature it is grappling with their pincer a number of feet equal to **2d6 × 10** in any direction. If the creature collides with an obstacle that prevents it from moving the full distance, it takes **24 (7d6)** bludgeoning damage before falling down.

**Acid Spray (Recharge 5-6; Lost While Abdomen Exploited).** Nomi sprays a wave of acid from their abdomen in a **120-foot cone**. Each creature in the area must make a **DC 22 Dexterity saving throw**, taking **50 (20d4)** acid damage on a failure, or half as much damage on a success. Three Acid Pools appear centred on points of Nomi's choice in the area of the cone.

### BONUS ACTIONS

**Airborne Jaunt (While Rampaging; Lost While Wings Exploited).** Nomi extends their insectoid wings and takes flight. Each creature within **30 feet** of them must succeed on a **DC 22 Strength saving throw** or take **18 (4d8)** bludgeoning damage and be knocked **prone**. Until the end of their next turn, Nomi gains a flying speed equal to their walking speed and their Wings vulnerable area is targetable.

**Shake Off.** Nomi twists and shakes their body violently. Each creature currently scaling them must succeed on a **DC 15 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

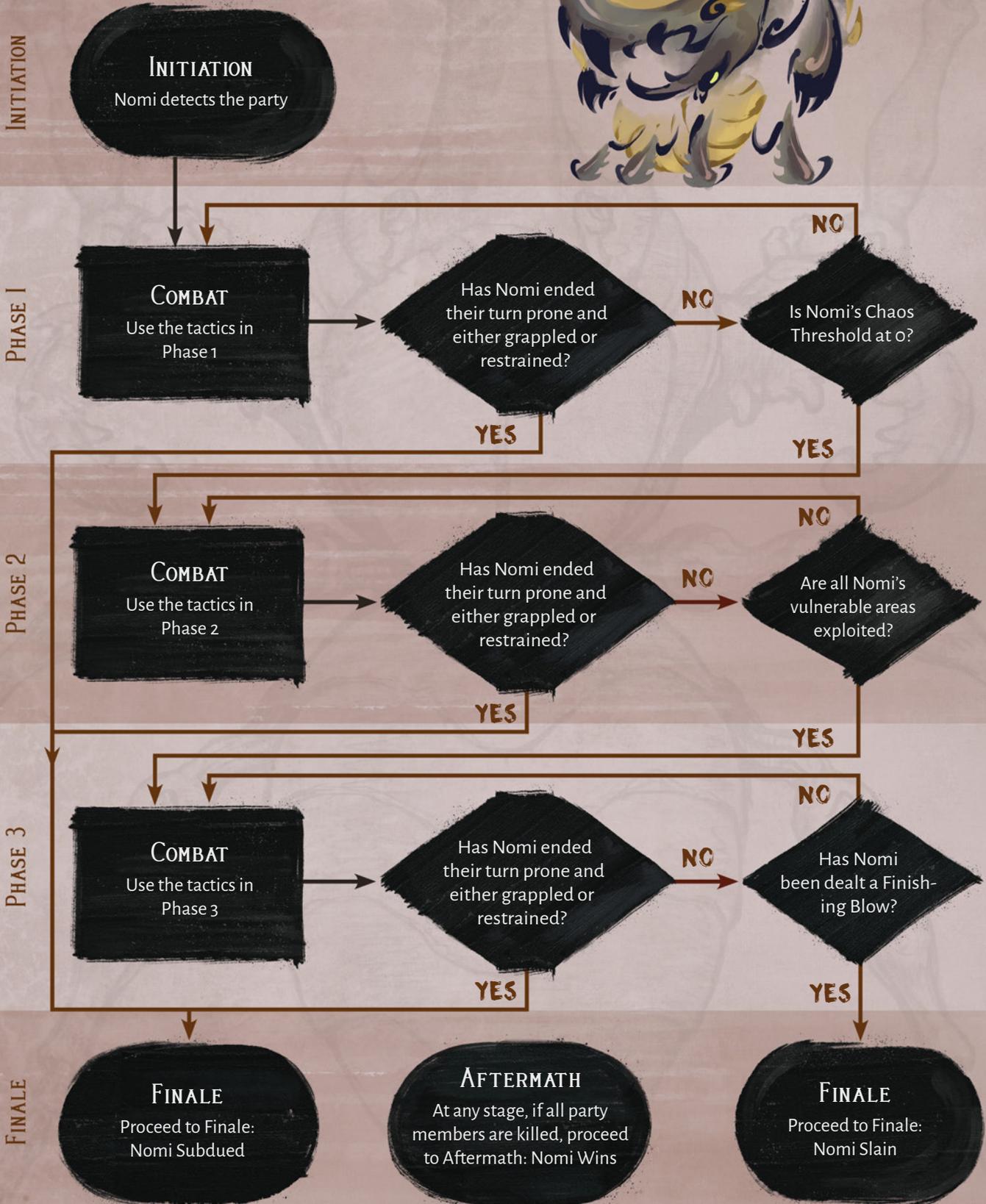
Nomi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nomi regains spent legendary actions at the start of their turn.

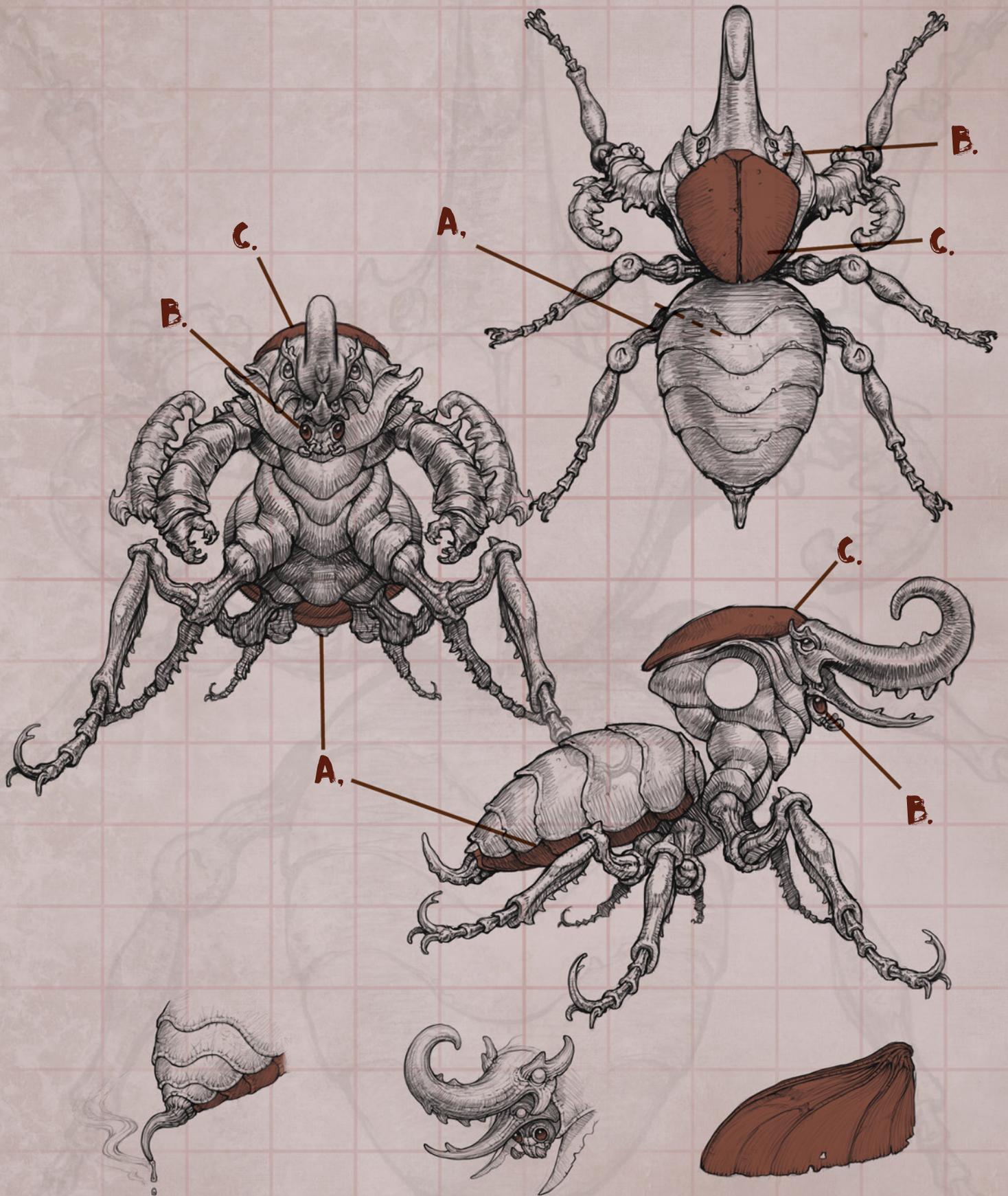
**Attack.** Nomi makes one Pincer attack or uses their Toss.

**Blind Charge (Lost While Eyes Exploited).** Nomi lowers their head, picking a direction. Until the end of the next hostile creature's turn, Nomi's Eyes vulnerable area is not targetable. At the end of the next hostile creature's turn, Nomi charges, moving in the chosen direction until they collide with a creature or obstacle, or move a distance equal to their walking speed. If Nomi collides with a creature's space, that creature must make a **DC 22 Strength saving throw**. On a failure, the creature takes **27 (5d10)** bludgeoning damage and is knocked **prone** and **grappled** by Nomi (**escape DC 22**), who pins it down using one leg. While grappled in this way, the creature is **restrained**. If Nomi collides with a solid object, like a thick wall, they take **27 (5d10)** bludgeoning damage and lose one unspent legendary action (regaining it as normal at the start of their next turn).

**Take Flight (While Rampaging, Lost While Wings Exploited).** Nomi ends the grappled and restrained conditions on themselves, gains a flying speed equal to their walking speed until the end of this turn, and can immediately fly up to that speed. This movement doesn't provoke opportunity attacks. Until the end of Nomi's next turn, their Wings vulnerable area is targetable.

# FLOW OF BATTLE





A. Abdomen

B. Eyes

C. Wings

## VULNERABLE AREAS

KEY	AREA	SPECIAL TRAITS	CR	AC	HP
A	Abdomen	<b>Targeting.</b> Nomi's Abdomen can be targeted as normal.	9	20*	50
		<b>Vulnerability.</b> Nomi's Abdomen has <b>vulnerability</b> to piercing damage.	18	22*	100
		<b>Exploitation.</b> Nomi's underside ruptures, spraying acid in a wide area.	23	25*	150
B	Eyes	Nomi's two Eyes share a pool of hit points. When the vulnerable area is reduced to half its hit points or fewer, one eye is destroyed.	9	20*	50
		<b>Targeting.</b> After Nomi uses their Blind Charge legendary action, their Eyes can't be targeted until the end of the next turn.	18	22*	100
		<b>Exploitation.</b> Nomi's eye sockets become gory pits.	23	25*	150
C	Wings	<b>Targeting.</b> Nomi's Wings can't be targeted until Nomi's Rampage behaviour is active. After Nomi uses their Airborne Jaunt or Take Flight action, their Wings can be targeted until the end of their next turn.	9	15	40
		<b>Vulnerability.</b> Nomi's Wings have <b>vulnerability</b> to slashing damage.	18	17	80
		<b>Exploitation.</b> Nomi crashes to the ground.	23	20	100

\*When Nomi begins rampaging, these ACs are reduced by 5.

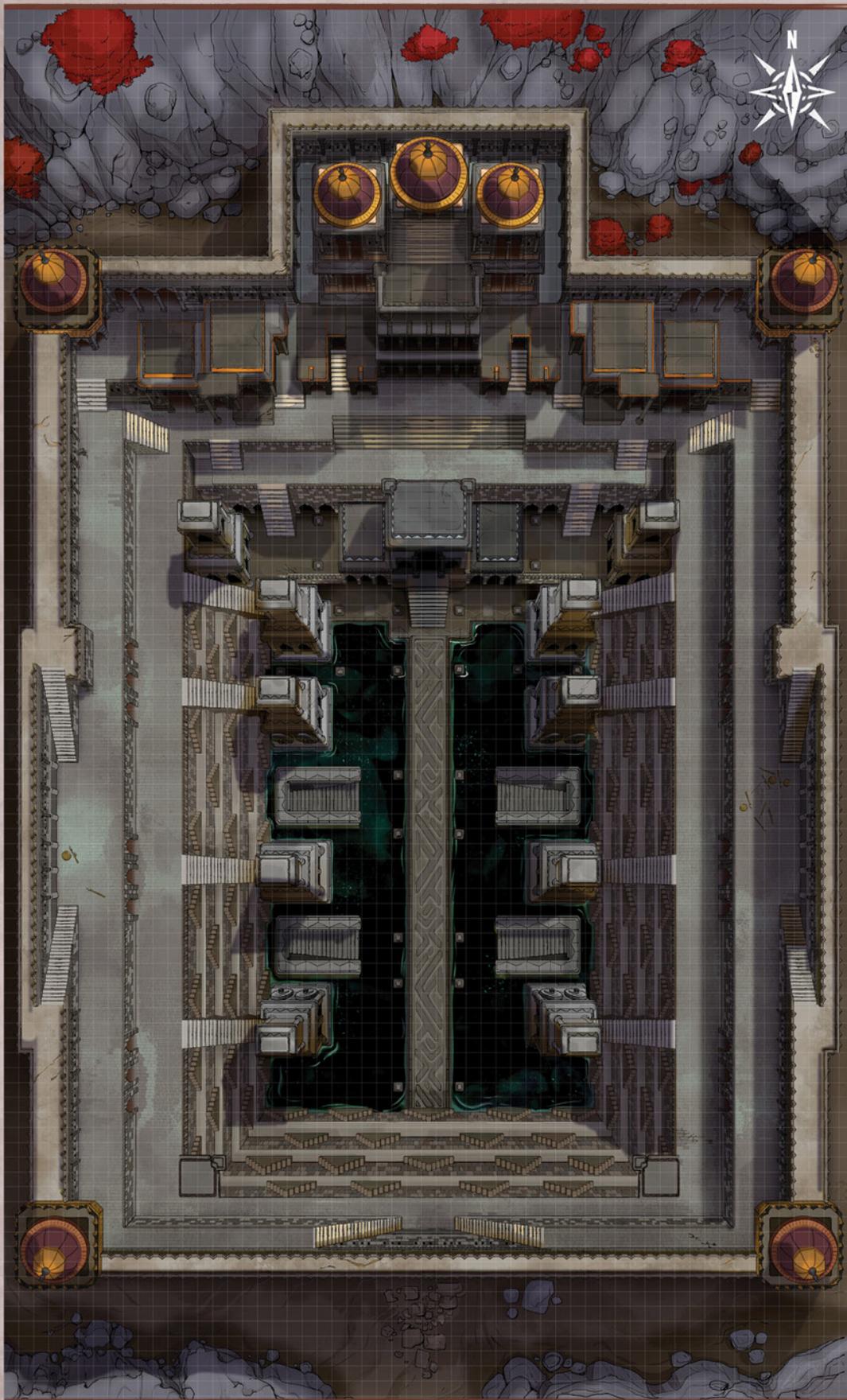
## BEHAVIOURS

BEHAVIOUR	TRIGGER	EFFECT
Rampage	Nomi's Chaos Threshold is reduced to 0.	<b>Effect.</b> Nomi's exterior carapace is destroyed, reducing their AC as well as that of their Abdomen and Eyes vulnerable areas by 5. <b>Gained Features.</b> Airborne Jaunt bonus action and Take Flight legendary action. <b>Vulnerable Areas.</b> Nomi's Wings vulnerable area can be targeted.
Acid Burst	Nomi's Abdomen vulnerable area is exploited.	<b>Area Effect.</b> Each creature within <b>30 feet</b> of Nomi must make a <b>VDC Dexterity saving throw</b> , taking <b>Vdam</b> acid damage on a failed save, or half as much damage on a successful one. Three acid pools appear in locations of Nomi's choice within <b>60 feet</b> of them (see Acid Pool trait). <b>Lost Features.</b> Acid Spray action.
Directionless	Nomi's Eyes vulnerable area is exploited.	<b>Lost Features.</b> Blind Charge legendary action and darkvision. They are considered blind beyond the radius of their tremorsense.
Dashed Wings	Nomi's Wings vulnerable area is exploited.	<b>Effect.</b> Nomi falls <b>prone</b> . <b>Lost Features.</b> Airborne Jaunt bonus action and Take Flight legendary action.
Death Throes	Nomi has three exploited vulnerable areas.	<b>Effect.</b> Nomi falls <b>prone</b> . <b>Lost Features.</b> Their burrowing speed is reduced to <b>0 feet</b> , and their walking speed is reduced to <b>5 feet</b> . Additionally, they lose their proficiency in the Athletics skill, and they have <b>disadvantage</b> on Athletics and Acrobatics checks. <b>Finishing Blow.</b> Nomi is destroyed when they take damage equal to or greater than their Finishing Blow in a single turn.

MAP 4.2  
TEMPLE-WELL

CARTOGRAPHER:  
CZE & PEKU

SCALE:  
1 SQUARE = 5 FEET



GET THE MAP:



[HELIANA.LT/TEMPLEWELL](https://heliana.lt/templewell)

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Nomi takes a lair action to cause one of the following effects. They can't take the same action two rounds in a row, except during their death throes, when they take the Hatch lair action each round. The saving throw DCs and damage of their lair actions depend on Nomi's CR; see the Variable Statistics table below for the save DCs (**VDC**), roll modifiers (**Vmod**), and damage (**Vdam**).

### VARIABLE STATISTICS

Nomi CR	VDC	Vmod	Vdam
9	13	+5	5 (2d4)
18	15	+7	10 (3d6)
23	17	+9	21 (6d6)

ACID RAIN	HATCH	QUAKE								
<p>Acidic droplets condense and fall in a <b>100-foot-radius, 300-foot-high cylinder</b> centred on a point of Nomi's choice in their lair. Each creature in the area must make a <b>VDC Dexterity saving throw</b>, taking <b>Vdam</b> acid damage on a failed save, or half as much damage on a successful one.</p>	<p>Chrysalis' in Nomi's lair hatch. Nomi's CR determines which varieties of kabuto appear. The creatures' exoskeletons are still soft and their AC is 5 lower than indicated in their statistics.</p> <table border="1"> <thead> <tr> <th>Nomi CR</th> <th>Creatures hatched</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>1 futsu kabuto* (CR 2)</td> </tr> <tr> <td>18</td> <td>2 futsu kabuto* (CR 2)</td> </tr> <tr> <td>23</td> <td>1 také kabuto* (CR 7), 1 kabuto matriarch* (CR 4)</td> </tr> </tbody> </table>	Nomi CR	Creatures hatched	9	1 futsu kabuto* (CR 2)	18	2 futsu kabuto* (CR 2)	23	1 také kabuto* (CR 7), 1 kabuto matriarch* (CR 4)	<p>Each creature on a surface in Nomi's lair must succeed on a <b>VDC Strength saving throw</b> or be knocked <b>prone</b>. Creatures with four or five legs have <b>advantage</b> on this saving throw, and creatures with six or more legs automatically succeed.</p>
Nomi CR	Creatures hatched									
9	1 futsu kabuto* (CR 2)									
18	2 futsu kabuto* (CR 2)									
23	1 také kabuto* (CR 7), 1 kabuto matriarch* (CR 4)									
<p>When this lair action is used, mark it by placing a token here.</p>	<p>When this lair action is used, mark it by placing a token here.</p>	<p>When this lair action is used, mark it by placing a token here.</p>								

\*These creatures' AC is 5 lower than in their statistics.

## NONLETHAL ENDING

If Nomi ends their turn prone and either grappled or restrained, they give up and tap the ground. If released, Nomi leaves the area and does not return for **10d100 years**.

For nonlethal endings tailored to each adventure, reference *Wrath of the Kaiju*.

## DEATH RATTLE

All arthropods within 10 miles of Nomi become very aggressive for the next **2d6 days**. Somewhere in the world, an enormous, adamantine-shelled egg magically emerges from deep within the earth. At some point in the next **10d100 years**, Nomi hatches from this egg.

## EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

### NOMI XP MILESTONES

Criteria	CR 9	CR 18	CR 23
Chaos Threshold reduced to 0	2,500 XP	10,000 XP	25,000 XP
Abdomen exploited	2,500 XP	10,000 XP	25,000 XP
Eyes exploited	1,950 XP	7,500 XP	16,500 XP
Wings exploited	1,950 XP	7,500 XP	16,500 XP
Nomi defeated	1,100 XP	5,000 XP	7,200 XP
<b>Total</b>	<b>10,000 XP</b>	<b>40,000 XP</b>	<b>90,200 XP</b>

## CHAOS THRESHOLD

Instead of a regular hit point pool, a kaiju has a Chaos Threshold, a pool of hit points separate from those of its vulnerable areas. Whenever a kaiju takes damage to a location other than a vulnerable area, this damage is dealt to the kaiju's Chaos Threshold. When the Chaos Threshold is reduced to 0, the kaiju is not defeated but instead begins to Rampage, adopting a new behaviour described in its Behaviour table. Triggering a kaiju's rampage is often necessary to expose its vulnerable areas and take it down.

## EXPLOITING VULNERABLE AREAS

Vulnerable areas are special weaknesses that adventurers must exploit to defeat a kaiju. Unless otherwise stated, vulnerable areas share their kaiju's AC, saving throw modifiers, damage resistances, and damage immunities, and each has its own pool of hit points. While a kaiju's vulnerable area is at 0 hit points, it's considered exploited. This will trigger a change in the kaiju's behaviour or abilities, as shown in its Behaviour table.

PRINTABLE VERSION



HELIANA.LT/RYOKODAMAGELOG

DAMAGE LOG	CHAOS THRESHOLD		EYES		ABDOMEN		WINGS	
	Targeting Req.	—		—		—		Only while Rampaging
Hit Point Total	Damage	Remaining	Damage	Remaining	Damage	Remaining	Damage	Remaining
Damage Tally								
Exploited?	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Exploited Behaviour	Rampage		Directionless		Acid Burst		Dashed Wings	
When all three are exploited: Death Throes								

## TAKÉ KABUTO

Huge Beast (Yokai), Unaligned

**Armour Class** 19 (natural armour)

**Hit Points** 147 (14d12 + 56)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	2 (-4)	12 (+1)	4 (-3)

**Saving Throws** Str +7, Dex +1, Wis +4

**Skills** Athletics +7

**Damage Resistances** slashing; bludgeoning and piercing from nonmagical attacks that aren't adamantite

**Damage Immunities** acid

**Senses** tremorsense 90 ft., passive Perception 11

**Languages** —

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Charge.** If the kabuto moves at least **20 feet** straight toward a target and then immediately hits it with a Gore attack, the target takes an extra **9 (2d8)** piercing damage. If the target is a creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

**Honourable.** If the kabuto ends its turn prone and restrained by a creature that is grappling it, it becomes subdued. It immediately stops behaving aggressively and spends its turns disengaging and moving away from the area.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

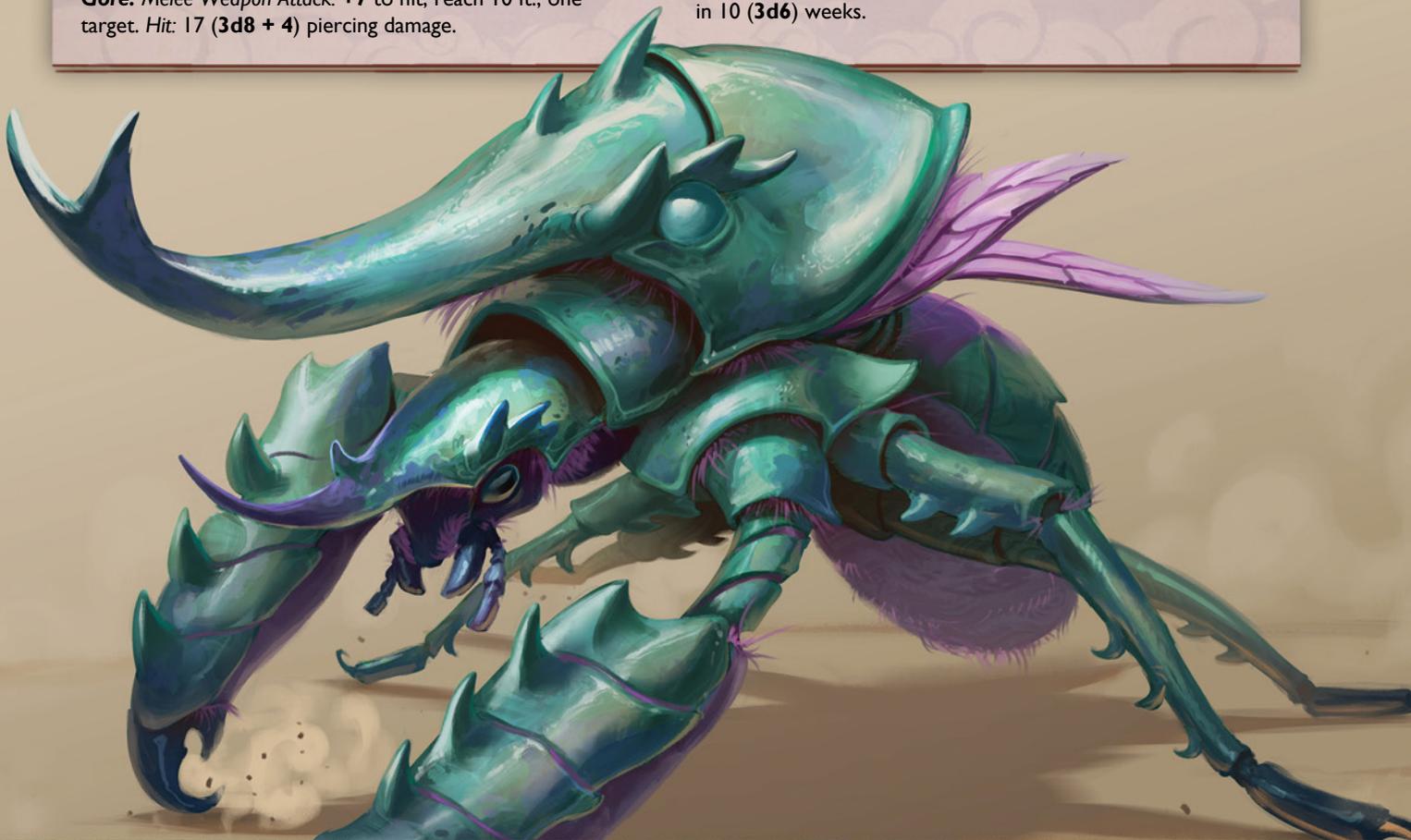
**Pincer.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage and, if the target is a creature, it is **grappled** (escape DC 15). Until the grapple ends, the kabuto can't target another creature with its Pincer attack and, if the creature is Huge or smaller, it is **restrained**.

**Toss.** The kabuto throws one creature it is grappling with its pincer directly upward, causing it to reach a height in feet equal to **2d6 × 10**. If the creature collides with an obstacle that prevents it from reaching the specified height, it takes **24 (7d6)** bludgeoning damage before falling down.

### BONUS ACTIONS

**Blind Charge.** The kabuto lowers its head, picking a direction. At the end of the next hostile creatures' turn, the kabuto charges, moving in the chosen direction until it collides with a creature or obstacle, or moves a distance equal to its walking speed. If the kabuto collides with a Huge or smaller creature, that creature must make a **DC 15 Strength saving throw**. On a failure, the creature takes **16 (3d10)** bludgeoning damage and is knocked **prone**. If the kabuto collides with a solid object, like a thick wall, it takes **16 (3d10)** bludgeoning damage and is **stunned** until the end of its next turn.

**Take Flight.** The kabuto gains a flying speed equal to its walking speed until the end of its next turn. While it has this flying speed, it loses its resistance to slashing damage and gains **vulnerability** to slashing damage instead. If it takes **15** or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in **10 (3d6)** weeks.



## FUTSU KABUTO

Large Beast (Yokai), Unaligned

**Armour Class** 14 (natural armour)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

**Skills** Athletics +5

**Damage Resistances** slashing

**Damage Immunities** acid

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

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Honourable.** If the kabuto ends its turn prone and restrained by a creature that is grappling it, it becomes subdued. It immediately stops behaving aggressively and spends its turn disengaging and moving away from the area.

### ACTIONS

**Pincer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and, if the target is a Huge or smaller creature, it is **grappled (escape DC 13)**. Until the grapple ends, the kabuto can't target another creature with its Pincer attack and, if the creature is Large or smaller, it is **restrained**.

**Toss.** The kabuto throws one creature it is grappling with their pincer directly upward, causing it to reach a height in feet equal to  $(1d4 + 1) \times 10$ . If the creature collides with an obstacle that prevents it from reaching the specified height, it takes 10 (3d6) bludgeoning damage before falling down.

### BONUS ACTIONS

**Blind Charge.** The kabuto lowers its head, picking a direction. At the end of the next turn, the kabuto charges, moving in the chosen direction until it collides with a creature or obstacle, or moves a distance equal to its walking speed. If the kabuto collides with a Large or smaller creature, that creature must make a **DC 13 Strength saving throw**. On a failure, the creature takes 9 (2d8) bludgeoning damage and is knocked **prone**. If the kabuto collides with a solid object, like a thick wall, it takes 9 (2d8) bludgeoning damage and is **stunned** until the end of its next turn.

**Take Flight.** The kabuto gains a flying speed equal to its walking speed until the end of its next turn. While it has this flying speed, it loses its resistance to slashing damage and gains **vulnerability** to slashing damage instead. If it takes 10 or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in 10 (3d6) weeks.

## KABUTO MATRIARCH

Large Beast (Yokai), Unaligned

**Armour Class** 14 (natural armour)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	19 (+4)	2 (-4)	13 (+1)	4 (-3)

**Skills** Survival +3

**Damage Resistances** slashing

**Damage Immunities** acid

**Senses** tremorsense 60 ft., passive Perception 11

**Languages** —

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Acidic Eruption.** When the kabuto takes 5 or more piercing, slashing, or thunder damage in a single instance, acid sprays out. Each creature within 5 feet of the kabuto takes 5 (2d4) acid damage.

### ACTIONS

**Gizzard Rock.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage plus 5 (2d4) acid damage.

**Acid Spray (Recharge 4-6).** The kabuto sprays a 30-foot cone of acid from its abdomen. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 15 (6d4) acid damage on a failure, or half as much damage on a success.

### BONUS ACTIONS

**Take Flight.** The kabuto gains a flying speed equal to its walking speed until the end of its next turn. While it has this flying speed, it loses its resistance to slashing damage and gains **vulnerability** to slashing damage instead. If it takes 10 or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in 10 (3d6) weeks.





Raiko, Herald of Storms

## TEMPEST ELEMENTAL

Large Elemental, Chaotic Neutral

Armour Class 17

Hit Points 190 (20d10 + 80)

Speed 0 ft, fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	19 (+4)	5 (-3)	16 (+3)	12 (+1)

**Damage Immunities** lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Auran

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

**Conductive.** The elemental has **advantage** on its Static Claw and Spark attack rolls if the target or its armour is made of metal.

**Groundable.** When the elemental has one-third of its hit points (63) or fewer and comes into contact with a Small or larger piece of grounded metal, the elemental instantly disappears into the ground.

**Lightning Form.** The elemental can enter a hostile creature's space and stop there. A creature that starts its turn in the elemental's space, touches the elemental, or hits it with a melee attack while within **10 feet** of it takes 13 (**3d8**) lightning damage. The elemental can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Multiattack.** The elemental makes five attacks with any combination of Static Claw and Spark.

**Static Claw.** *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 12 (**2d4 + 7**) lightning damage, and the target can't take reactions until the start of its next turn.

**Spark.** *Ranged Spell Attack:* **+11** to hit, range 60 ft., one target. *Hit:* 11 (**1d8 + 7**) lightning damage. On a critical hit, the target is **blinded** until the end of its next turn.

**Tempest (Recharge 5-6).** Each creature in a **60-foot cone** must make a **DC 16 Constitution saving throw**. On a failed save, a creature takes 18 (**4d8**) lightning damage, 18 (**4d8**) thunder damage, is **deafened** for **1 minute**, and is knocked **prone**. On a successful save, a creature takes half as much damage and isn't deafened or knocked **prone**.



## RAIKO, THE BOUNDLESS GALE

Gargantuan Elemental (Kaiju), Chaotic Neutral

**Armour Class** 17 (natural armour)

**Chaos Threshold** 40

**Finishing Blow** 30

**Speed** 40 ft., climb 40 ft.

**Vulnerable Area Identification** DC 12

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	14 (+2)	17 (+3)	20 (+5)

**Saving Throws** Dex +6, Wis +7

**Skills** Acrobatics +6, Athletics +9, Intimidation +9, Perception +7

**Damage Immunities** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, deafened, exhaustion, paralysed, petrified, stunned

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 17

**Languages** all

**Challenge** 10 (18,700 XP across all phases) **Prof Bonus** +4

**Conductive.** Raiko has **advantage** on attack rolls against targets made of metal or wearing metal armour. Creatures made of metal or wearing metal armour have **disadvantage** on saving throws against Raiko's Galvanic Charge, Galvanic Fracture, and Static Pulse.

**Galvanic Fracture (While Tempest Orbs Exploited).** At the start of each of Raiko's turns, each creature within **120 feet** of Raiko (including himself) must make a **Dexterity saving throw** as bolts of lightning chaotically spiral through the air. The creature with the lowest result takes **18 (4d8)** lightning damage.

**Kaiju Force.** Raiko can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, he deals double damage to objects and structures, and his weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Raiko is **immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

**Legendary Resistance (3/Day).** If Raiko fails a saving throw, he can choose to succeed instead.

**Prideful.** If Raiko hears a comment that he deems to be insulting or derogatory towards himself (GM's discretion), then, while he can see the source of that insult and the source is within **30 feet** of him, Raiko has **disadvantage** on attack rolls against creatures other than the source of the insult until the end of his next turn, or until he hears another comment that satisfies the conditions of this trait, whichever comes first.

### STORM FORM

While in his Storm Form, Raiko splits into a number of elementals equal to the number of player characters, which appear adjacent to a player character, their 'focus'. These elementals use the **storm elemental** statistics, but have only **10** hit points each. Each elemental mirrors its focus' size and initiative count, taking its turn immediately after its focus.

### ACTIONS

**Multiattack.** Raiko makes one Claws attacks and one Stomp attack. He can replace any number of attacks with Bolt attacks.

**Claws.** *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* **12 (2d6 + 5)** slashing damage plus **4 (1d8)** lightning damage.

**Stomp.** *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target on the ground. *Hit:* **10 (1d10 + 5)** bludgeoning damage. Each creature within **10 feet** of the target takes **4 (1d8)** lightning damage as lightning earths itself through them. Creatures wearing metal armour take twice as much lightning damage.

**Bolt.** *Ranged Spell Attack:* **+9** to hit, range 120 ft., one target. *Hit:* **13 (3d8)** lightning damage.

**Thunderclap (Recharge 5-6; Lost While Bracers Exploited).**

Each creature within **20 feet** of Raiko must make a **DC 17**

**Constitution saving throw.** A creature takes **18 (4d8)** thunder damage and is **deafened** for **1 minute** on a failed save, or takes half as much damage and isn't deafened on a successful one.

### BONUS ACTIONS

**Galvanic Charge (Lost During Death Throes).** Raiko and all creatures scaling him shift into a bolt of pure, crackling energy, move in a straight line **10 feet wide**, passing through creatures and objects, and reform in an unoccupied space up to **120 feet** away. Each creature Raiko moves through in this way must succeed on a **DC 17 Dexterity saving throw** or take **4 (1d8)** lightning damage.

**Static Pulse.** A furious current of electricity ripples across Raiko's body. Each creature scaling Raiko must succeed on a **DC 12 Constitution saving throw** or take **4 (1d8)** lightning damage, be unable to take reactions until the start of its next turn, and be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Raiko 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. Raiko regains spent legendary actions at the start of his turn.

**Attack.** Raiko makes one Claws or Bolt attack.

**Charge (Lost During Death Throes).** Raiko uses his Galvanic Charge.

## RAIKO, THE UNENDING STORM

Gargantuan Elemental (Kaiju), Chaotic Neutral

**Armour Class** 19 (natural armour)

**Chaos Threshold** 180

**Finishing Blow** 55

**Speed** 50 ft., climb 50 ft

**Vulnerable Area Identification DC** 14

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	22 (+6)	16 (+3)	19 (+4)	22 (+6)

**Saving Throws** Dex +10, Con +12, Wis +10, Cha +12

**Skills** Acrobatics +10, Athletics +12, Intimidation +12, Perception +10

**Damage Immunities** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, deafened, exhaustion, paralysed, petrified, stunned

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 20

**Languages** all

**Challenge** 20 (66,100 XP across all phases) **Prof Bonus** +6

**Conductive.** Raiko has **advantage** on attack rolls against targets made of metal or wearing metal armour. Creatures made of metal or wearing metal armour have **disadvantage** on saving throws against Raiko's Galvanic Charge, Galvanic Fracture, and Static Pulse.

**Galvanic Fracture (While Tempest Orbs Exploited).** At the start of each of Raiko's turns, each creature within **120 feet** of Raiko (including himself) must make a **Dexterity saving throw** as bolts of lightning chaotically spiral through the air. The creature with the lowest result takes **27 (6d8)** lightning damage.

**Kaiju Force.** Raiko can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, he deals double damage to objects and structures, and his weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Raiko is **immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

**Legendary Resistance (3/Day).** If Raiko fails a saving throw, he can choose to succeed instead.

**Prideful.** If Raiko hears a comment that he deems to be insulting or derogatory towards himself (GM's discretion), then, while he can see the source of that insult and the source is within **30 feet** of him, Raiko has **disadvantage** on attack rolls against creatures other than the source of the insult until the end of his next turn, or until he hears another comment that satisfies the conditions of this trait, whichever comes first.

### STORM FORM

While in his Storm Form, Raiko splits into a number of elementals equal to the number of player characters, which appear adjacent to a player character, their 'focus'. These elementals use the **tempest elemental** statistics, but have only **30** hit points each. Each elemental mirrors its focus' size and initiative count, taking its turn immediately after its focus.

### ACTIONS

**Multiattack.** Raiko makes two Claws attacks and one Stomp attack. He can replace any number of attacks with Bolt attacks.

**Claws.** *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one target. *Hit:* **16 (3d6 + 6)** slashing damage plus **9 (2d8)** lightning damage.

**Stomp.** *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one target on the ground. *Hit:* **24 (4d8 + 6)** bludgeoning damage. Each creature within **10 feet** of the target takes **9 (2d8)** lightning damage as lightning earths itself through them. Creatures wearing metal armour take twice as much lightning damage.

**Bolt.** *Ranged Spell Attack:* **+12** to hit, range 120 ft., one target. *Hit:* **22 (5d8)** lightning damage.

**Thunderclap (Recharge 4-6; Lost While Bracers Exploited).**

Each creature within **30 feet** of Raiko must make a **DC 20**

**Constitution saving throw.** A creature takes **36 (8d8)** thunder damage and is **deafened** for **1 minute** on a failed save, or takes half as much damage and isn't deafened on a successful one.

### BONUS ACTIONS

**Galvanic Charge (Lost During Death Throes).** Raiko and all creatures scaling him shift into a bolt of pure, crackling energy, move in a straight line **10 feet wide**, passing through creatures and objects, and reform in an unoccupied space up to **120 feet** away. Each creature Raiko moves through in this way must succeed on a **DC 20 Dexterity saving throw** or take **9 (2d8)** lightning damage.

**Static Pulse.** A furious current of electricity ripples across Raiko's body. Each creature scaling Raiko must succeed on a **DC 14 Constitution saving throw** or take **9 (2d8)** lightning damage, be unable to take reactions until the start of its next turn, and be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Raiko 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. Raiko regains spent legendary actions at the start of his turn.

**Attack.** Raiko makes one Claws or Bolt attack.

**Charge (Lost During Death Throes).** Raiko uses his Galvanic Charge.



## RAIKO, THE INFINITE TEMPEST

Gargantuan Elemental (Kaiju), Chaotic Neutral

Armour Class 20 (natural armour)

Chaos Threshold 240

Finishing Blow 85

Speed 60 ft., climb 60 ft

Vulnerable Area Identification DC 16

STR	DEX	CON	INT	WIS	CHA
25 (+7)	21 (+5)	24 (+7)	18 (+4)	23 (+6)	25 (+7)

**Saving Throws** Dex +13, Con +15, Wis +14, Cha +15

**Skills** Acrobatics +13, Athletics +15, Intimidation +15, Perception +14

**Damage Immunities** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, deafened, exhaustion, paralysed, petrified, stunned

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 24

**Languages** all

**Challenge** 25 (165,000 XP across all phases) **Prof Bonus** +8

**Conductive.** Raiko has **advantage** on attack rolls against targets made of metal or wearing metal armour. Creatures made of metal or wearing metal armour have **disadvantage** on saving throws against Raiko's Galvanic Charge, Galvanic Fracture, and Static Pulse.

**Galvanic Fracture (While Tempest Orbs Exploited).** At the start of each of Raiko's turns, each creature within **120 feet** of Raiko (including himself) must make a **Dexterity saving throw** as bolts of lightning chaotically spiral through the air. The creature with the lowest result takes **45 (10d8)** lightning damage.

**Kaiju Force.** Raiko can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, he deals double damage to objects and structures, and his weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Raiko is **immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

**Legendary Resistance (4/Day).** If Raiko fails a saving throw, he can choose to succeed instead.

**Prideful.** If Raiko hears a comment that he deems to be insulting or derogatory towards himself (GM's discretion), then, while he can see the source of that insult and the source is within **30 feet** of him, Raiko has **disadvantage** on attack rolls against creatures other than the source of the insult until the end of his next turn, or until he hears another comment that satisfies the conditions of this trait, whichever comes first.

### STORM FORM

While in his Storm Form, Raiko splits into a number of elementals equal to the number of player characters, which appear adjacent to a player character, their 'focus'. These elementals use the **tempest elemental** statistics, but have only **90** hit points each. Each elemental mirrors its focus' size and initiative count, taking its turn immediately after its focus.

### ACTIONS

**Multiattack.** Raiko makes two Claws attacks and one Stomp attack. He can replace any number of attacks with Bolt attacks.

**Claws.** *Melee Weapon Attack:* **+15** to hit, reach 10 ft., one target. *Hit:* 21 (**4d6 + 7**) slashing damage plus 13 (**3d8**) lightning damage.

**Stomp.** *Melee Weapon Attack:* **+15** to hit, reach 10 ft., one target on the ground. *Hit:* 33 (**4d12 + 7**) bludgeoning damage. Each creature within **10 feet** of the target takes 13 (**3d8**) lightning damage as lightning earths itself through them. Creatures wearing metal armour take twice as much lightning damage.

**Bolt.** *Ranged Spell Attack:* **+15** to hit, range 120 ft., one target. *Hit:* 31 (**7d8**) lightning damage.

**Thunderclap (Recharge 4-6; Lost While Bracers Exploited).**

Each creature within **40 feet** of Raiko must make a **DC 23**

**Constitution saving throw.** A creature takes 90 (**20d8**) thunder damage and is **deafened** for **1 minute** on a failed save, or takes half as much damage and isn't deafened on a successful one.

### BONUS ACTIONS

**Galvanic Charge (Lost During Death Throes).** Raiko and all creatures scaling him shift into a bolt of pure, crackling energy, move in a straight line **10 feet wide**, passing through creatures and objects, and reform in an unoccupied space up to **120 feet** away. Each creature Raiko moves through in this way must succeed on a **DC 23 Dexterity saving throw** or take 18 (**4d8**) lightning damage.

**Static Pulse.** A furious current of electricity ripples across Raiko's body. Each creature scaling Raiko must succeed on a **DC 16 Constitution saving throw** or take 18 (**4d8**) lightning damage, be unable to take reactions until the start of its next turn, and be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Raiko 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. Raiko regains spent legendary actions at the start of his turn.

**Attack.** Raiko makes one Claws or Bolt attack.

**Charge (Lost During Death Throes).** Raiko uses his Galvanic Charge.



## LIGHTNING ELEMENTAL

Large Elemental, Chaotic Neutral

Armour Class 14

Hit Points 45 (6d10 + 12)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison, thunder

**Condition Immunities** exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Conductive.** The elemental has **advantage** on its Static Claw and Spark attack rolls if the target or its armour is made of metal.

**Groundable.** When the elemental has one-third of its hit points (15) or fewer and comes into contact with a Small or larger piece of grounded metal, the elemental instantly disappears into the ground.

**Lightning Form.** The elemental can enter a hostile creature's space and stop there. A creature that starts its turn in the elemental's space, touches the elemental, or hits it with a melee attack while within **10 feet** of it takes **4 (1d8)** lightning damage. The elemental can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Multiattack.** The elemental makes two attacks with any combination of Static Claw and Spark.

**Static Claw.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* **9 (2d4 + 4)** lightning damage, and the target can't take reactions until the start of its next turn.

**Spark.** *Ranged Spell Attack:* **+6** to hit, range 60 ft., one target. *Hit:* **8 (1d8 + 4)** lightning damage. On a critical hit, the target is **blinded** until the end of its next turn.

## STORM ELEMENTAL

Large Elemental, Chaotic Neutral

Armour Class 16

Hit Points 110 (13d10 + 39)

Speed 0 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	16 (+3)	5 (-3)	13 (+1)	10 (+0)

**Damage Immunities** lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Auran

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Conductive.** The elemental has **advantage** on its Static Claw and Spark attack rolls if the target or its armour is made of metal.

**Groundable.** When the elemental has one-third of its hit points (36) or fewer and comes into contact with a Small or larger piece of grounded metal, the elemental instantly disappears into the ground.

**Lightning Form.** The elemental can enter a hostile creature's space and stop there. A creature that starts its turn in the elemental's space, touches the elemental, or hits it with a melee attack while within **10 feet** of it takes **9 (2d8)** lightning damage. The elemental can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

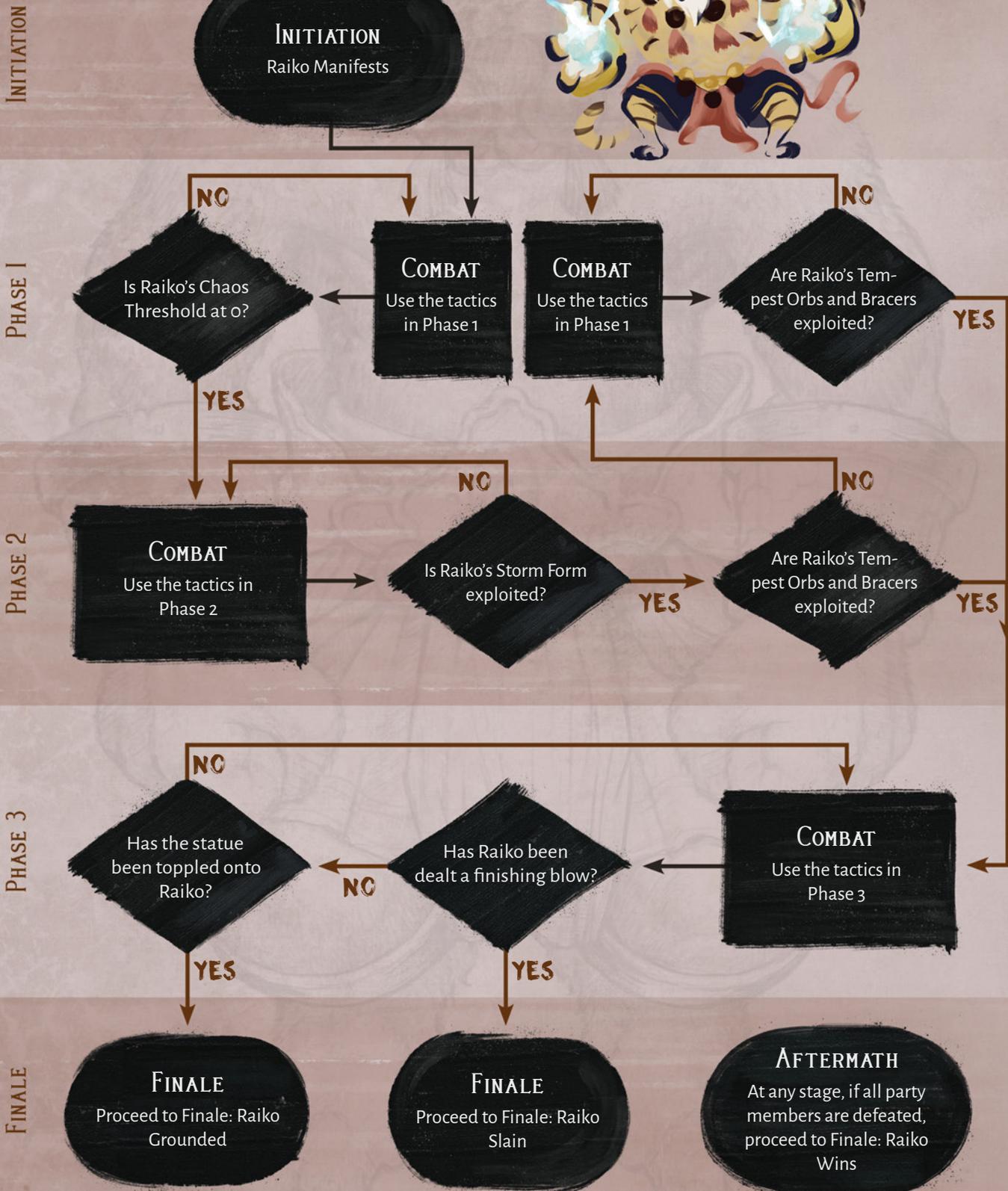
**Multiattack.** The elemental makes three attacks with any combination of Static Claw and Spark.

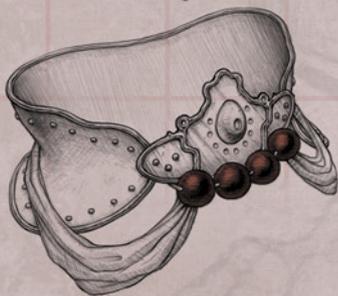
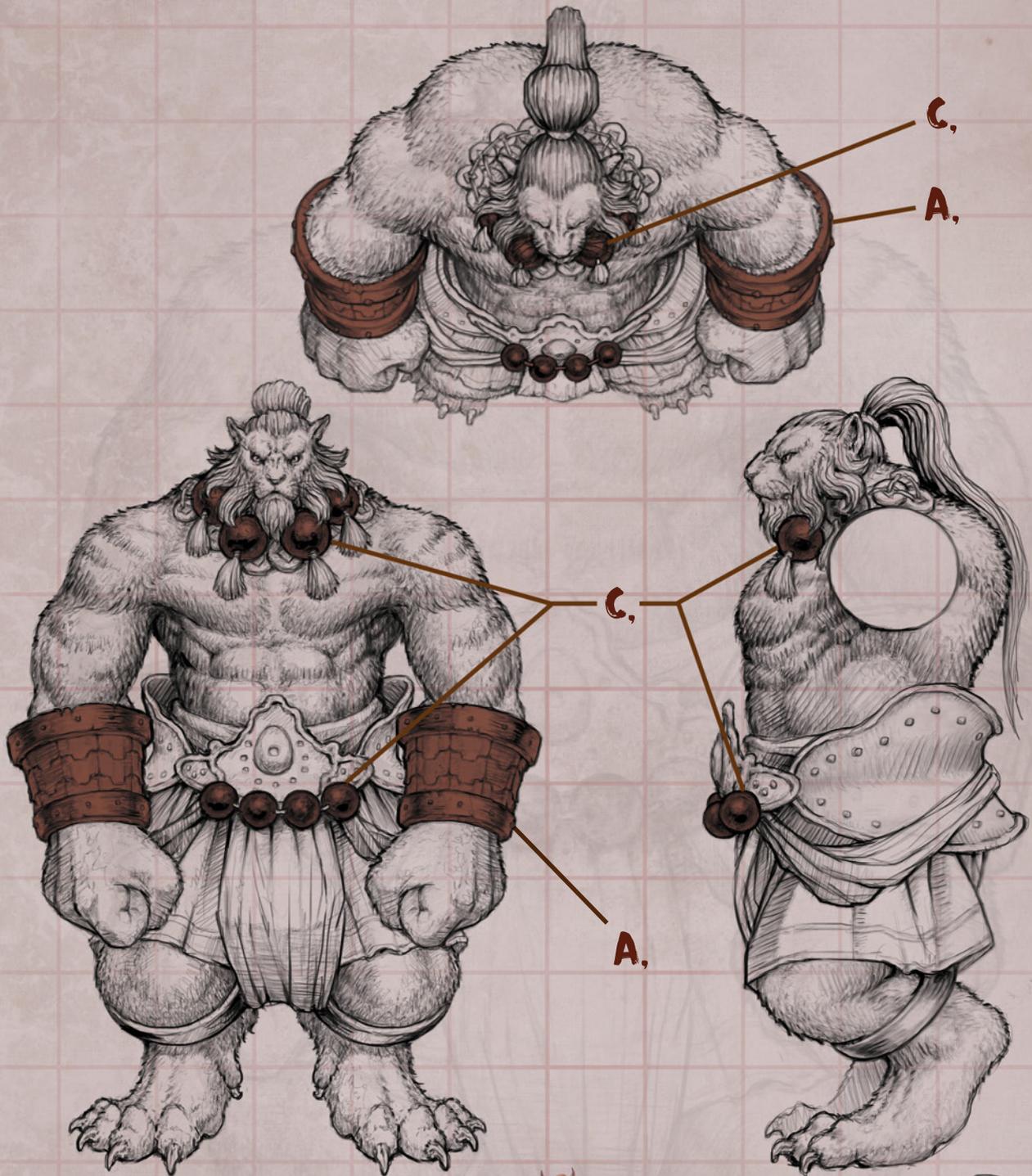
**Static Claw.** *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* **11 (2d4 + 6)** lightning damage, and the target can't take reactions until the start of its next turn.

**Spark.** *Ranged Spell Attack:* **+9** to hit, range 60 ft., one target. *Hit:* **10 (1d8 + 6)** lightning damage. On a critical hit, the target is **blinded** until the end of its next turn.

**Thunderclap (Recharge 5-6).** Each creature within **20 feet** of the elemental must make a **DC 14 Constitution saving throw**. A creature takes **18 (4d8)** thunder damage and is **deafened** for **1 minute** on a failed save, or takes half as much damage and isn't deafened on a successful one.

# FLOW OF BATTLE





A. Bracers



B. = Storm Form



C. Tempest Orbs

## VULNERABLE AREAS

KEY	AREA	SPECIAL TRAITS	CR	AC	HP
A	Bracers	These two Bracers share a pool of hit points.	10	17	40
		<b>Targeting.</b> The Bracers are targetable from range, by a creature scaling Raiko's forearm or hand, or by a creature that readies an action to attack the bracers when Raiko makes a Claws attack against a target within the creature's reach. This vulnerable area can't be targeted while Raiko is in his Storm Form.	20	19	80
		<b>Exploitation.</b> Both bracers fracture and fall from Raiko's forearms.	25	21	120
B	Storm Form	Each elemental has the number of hit points indicated in the HP column of this table, instead of their usual number. The elementals use the statistics detailed in Raiko's Storm Form section.	10	16	10
		<b>Targeting.</b> The elementals are targetable like a normal creature.	20	17	30
		<b>Exploitation.</b> An elemental that is permanently banished to another plane or that is grounded (see the Groundable trait) is destroyed. When all the elementals are destroyed, this vulnerable area is exploited.	25	17	90
C	Tempest Orbs	A number of Tempest Orbs equal to twice the number of player characters adorn Raiko, evenly split between his belt and necklace. Each has the number of hit points indicated in the HP column of this table. If more than one orb is in an area of effect, only one of the orbs takes damage from the effect (GM's choice). When all the orbs are destroyed, this vulnerable area is exploited.	10	17	10
		<b>Targeting.</b> The orbs are targetable from range, or by a creature scaling Raiko's neck or chest (necklace), or scaling his belly or waist (belt). This vulnerable area can't be targeted while Raiko is in his Storm Form.	20	19	20
		<b>Destruction.</b> When an orb is destroyed, each creature within <b>120 feet</b> of Raiko, including Raiko, must make a <b>Dexterity saving throw</b> . The creature with the lowest result takes <b>Vdam</b> lightning damage. <b>Exploitation.</b> When the final Tempest Orb is destroyed, lightning shoots off of Raiko uncontrollably.	25	20	30

## BEHAVIOURS

BEHAVIOUR	TRIGGER	EFFECT
Rampage	Raiko's Chaos Threshold is reduced to 0 hit points.	<b>Effect.</b> Raiko enters his Storm Form, splitting into a number of elemental creatures equal to the number of player characters. Each elemental appears in the nearest unoccupied space to each player character, its 'focus'. Each elemental mirrors its chosen player character's size and initiative count, taking its turn immediately before that player character.
Eye of the Storm	Raiko's Storm Form vulnerable area is exploited.	<b>Area Effect.</b> Each creature within <b>120 feet</b> of where Raiko appears that is not behind total cover must succeed on a <b>VDC Strength saving throw</b> or be knocked <b>prone</b> . Creatures that are flying have <b>disadvantage</b> on this saving throw. <b>Effect.</b> Raiko exits his Storm Form and reappears within <b>60 feet</b> of where the final remaining elemental was positioned.
Thunderless	Raiko's Bracers vulnerable area is exploited.	<b>Lost Features.</b> Thunderclap action.
Ungrounded	Raiko's Tempest Orbs vulnerable area is exploited.	<b>Gained Features.</b> Galvanic Fracture trait.
Death Throes	Raiko has three exploited vulnerable areas.	<b>Effect.</b> Raiko's speed falls to <b>0 feet</b> , and he falls <b>prone</b> . <b>Lost Features.</b> Galvanic Charge bonus action and Charge legendary action. <b>Finishing Blow.</b> Raiko is destroyed when he takes damage equal to or greater than his Finishing Blow in a single turn.

MAP 5.2  
IRONSPIRE SUMMIT

CARTOGRAPHER:  
CZE & PEKU

SCALE:  
1 SQUARE = 5 FEET



GET THE MAP:



[HELIANALT/IRONSPIRE](https://helianalt.com/ironspire)

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Raiko takes a lair action to cause one of the following effects. He can't take the same action two rounds in a row. The saving throw DCs and damage of his lair actions depend on Raiko's CR; see the Variable Statistics table below for the save DCs (**VDC**), roll modifiers (**Vmod**), and damage (**Vdam**).

### VARIABLE STATISTICS

Raiko CR	VDC	Vmod	Vdam
10	13	+5	5 (2d4)
20	16	+8	14 (4d6)
25	18	+10	28 (8d6)

### GALE

Raiko causes a gust to surge in a direction of his choice: North, North-east, East, South-east, South, South-west, West, or North-west. Each creature in the lair other than Raiko must succeed on a **VDC Strength saving throw** or be pushed **15 feet** in that direction.

When this lair action is used, mark it by placing a token here.

### LIGHTNING STRIKE

**1d4** bolts of lightning strike the ground. Each creature within **5 feet** of one of these points must make a **VDC Dexterity saving throw**, taking **Vdam** lightning damage on a failed save, or half as much damage on a successful one. Each bolt has the following targeting preferences, with no more than one bolt striking the same point:

1. First, strike a Small or larger piece of grounded metal.
2. Next, strike a creature made of metal or wearing metal armour.
3. Next, strike the ground beneath a flying creature, passing through the flying creature, which must make the saving throw as well.
4. Targets thereafter are randomly determined.

When this lair action is used, mark it by placing a token here.

### THUNDEROUS BOOM

**Thunderous Boom.** A peal of thunder tears through the air. Each creature other than Raiko that is in his lair must succeed on a **VDC Constitution saving throw** or become **deafened** and **dazed** until the start of its next turn. A dazed creature can't take reactions and can take only an action or a bonus action on its turn, not both. A creature that fails this save by **10** or more is **stunned** while dazed in this way.

When this lair action is used, mark it by placing a token here.

## NONLETHAL ENDING

If Raiko is pierced with a Huge or larger piece of conductive metal, and that metal is connected to the ground, Raiko is destroyed nonlethally and reemerges as a storm **10d100 years** later. For nonlethal endings tailored to each adventure, reference *Wrath of the Kaiju*.

## DEATH RATTLE

Raiko bursts in a deafening harmony of explosive thunder and howling roar. Each creature within **120 feet** of him must make a **VDC Constitution saving throw**, taking **2 × Vdam** thunder damage and becoming **paralysed** for **1 minute** on a failed save, or taking half as much damage and not becoming paralysed on a successful one. The roar echoes across the continent, and the clouds are severed in two by the force of the blast. No rain can fall in a **3-mile radius** of this point for the next **10d100 years**. This effect can only be ended early by the *wish* spell.

## EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

### RAIKO XP MILESTONES

Criteria	CR 10	CR 20	CR 25
Chaos Threshold reduced to 0	5,000 XP	18,000 XP	50,000 XP
Bracers exploited	1,800 XP	11,600 XP	20,000 XP
Storm Form exploited	2,450 XP	12,500 XP	37,500 XP
Tempest Orbs exploited	2,450 XP	12,500 XP	37,500 XP
Raiko defeated	5,000 XP	11,500 XP	20,000 XP
<b>Total</b>	<b>10,000 XP</b>	<b>40,000 XP</b>	<b>90,200 XP</b>

## CHAOS THRESHOLD

Instead of a regular hit point pool, a kaiju has a Chaos Threshold, a pool of hit points separate from those of its vulnerable areas. Whenever a kaiju takes damage to a location other than a vulnerable area, this damage is dealt to the kaiju's Chaos Threshold. When the Chaos Threshold is reduced to 0, the kaiju is not defeated but instead begins to Rampage, adopting a new behaviour described in its Behaviour table. Triggering a kaiju's rampage is often necessary to expose its vulnerable areas and take it down.

## EXPLOITING VULNERABLE AREAS

Vulnerable areas are special weaknesses that adventurers must exploit to defeat a kaiju. Unless otherwise stated, vulnerable areas share their kaiju's AC, saving throw modifiers, damage resistances, and damage immunities, and each has its own pool of hit points. While a kaiju's vulnerable area is at 0 hit points, it's considered exploited. This will trigger a change in the kaiju's behaviour or abilities, as shown in its Behaviour table.

PRINTABLE VERSION



HELIANA.LT/RYOKODAMAGELOG

DAMAGE LOG	CHAOS THRESHOLD		BRACERS		STORM FORM		TEMPEST ORBS	
	Targeting Req.	—		Not in Storm Form		—		Not in Storm Form
Hit Point Total					per elemental		per orb	
Damage Tally	Damage	Remaining	Damage	Remaining	Damage	Remaining	Damage	Remaining
	.	.	.	.	.	.	.	.
	.	.	.	.	.	.	.	.
	.	.	.	.	.	.	.	.
	.	.	.	.	.	.	.	.
	.	.	.	.	.	.	.	.
	.	.	.	.	.	.	.	.
	.	.	.	.	.	.	.	.
	.	.	.	.	.	.	.	.
	.	.	.	.	.	.	.	.
Exploited?	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Exploited Behaviour	Rampage		Thunderless		Eye of the Storm		Ungrounded	

When all three are exploited: Death Throes





House of the Forgotten

## ANIMATE ROBE

Medium Construct (Yokai), Neutral Evil

**Armour Class** 15 (natural armour)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	11 (+0)	8 (-1)	17 (+3)

**Saving Throws** Dex +4, Cha +5

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common

**Challenge** 4 (1,100 XP; CR 3 without legendary actions)

**Proficiency Bonus** +2

**False Appearance.** If the robe is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the robe move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the robe is animate.

### ACTIONS

**Mockery.** *Saving Throw:* **DC 13 Wisdom**, range 60 ft., one creature the robe can see. *Failure:* 10 (3d6) psychic damage, and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

**Thoughtseize (Recharge 4-6).** *Saving Throw:* **DC 13 Intelligence**, range 60 ft., one creature the robe can see. *Failure:* 21 (6d6) psychic damage and, until the start of its next turn, the creature has **disadvantage** on Intelligence, Wisdom, and Charisma saving throws and can't take reactions. *Success:* the creature takes half as much damage.

### REACTIONS

**Misty Retreat.** *Trigger:* A creature moves within **10 feet** of the robe. *Response:* The robe teleports to an unoccupied space it can see within **30 feet** of it.

### SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Joukai 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

**Vicious Voice.** Joukai uses Mockery.

**Dispel Magic (Costs 2 Actions; 3/Day).** Joukai casts the *dispel magic* spell at 3rd level, using Charisma as the spellcasting ability.



## IMBUED ROBE

Medium Construct (Yokai), Neutral Evil

**Armour Class** 17 (natural armour)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	12 (+1)	9 (-1)	19 (+4)

**Saving Throws** Dex +6, Cha +7

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common

**Challenge** 8 (3,900 XP; CR 6 without legendary actions)

**Proficiency Bonus** +3

**False Appearance.** If the robe is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the robe move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the robe is animate.

### ACTIONS

**Multiattack.** The robe uses Mockery two times, each use against a different target.

**Mockery.** *Saving Throw:* **DC 15 Wisdom**, range 60 ft., one creature the robe can see. *Failure:* 14 (4d6) psychic damage, and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

**Thoughtseize (Recharge 4-6).** *Saving Throw:* **DC 15 Intelligence**, range 60 ft., one creature the robe can see. *Failure:* 35 (10d6) psychic damage and, until the start of its next turn, the creature has **disadvantage** on Intelligence, Wisdom, and Charisma saving throws and can't take reactions. *Success:* the creature takes half as much damage.

### REACTIONS

**Misty Retreat.** *Trigger:* A creature moves within **10 feet** of the robe. *Response:* The robe teleports to an unoccupied space it can see within **30 feet** of it.

### SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Joukai 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

**Vicious Voice.** Joukai uses Mockery.

**Dispel Magic (Costs 2 Actions; 3/Day).** Joukai casts the *dispel magic* spell at 4th level, using Charisma as the spellcasting ability.

## SUFFUSED ROBE

Medium Construct (Yokai), Neutral Evil

**Armour Class** 18 (natural armour)

**Hit Points** 187 (22d8 + 88)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	18 (+4)	13 (+1)	10 (+0)	21 (+5)

**Saving Throws** Dex +8, Wis +5, Cha +10

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 13 (10,000 XP; CR 12 without legendary actions)

**Proficiency Bonus** +5

**False Appearance.** If the robe is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the robe move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the robe is animate.

### ACTIONS

**Multiattack.** The robe uses Mockery three times, each use against a different target.

**Mockery.** *Saving Throw:* **DC 18 Wisdom**, range 60 ft., one creature the robe can see. *Failure:* 18 (4d8) psychic damage, and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

**Thoughtseize (Recharge 4-6).** *Saving Throw:* **DC 18 Intelligence**, range 60 ft., one creature the robe can see. *Failure:* 70 (20d6) psychic damage and, until the start of its next turn, the creature has **disadvantage** on Intelligence, Wisdom, and Charisma saving throws and can't take reactions. *Success:* the creature takes half as much damage.

### REACTIONS

**Misty Retreat.** *Trigger:* A creature moves within **10 feet** of the robe. *Response:* The robe teleports to an unoccupied space it can see within **30 feet** of it.

### SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Joukai 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

**Vicious Voice.** Joukai uses Mockery.

**Dispel Magic (Costs 2 Actions; 3/Day).** Joukai casts the *dispel magic* spell at 5th level, using Charisma as the spellcasting ability.



## ANIMATE ARMOUR

Large Construct (Yokai), Neutral Evil

**Armour Class** 16 (natural armour)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

**Saving Throws** Str +6, Dex +5

**Damage Vulnerabilities** acid

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 5 (1,800 XP; CR 4 without legendary actions)

**Proficiency Bonus** +3

**Concussive Strikes.** When the armour knocks prone a creature that is concentrating on a spell or effect, the creature must make a **Constitution saving throw** to maintain its concentration. When the armour forces a creature to make a saving throw to maintain its concentration on a spell, the **DC** is **13** or half the damage dealt, whichever is higher, and the creature has **disadvantage** on this saving throw.

**False Appearance.** If the armour is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the armour move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the armour is animate.

## ACTIONS

**Multiattack.** The armour makes two attacks with any combination of Naginata or Javelin.

**Naginata.** *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 14 (**2d10 + 3**) slashing damage.

**Javelin.** *Ranged Weapon Attack:* **+6** to hit, range 30/120 ft., one target. *Hit:* 10 (**2d6 + 3**) piercing damage.

## BONUS ACTIONS

**Sweep.** If the armour hits a creature with a melee attack, it attempts to sweep the creature off its feet. The creature must succeed on a **DC 14 Strength saving throw** or fall **prone**.

## REACTIONS

**Parry.** *Trigger:* A creature the armour can see hits it with a melee attack. *Response:* The armour gains a **+3** bonus to its **AC** against the triggering attack, potentially causing it to miss. To use this reaction, the armour must be wielding a melee weapon.

## SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Sūjin 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

**Rush.** Sūjin moves up to half her speed and rams a creature within **10 feet** of her. The creature must succeed on a **DC 14 Strength saving throw** or be knocked **prone**.

**Whirl (Costs 2 Actions).** Sūjin whirls her naginata in a deadly pirouette. Each creature within **10 feet** of her must succeed on a **DC 14 Dexterity saving throw** or take **11 (2d10)** slashing damage.



## IMBUED ARMOUR

Large Construct (Yokai), Neutral Evil

**Armour Class** 18 (natural armour)

**Hit Points** 168 (16d10 + 80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	7 (-2)	14 (+2)	9 (-1)

**Saving Throws** Str +8, Dex +7

**Damage Vulnerabilities** acid

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 9 (5,000 XP; CR 8 without legendary actions)

**Proficiency Bonus** +4

**Concussive Strikes.** When the armour knocks prone a creature that is concentrating on a spell or effect, the creature must make a **Constitution saving throw** to maintain its concentration. When the armour forces a creature to make a saving throw to maintain its concentration on a spell, the **DC** is **14** or half the damage dealt, whichever is higher, and the creature has **disadvantage** on this saving throw.

**False Appearance.** If the armour is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the armour move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the armour is animate.

## ACTIONS

**Multiattack.** The armour makes three attacks with any combination of Naginata or Javelin.

**Naginata.** *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one target. *Hit:* 15 (**2d10 + 4**) slashing damage.

**Javelin.** *Ranged Weapon Attack:* **+8** to hit, range 30/120 ft., one target. *Hit:* 11 (**2d6 + 4**) piercing damage.

## BONUS ACTIONS

**Sweep.** If the armour hits a creature with a melee attack, it attempts to sweep the creature off its feet. The creature must succeed on a **DC 16 Strength saving throw** or fall **prone**.

## REACTIONS

**Parry.** *Trigger:* A creature the armour can see hits it with a melee attack. *Response:* The armour gains a **+4** bonus to its **AC** against the triggering attack, potentially causing it to miss. To use this reaction, the armour must be wielding a melee weapon.

## SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Sūjin 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

**Rush.** Sūjin moves up to half her speed and rams a creature within **10 feet** of her. The creature must succeed on a **DC 16 Strength saving throw** or be knocked **prone**.

**Whirl (Costs 2 Actions).** Sūjin whirls her naginata in a deadly pirouette. Each creature within **10 feet** of her must succeed on a **DC 16 Dexterity saving throw** or take 16 (**3d10**) slashing damage.



## SUFFUSED ARMOUR

Large Construct (Yokai), Neutral Evil

**Armour Class** 20 (natural armour)

**Hit Points** 230 (20d10 + 120)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	22 (+6)	8 (-1)	15 (+2)	10 (+0)

**Saving Throws** Str +10, Dex +9

**Damage Vulnerabilities** acid

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 14 (11,500 XP; CR 12 without legendary actions)

**Proficiency Bonus** +5

**Concussive Strikes.** When the armour knocks prone a creature that is concentrating on a spell or effect, the creature must make a **Constitution saving throw** to maintain its concentration. When the armour forces a creature to make a saving throw to maintain its concentration on a spell, the **DC** is **15** or half the damage dealt, whichever is higher, and the creature has **disadvantage** on this saving throw.

**False Appearance.** If the armour is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the armour move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the armour is animate.

## ACTIONS

**Multiattack.** The armour makes four attacks with any combination of Naginata or Javelin.

**Naginata.** *Melee Weapon Attack:* **+10** to hit, reach 10 ft., one target. *Hit:* 16 (**2d10 + 5**) slashing damage.

**Javelin.** *Ranged Weapon Attack:* **+10** to hit, range 30/120 ft., one target. *Hit:* 12 (**2d6 + 5**) piercing damage.

## BONUS ACTIONS

**Sweep.** If the armour hits a creature with a melee attack, it attempts to sweep the creature off its feet. The creature must succeed on a **DC 18 Strength saving throw** or fall **prone**.

## REACTIONS

**Parry.** *Trigger:* A creature the armour can see hits it with a melee attack. *Response:* The armour gains a **+5** bonus to its AC against the triggering attack, potentially causing it to miss. To use this reaction, the armour must be wielding a melee weapon.

## SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Sūjin 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

**Rush.** Sūjin moves up to half her speed and rams a creature within **10 feet** of her. The creature must succeed on a **DC 18 Strength saving throw** or be knocked **prone**.

**Whirl (Costs 2 Actions).** Sūjin whirls her naginata in a deadly spin. Each creature within **10 feet** of her must succeed on a **DC 18 Dexterity saving throw** or take 22 (**4d10**) slashing damage.



## ANIMATE PORCELAIN DOLL

*Small Construct (Yokai), Neutral Evil*

**Armour Class** 14 (natural armour)

**Hit Points** 54 (12d6 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	8 (-1)	16 (+3)	12 (+1)

**Saving Throws** Wis +5, Cha +3

**Damage Vulnerabilities** thunder

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**False Appearance.** If the doll is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the doll move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the doll is animate.

**Innocence.** An air of innocence surrounds the doll. A creature who targets the doll with an attack or a harmful spell must first make a **DC 13 Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or spell. This trait doesn't protect the doll from area effects, such as a *lightning bolt*.

## ACTIONS

**Soulseize.** *Saving Throw:* **DC 13 Charisma**, range 60 ft., one creature the doll can see. *Failure:* the target must spend **two** of its hit dice, roll them, and take force damage equal to the result. If a creature fails this saving throw and has no unspent Hit Dice, it is reduced to 0 hit points.

**Puppeteer (Recharge 4-6).** *Saving Throw:* **DC 13 Wisdom**, range 60 ft., one creature the doll can see. *Failure:* the creature is possessed until the start of the doll's next turn. While possessed, the target must obey the doll's mental commands, which it can issue at any time. If the target takes damage, it can repeat the saving throw, ending the effect on a success.

## REACTIONS

**Twist of Fate.** *Trigger:* A creature within **60 feet** of the doll that it can see succeeds on an attack roll, ability check, or saving throw. *Response:* The doll twists the strings of fate, forcing the creature to reroll the **d20** and use the lower roll.

## SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Tokihito 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

**Fortune.** The doll grants one creature it can see within **60 feet** of it good luck. Whenever the target makes an attack roll or saving throw before the end of its next turn, the target can roll a **d6** and add the number rolled to the attack roll or saving throw.

**Malice (Costs 2 Actions).** The doll casts *bloodweave\** at 3rd level, using Wisdom as the spellcasting ability (**save DC 13**).

\*See *Wrath of the Kaiju*, Appendix B.



## IMBUED PORCELAIN DOLL

*Small Construct (Yokai), Neutral Evil*

**Armour Class** 15 (natural armour)

**Hit Points** 104 (16d6 + 48)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	9 (-1)	18 (+4)	14 (+2)

**Saving Throws** Wis +7, Cha +5

**Damage Vulnerabilities** thunder

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common

**Challenge** 7 (2,900 XP, CR 6 without legendary actions)

**Proficiency Bonus** +3

**False Appearance.** If the doll is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the doll move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the doll is animate.

**Innocence.** An air of innocence surrounds the doll. A creature that targets the doll with an attack or a harmful spell must first make a **DC 15 Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or spell. This trait doesn't protect the doll from area effects, such as a *lightning bolt*.

## ACTIONS

**Soulseize.** *Saving Throw:* **DC 15 Charisma**, range 60 ft., one creature the doll can see. *Failure:* the target must spend **four** of its hit dice, roll them, and take force damage equal to the result. If a creature fails this saving throw and has no unspent Hit Dice, it is reduced to 0 hit points.

**Puppeteer (Recharge 4-6).** *Saving Throw:* **DC 15 Wisdom**, range 60 ft., one creature the doll can see. *Failure:* the creature is possessed until the start of the doll's next turn. While possessed, the target must obey the doll's mental commands, which it can issue at any time. If the target takes damage, it can repeat the saving throw, ending the effect on a success.

## REACTIONS

**Twist of Fate.** *Trigger:* A creature within **60 feet** of the doll that it can see succeeds on an attack roll, ability check, or saving throw. *Response:* The doll twists the strings of fate, forcing the creature to reroll the **d20** and use the lower roll.

## SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Tokihito 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

**Fortune.** The doll grants one creature it can see within **60 feet** of it good luck. Whenever the target makes an attack roll or saving throw before the end of its next turn, the target can roll a **d6** and add the number rolled to the attack roll or saving throw.

**Malice (Costs 2 Actions).** The doll casts *bloodweave\** at 3rd level, using Wisdom as the spellcasting ability (**save DC 15**).

\*See *Wrath of the Kaiju*, Appendix B.



## SUFFUSED PORCELAIN DOLL

*Small Construct (Yokai), Neutral Evil*

**Armour Class** 17 (natural armour)

**Hit Points** 180 (24d6 + 96)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	18 (+4)	10 (+0)	22 (+6)	16 (+3)

**Saving Throws** Con +9, Wis +11, Cha +8

**Damage Vulnerabilities** thunder

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common

**Challenge** 13 (10,000 XP; CR 11 without legendary actions)

**Proficiency Bonus** +5

**False Appearance.** If the doll is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the doll move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the doll is animate.

**Innocence.** An air of innocence surrounds the doll. A creature that targets the doll with an attack or a harmful spell must first make a **DC 19 Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or spell. This trait doesn't protect the doll from area effects, such as a *lightning bolt*.

## ACTIONS

**Soulseize.** *Saving Throw:* **DC 19 Charisma**, range 60 ft., one creature the doll can see. *Failure:* the target must spend **six** of its hit dice, roll them, and take force damage equal to the result. If a creature fails this saving throw and has no unspent Hit Dice, it is reduced to 0 hit points.

**Puppeteer (Recharge 4-6).** *Saving Throw:* **DC 19 Wisdom**, range 60 ft., one creature the doll can see. *Failure:* the creature is possessed until the start of the doll's next turn. While possessed, the target must obey the doll's mental commands, which it can issue at any time. If the target takes damage, it can repeat the saving throw, ending the effect on a success.

## REACTIONS

**Twist of Fate.** *Trigger:* A creature within **60 feet** of the doll that it can see succeeds on an attack roll, ability check, or saving throw. *Response:* The doll twists the strings of fate, forcing the creature to reroll the **d20** and use the lower roll.

## SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Tokihito 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

**Fortune.** The doll grants one creature it can see within **60 feet** of it good luck. Whenever the target makes an attack roll or saving throw before the end of its next turn, the target can roll a **d6** and add the number rolled to the attack roll or saving throw.

**Malice (Costs 2 Actions).** The doll casts *bloodweave*\* at 3rd level, using Wisdom as the spellcasting ability (**save DC 19**).

\*See *Wrath of the Kaiju*, Appendix B.

## MAGATSUCHI, THE FLAXEN ROOT

Gargantuan Plant (Kaiju, Yokai), Chaotic Neutral

Armour Class 16 (natural armour)

Chaos Threshold 50

Finishing Blow 35

Speed 40 ft. (see Wandering Earth)

Vulnerable Area Identification DC 11

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	24 (+7)	11 (+0)	16 (+3)	18 (+4)

Saving Throws Str +7, Dex +0

Damage Immunities poison

Condition Immunities charmed, paralysed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense (see Earthsense), passive Perception 13

Languages —

Challenge 8 (8,500 XP across all phases) Prof Bonus +3

**Earthsense.** Magatsuchi's tremorsense extends throughout the earth, plants, and buildings to which it is connected, as well as the ground **60 feet** beyond this matter.

**Kaiju Force.** Magatsuchi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Magatsuchi is **immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

**Kodama Infused.** The connection between the kodama and Magatsuchi can be interrupted by psychic assaults. If Magatsuchi takes **8** or more psychic damage in a single turn, it loses one legendary action, which it regains at the start of its next turn as usual. If it has no legendary actions to lose, it can't take bonus actions on its next turn.

**Legendary Resistance (2/Day).** If Magatsuchi fails a saving throw, it can choose to succeed instead.

**Wandering Earth.** Magatsuchi's many roots allow it to animate a large expanse of earth. The speed represented here is the speed at which this earth can move. Magatsuchi (the tree) does not move relative to the objects and creatures that occupy this earth.

### ACTIONS

**Multiattack.** Magatsuchi makes one Branch Slam attack and two Lantern Flare attacks.

**Branch Slam.** *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target must succeed on a **DC 15 Strength saving throw** or be pushed **30 feet** away from Magatsuchi.

**Lantern Flare (Lost While Spirit Lanterns Exploited).** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 8 (1d8 + 4) radiant damage. This attack ignores half and three-quarters cover and, on a critical hit, a target is **blinded** until the end of its next turn.

**Razorleaf (Recharge 5-6; Lost While Goldenheart Exploited).** With a whip of its branches, Magatsuchi flicks a torrent of amber-tipped leaves in a **120-foot cone**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking 21 (6d6) slashing damage on a failure, or half as much damage on a success.

### BONUS ACTIONS

**Heart of Gold (Lost While Goldenheart Exploited).** With a wispy golden bolt, Magatsuchi heals another Plant it can detect within **300 feet** of itself. The Plant regains 7 (1d8 + 4) hit points.

**Dissonant Echo (Lost While Telepathic Connection Exploited).** One creature of Magatsuchi's choice within **120 feet** of it, as well as each creature scaling Magatsuchi, must make a **DC 11 Charisma saving throw**. On a failure, a creature takes 5 (2d4) psychic damage and is **paralysed** until the start of its next turn. Creatures scaling Magatsuchi that are paralysed in this way immediately fall, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Magatsuchi 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. Magatsuchi regains spent legendary actions at the start of its turn.

**Attack (Lost While Spirit Lanterns Exploited).** Magatsuchi makes one Lantern Flare attack.

**Tomb of Roots (Lost During Death Throes).** Magatsuchi grows a cage of woody material around one Huge or smaller creature within **180 feet** of it that is within **10 feet** of the ground, which must succeed on a **DC 15 Dexterity saving throw** or be trapped inside. The root tomb provides three-quarters cover from effects on the other side of it. The root tomb has **AC 13**, **10** hit points, **vulnerability** to fire damage, and **immunity** to piercing, poison, and psychic damage.

**Constrict Tombs (Lost During Death Throes).** Magatsuchi constricts all of its tombs of roots. Each creature trapped in a root tomb takes 7 (2d6) bludgeoning damage and is **restrained** until it leaves the root tomb.

**Whomping Whirl (Costs 2 Actions).** Magatsuchi flails in a whirl of crushing branches. Each creature within **30 feet** of Magatsuchi must make a **DC 15 Dexterity saving throw**. On a failure, a creature takes 7 (2d6) bludgeoning damage and is pushed **30 feet** away from Magatsuchi. On a success, a creature takes half as much damage and is not pushed.



## HUNTING NARCISSUS

Large Plant (Yokai), Unaligned

**Armour Class** 16 (natural armour)

**Hit Points** 133 (14d10 + 56)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	5 (-3)	10 (+0)	10 (+0)

**Damage Resistances** piercing

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** tremorsense 60 ft., darkvision 120 ft., passive Perception 10

**Languages** understands Sylvan and Terran but can't speak

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Drowsy Poison.** A creature poisoned by the narcissus must make a **DC 15 Constitution saving throw** at the end of each of its turns. On a failure, the creature falls **unconscious** until the start of its next turn. A creature that fails the saving throw by 5 or more falls **unconscious** for **10 minutes**. On a success, the creature is no longer poisoned by the narcissus. A creature unconscious in this way wakes if it takes damage, or someone uses an action to shake or slap it awake.

**False Appearance.** If the narcissus is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the narcissus move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the narcissus is animate.

**Kodama Infused.** The connection between the narcissus and the kodama that infuses it can be interrupted by psychic assaults. If the narcissus takes psychic damage then, until the end of its next turn, its speed is halved, it can't take reactions, and it can take only an action or bonus action, not both.

**Pounce.** If the narcissus moves at least **20 feet** straight toward a creature and then immediately hits it with a Bite attack, that target must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. If the target is prone, the narcissus can make one Bite attack against it as a bonus action.

### ACTIONS

**Multiattack.** The narcissus makes one Bite attack and two Crystalline Bulb attacks.

**Bite.** *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 11 (**2d6 + 4**) piercing damage, and the target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** by the narcissus' Drowsy Poison for **1 minute**.

**Crystalline Bulb.** *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* 13 (**2d8 + 4**) slashing damage, and the target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** by the narcissus' Drowsy Poison for **1 minute**. A creature that is poisoned in this way and is not unconscious takes 2 (**1d4**) acid damage at the start of each of its turns.

**Poison Pollen (Recharge 5-6).** *Saving Throw:* **DC 15 Constitution, 30-foot cone.** *Failure:* A creature takes 27 (**6d8**) poison damage and is **poisoned** by the narcissus' Drowsy Poison for **1 minute**.



## MAGATSUCHI, THE GOLDEN CORE

Gargantuan Plant (Kaiju, Yokai), Chaotic Neutral

Armour Class 17 (natural armour)

Chaos Threshold 75

Finishing Blow 50

Speed 40 ft. (see Wandering Earth)

Vulnerable Area Identification DC 13

STR	DEX	CON	INT	WIS	CHA
21 (+5)	5 (-3)	27 (+8)	13 (+1)	18 (+4)	20 (+5)

Saving Throws Str +10, Dex +2

Damage Immunities poison

Condition Immunities charmed, paralysed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense (see Earthsense), passive Perception 14

Languages —

Challenge 14 (24,800 XP across all phases) Prof Bonus +5

**Earthsense.** Magatsuchi's tremorsense extends throughout the earth, plants, and buildings to which it is connected, as well as the ground **60 feet** beyond this matter.

**Kaiju Force.** Magatsuchi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Magatsuchi is **immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

**Kodama Infused.** The connection between the kodama and Magatsuchi can be interrupted by psychic assaults. If Magatsuchi takes **14** or more psychic damage in a single turn, it loses one legendary action, which it regains at the start of its next turn as usual. If it has no legendary actions to lose, it can't take bonus actions on its next turn.

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

**Wandering Earth.** Magatsuchi's many roots allow it to animate a large expanse of earth. The speed represented here is the speed at which this earth can move. Magatsuchi (the tree) does not move relative to the objects and creatures that occupy this earth.

### ACTIONS

**Multiattack.** Magatsuchi makes one Branch Slam attack and four Lantern Flare attacks.

**Branch Slam.** *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target must succeed on a **DC 18 Strength saving throw** or be pushed **30 feet** away from Magatsuchi.

**Lantern Flare (Lost While Spirit Lanterns Exploited).** *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 9 (1d8 + 5) radiant damage. This attack ignores half and three-quarters cover and, on a critical hit, a target is **blinded** until the end of its next turn.

**Razorleaf (Recharge 5-6; Lost While Goldenheart Exploited).** With a whip of its branches, Magatsuchi flicks a torrent of amber-tipped leaves in a **120-foot cone**. Each creature in the area must make a **DC 18 Dexterity saving throw**, taking 31 (9d6) slashing damage on a failure, or half as much damage on a success.

### BONUS ACTIONS

**Heart of Gold (Lost While Goldenheart Exploited).** With a wispy golden bolt, Magatsuchi heals another Plant it can detect within **300 feet** of itself. The Plant regains 14 (2d8 + 5) hit points.

**Dissonant Echo (Lost While Telepathic Connection Exploited).** One creature of Magatsuchi's choice within **120 feet** of it, as well as each creature scaling Magatsuchi, must make a **DC 13 Charisma saving throw**. On a failure, a creature takes 7 (2d6) psychic damage and is **paralysed** until the start of its next turn. Creatures scaling Magatsuchi that are paralysed in this way immediately fall, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Magatsuchi 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. Magatsuchi regains spent legendary actions at the start of its turn.

**Attack (Lost While Spirit Lanterns Exploited).** Magatsuchi makes one Lantern Flare attack.

**Tomb of Roots (Lost During Death Throes).** Magatsuchi grows a cage of woody material around one Huge or smaller creature within **180 feet** of it that is within **10 feet** of the ground, which must succeed on a **DC 18 Dexterity saving throw** or be trapped inside. The root tomb provides three-quarters cover from effects on the other side of it. The root tomb has **AC 13**, **15** hit points, **vulnerability** to fire damage, and **immunity** to piercing, poison, and psychic damage.

**Constrict Tombs (Lost During Death Throes).** Magatsuchi constricts all of its tombs of roots. Each creature trapped in a root tomb takes 11 (2d10) bludgeoning damage and is **restrained** until it leaves the root tomb.

**Whomping Whirl (Costs 2 Actions).** Magatsuchi flails in a whirl of crushing branches. Each creature within **30 feet** of Magatsuchi must make a **DC 18 Dexterity saving throw**. On a failure, a creature takes 11 (2d10) bludgeoning damage and is pushed **30 feet** away from Magatsuchi. On a success, a creature takes half as much damage and is not pushed.



## ANISE STARSHOOTER

Medium Plant (Yokai), Unaligned

**Armour Class** 13 (natural armour)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	5 (-3)	8 (-1)	10 (+0)

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Sylvan and Terran but can't speak

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**False Appearance.** If the starshooter is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the starshooter move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the starshooter is animate.

**Kodama Infused.** The connection between the starshooter and the kodama that infuses it can be interrupted by psychic assaults. If the starshooter takes psychic damage then, until the end of its next turn, its speed is halved, it can't take reactions, and it can take only an action or bonus action, not both.

### ACTIONS

**Multiattack.** The starshooter makes two attacks with any combination of Slash or Starshot.

**Slash.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

**Starshot.** *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a **DC 13 Constitution saving throw** or be **poisoned** for **1 minute**. A creature poisoned in this way must repeat the saving throw at the end of each of its turns, taking 2 (1d4) poison damage on a failure, or ending the effect on a success.

### BONUS ACTIONS

**Skirmish.** The starshooter moves up to half its speed without provoking opportunity attacks.



## MAGATSUCHI, THE AUREATE HEART

Gargantuan Plant (Kaiju, Yokai), Chaotic Neutral

Armour Class 19 (natural armour)

Chaos Threshold 100

Finishing Blow 75

Speed 40 ft. (see Wandering Earth)

Vulnerable Area Identification DC 14

STR	DEX	CON	INT	WIS	CHA
25 (+7)	5 (-3)	30 (+10)	15 (+2)	20 (+5)	23 (+6)

Saving Throws Str +13, Dex +3

Damage Immunities poison

Condition Immunities charmed, paralysed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense (see Earthsense), passive Perception 15

Languages —

Challenge 20 (53,900 XP across all phases) Prof Bonus +6

**Earthsense.** Magatsuchi's tremorsense extends throughout the earth, plants, and buildings to which it is connected, as well as the ground **60 feet** beyond this matter.

**Kaiju Force.** Magatsuchi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Magatsuchi is **immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

**Kodama Infused.** The connection between the kodama and Magatsuchi can be interrupted by psychic assaults. If Magatsuchi takes **20** or more psychic damage in a single turn, it loses one legendary action, which it regains at the start of its next turn as usual. If it has no legendary actions to lose, it can't take bonus actions on its next turn.

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

**Wandering Earth.** Magatsuchi's many roots allow it to animate a large expanse of earth. The speed represented here is the speed at which this earth can move. Magatsuchi (the tree) does not move relative to the objects and creatures that occupy this earth.

### ACTIONS

**Multiattack.** Magatsuchi makes one Branch Slam attack and four Lantern Flare attacks.

**Branch Slam.** *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage, and the target must succeed on a **DC 21 Strength saving throw** or be pushed **30 feet** away from Magatsuchi.

**Lantern Flare (Lost While Spirit Lanterns Exploited).** *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 10 (1d8 + 6) radiant damage. This attack ignores half and three-quarters cover and, on a critical hit, a target is **blinded** until the end of its next turn.

**Razorleaf (Recharge 5-6; Lost While Goldenheart Exploited).** With a whip of its branches, Magatsuchi flicks a torrent of amber-tipped leaves in a **120-foot cone**. Each creature in the area must make a **DC 21 Dexterity saving throw**, taking 42 (12d6) slashing damage on a failure, or half as much damage on a success.

### BONUS ACTIONS

**Heart of Gold (Lost While Goldenheart Exploited).** With a wispy golden bolt, Magatsuchi heals another Plant it can detect within **300 feet** of itself. The Plant regains 19 (3d8 + 6) hit points.

**Dissonant Echo (Lost While Telepathic Connection Exploited).** One creature of Magatsuchi's choice within **120 feet** of it, as well as each creature scaling Magatsuchi, must make a **DC 14 Charisma saving throw**. On a failure, a creature takes 10 (3d6) psychic damage and is **paralysed** until the start of its next turn. Creatures scaling Magatsuchi that are paralysed in this way immediately fall, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Magatsuchi 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. Magatsuchi regains spent legendary actions at the start of its turn.

**Attack (Lost While Spirit Lanterns Exploited).** Magatsuchi makes one Lantern Flare attack.

**Tomb of Roots (Lost During Death Throes).** Magatsuchi grows a cage of woody material around one Huge or smaller creature within **180 feet** of it that is within **10 feet** of the ground, which must succeed on a **DC 21 Dexterity saving throw** or be trapped inside. The root tomb provides three-quarters cover from effects on the other side of it. The root tomb has **AC 15**, **20** hit points, **vulnerability** to fire damage, and **immunity** to piercing, poison, and psychic damage.

**Constrict Tombs (Lost During Death Throes).** Magatsuchi constricts all of its tombs of roots. Each creature trapped in a root tomb takes 16 (3d10) bludgeoning damage and is **restrained** until it leaves the root tomb.

**Whomping Whirl (Costs 2 Actions).** Magatsuchi flails in a whirl of crushing branches. Each creature within **30 feet** of Magatsuchi must make a **DC 21 Dexterity saving throw**. On a failure, a creature takes 16 (3d10) bludgeoning damage and is pushed **30 feet** away from Magatsuchi. On a success, a creature takes half as much damage and is not pushed.

## HEMLOCK WHIPWEED

Large Plant (Yokai), Unaligned

**Armour Class** 15 (natural armour)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	5 (-3)	10 (+0)	10 (+0)

**Damage Resistances** piercing

**Damage Immunities** poison

**Condition Immunities** grappled, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Sylvan and Terran but can't speak

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**False Appearance.** If the whipweed is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the whipweed move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the whipweed is animate.

**Kodama Infused.** The connection between the whipweed and the kodama that infuses it can be interrupted by psychic assaults. If the whipweed takes psychic damage then, until the end of its next turn, its speed is halved, it can't take reactions, and it can take only an action or bonus action, not both.

### ACTIONS

**Multiattack.** The whipweed makes two Knotted Whip attacks.

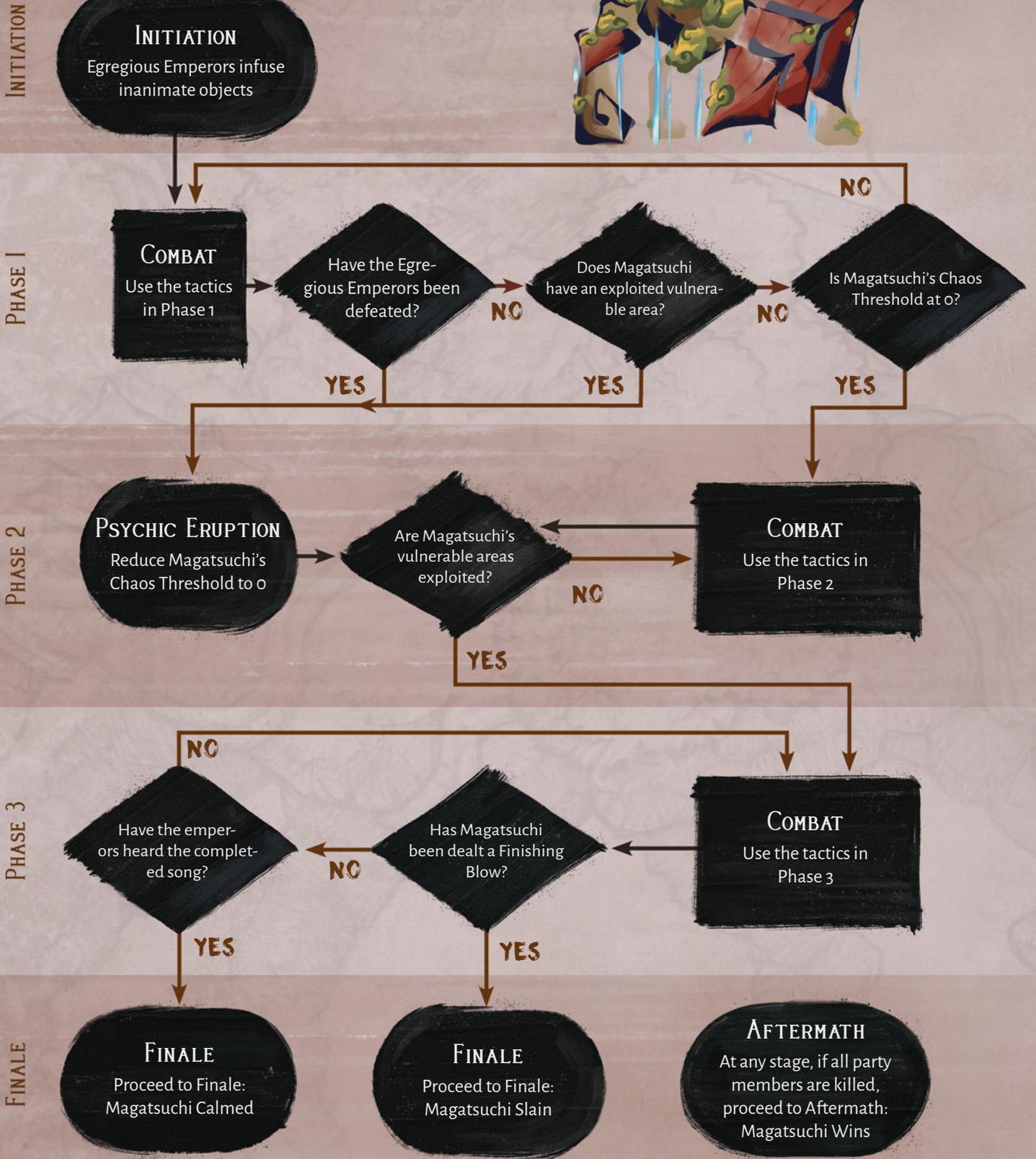
**Knotted Whip.** *Melee Weapon Attack:* **+5** to hit, reach 15 ft., one target. *Hit:* 8 (**2d4 + 3**) slashing damage plus 7 (**2d6**) poison damage, and the target must succeed on a **DC 13 Constitution saving throw** or be **poisoned** for **1 minute**. A creature poisoned in this way has its speed halved. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

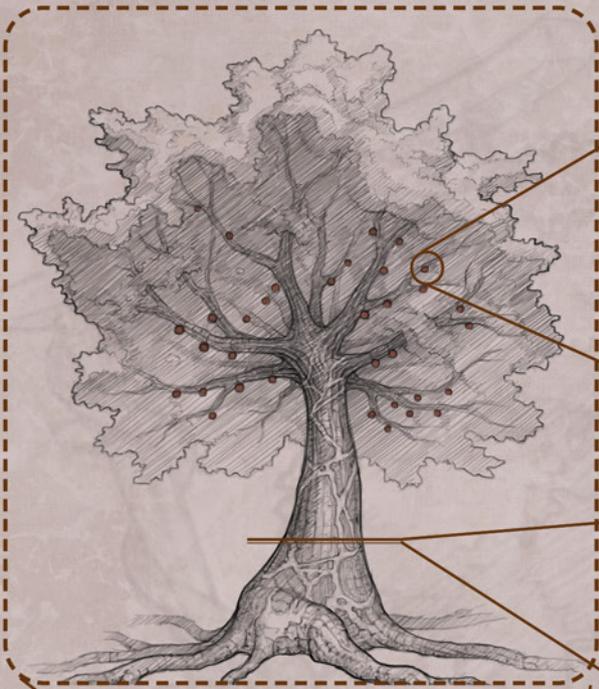
### BONUS ACTIONS

**Knot.** Immediately after the whipweed hits a creature with a Knotted Whip attack on its turn, it forces the creature to make a **DC 13 Strength saving throw**. On a failure, the knotted whip wraps around the target, **restraining** it, before detaching from the whipweed, which regrows a new knotted whip. A creature can use its action to make a **DC 13 Strength** check, freeing itself or a creature within its reach on a success.

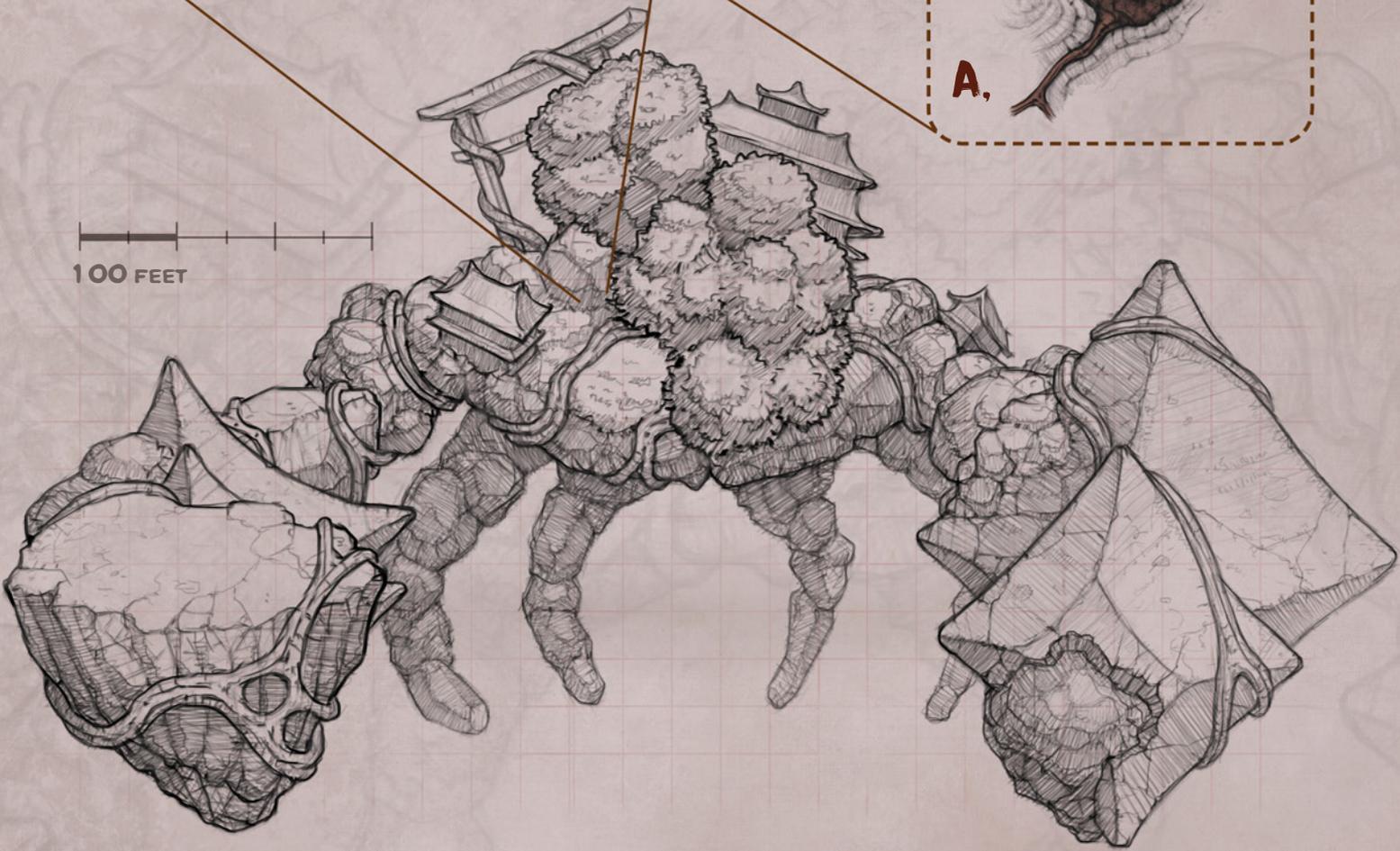


# FLOW OF BATTLE





100 FEET



**A. Goldenheart**

**B. Spirit  
Lanterns**

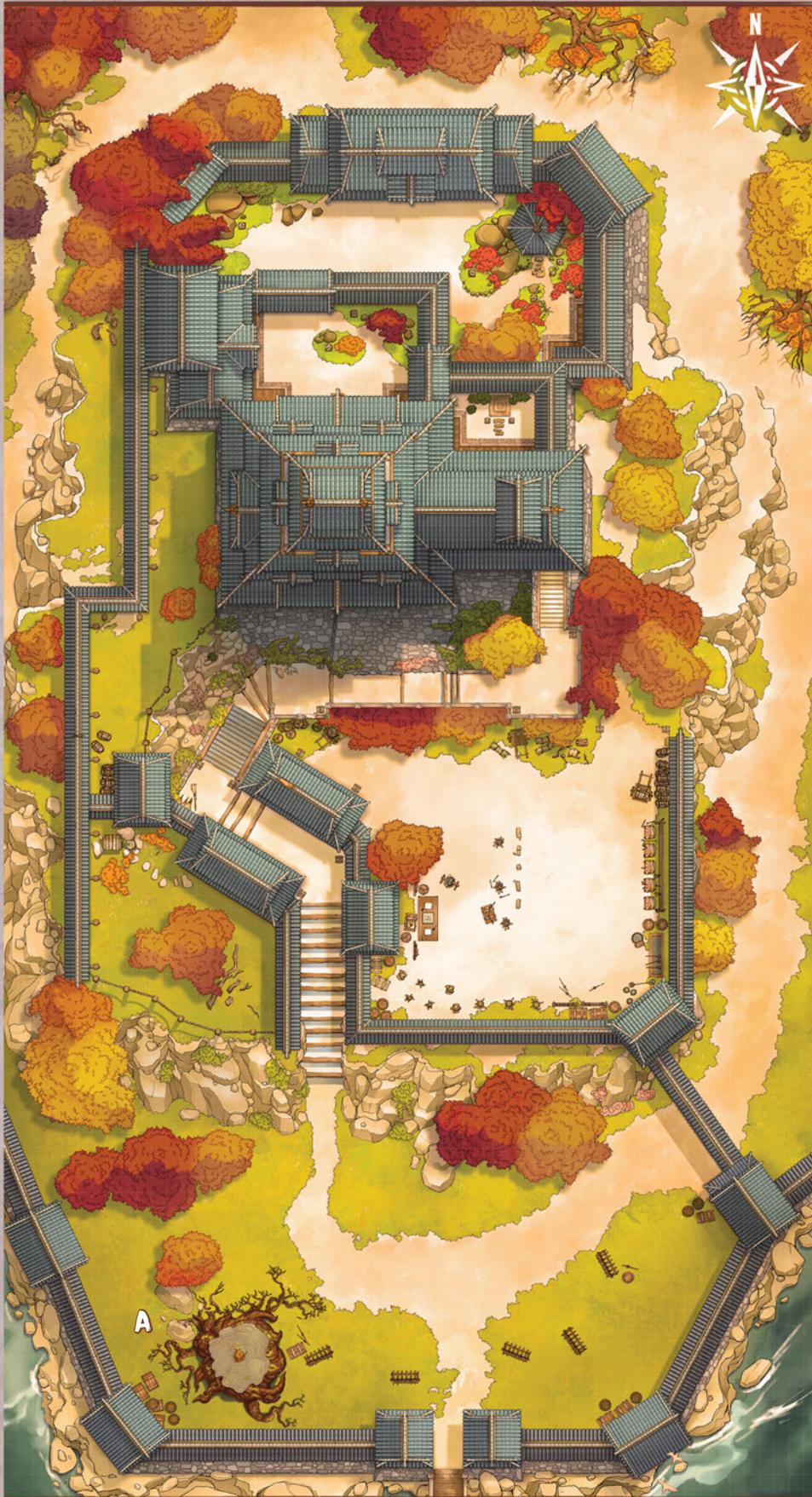
**C. = Telepathic  
Connections**

## VULNERABLE AREAS

KEY	AREA	SPECIAL TRAITS	CR	AC	HP
A	Goldenheart	<b>Targeting.</b> Magatsuchi's Goldenheart can't be targeted until Magatsuchi's Rampage behaviour is active. The Goldenheart has three-quarters cover against ranged attacks.	8	16	50
		<b>Exploited.</b> The golden nugget cracks sending fissures running along its veins of gold.	14	17	95
			20	19	150
B	Spirit Lanterns	Magatsuchi has a number of Spirit Lanterns equal to its CR evenly spaced around its lower boughs. The lanterns have <b>immunity</b> to poison damage. This vulnerable area becomes exploited once all the Spirit Lanterns are destroyed.	8	10	1
		<b>Targeting.</b> Magatsuchi's Spirit Lanterns can be targeted by attacks as normal, and areas of effect can target multiple lanterns.	14	13	1
		<b>Exploited.</b> As the final spirit lantern shatters, the kodama in Magatsuchi's branches loose a discordant shriek directly into the minds all creatures present.	20	15	1
C	Telepathic Connection	<b>Targeting.</b> This vulnerable area is unique in that it can't be targeted directly. Instead, whenever Magatsuchi takes psychic damage—either to its Chaos Threshold or another vulnerable area—an equal amount of psychic damage is dealt directly to its Telepathic Connection.	8	—	50
		<b>Exploited.</b> The incessant writhing of the surrounded flora ceases, leaving only the groans of the goldenheart's swinging branches.	14	—	95
			20	—	150

## BEHAVIOURS

BEHAVIOUR	TRIGGER	EFFECT
Rampage	Magatsuchi's Chaos Threshold is reduced to 0.	<b>Gained Features.</b> Animate Plants lair action. <b>Vulnerable Areas.</b> Magatsuchi's Goldenheart vulnerable area becomes targetable.
Broken Heart	Magatsuchi's Goldenheart vulnerable area is exploited.	<b>Effect.</b> Magatsuchi immediately uses its Whomping Whirl and Constrict Tomb legendary action options (targeting every tomb created; no legendary actions required). <b>Lost Features.</b> Heart of Gold bonus action and Razorleaf action.
Blackout	Magatsuchi's Spirit Lanterns vulnerable area is exploited.	<b>Area Effect.</b> Each creature within <b>300 feet</b> of Magatsuchi must succeed on a <b>VDC Charisma saving throw</b> or be possessed by the kodama until the end of its next turn. While possessed, the target is <b>incapacitated</b> and loses control of its body. The kodama controls the body but doesn't deprive the target of awareness. The kodama uses the possessed target's statistics, but it doesn't gain access to the target's knowledge, class features, or proficiencies. <b>Lost Features.</b> Lantern Flare action and Attack legendary action.
Psychic Disruption	Magatsuchi's Telepathic Connection vulnerable area is exploited.	<b>Effect.</b> Creatures currently animated by Magatsuchi's Animate Plants lair action immediately fall to 0 hit points. <b>Lost Features.</b> Dissonant Echo bonus action and Animate Plants lair action.
Death Throes	Magatsuchi has three exploited vulnerable areas.	<b>Effect.</b> Magatsuchi's speed falls to <b>0 feet</b> . <b>Lost Actions.</b> Tomb of Roots and Constrict Tomb legendary action options, and all lair action options. <b>Finishing Blow.</b> Magatsuchi is destroyed when it takes damage equal to or greater than its Finishing Blow in a single turn.



MAP 6.I  
HOUSE OF THE FORGOTTEN

A. MAGATSUCHI'S TRUNK

CARTOGRAPHER:  
CZE & PEKU

SCALE:  
1 SQUARE = 5 FEET

GET THE MAP:



[HELIANA.LT/HOUSEFORGOTTEN](https://heliana.lt/HouseForgotten)

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Magatsuchi takes a lair action to cause one of the following effects. It can't take the same action two rounds in a row. The saving throw DCs and damage of its lair actions depend on Magatsuchi's CR; see the Variable Statistics table below for the save DCs (**VDC**), roll modifiers (**Vmod**), and damage (**Vdam**).

### VARIABLE STATISTICS

Magatsuchi CR	VDC	Vmod	Vdam
8	14	+6	5 (2d6)
14	16	+8	14 (4d6)
20	17	+9	21 (6d6)

ANIMATE PLANTS	GRASPING GROWTH	SMASH								
<p><b>Only while Rampaging; Lost When Telepathic Connection Exploited</b></p> <p>Magatsuchi commands a wandering kodama spirit to protect it. This kodama immediately infuses a plant or plant-covered statue on the Wandering Earth, transforming it into one of the following creatures, depending on Magatsuchi's CR:</p> <table border="1"> <thead> <tr> <th>CR</th> <th>Creatures Animated</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>Anise starshooter (CR 2)</td> </tr> <tr> <td>14</td> <td>Hemlock whipweed (CR 4)</td> </tr> <tr> <td>20</td> <td>Hunting narcissus (CR 6)</td> </tr> </tbody> </table>	CR	Creatures Animated	8	Anise starshooter (CR 2)	14	Hemlock whipweed (CR 4)	20	Hunting narcissus (CR 6)	<p><b>Lost During Death Throes.</b></p> <p>Grasping roots and vines grow rapidly, reaching for up to two creatures of Magatsuchi's choice within <b>10 feet</b> of the ground of the Wandering Earth. Each creature must succeed on a <b>VDC Strength saving throw</b> or become <b>restrained</b> by the growth. As an action, a creature can make a <b>VDC Strength</b> check, freeing itself or a creature within its reach on a success. A creature that ends its turn restrained in this way takes half <b>Vdam</b> bludgeoning damage.</p>	<p><b>Lost During Death Throes.</b></p> <p>With a tree, building, or rock bound by roots, Magatsuchi strikes at a <b>10-foot-radius circle</b> on the ground of the Wandering Earth. Each creature in the area must make a <b>VDC Dexterity saving throw</b>, taking <b>2 × Vdam</b> bludgeoning damage on a failure, or half as much damage on a success. Creatures in the area that are restrained by Grasping Growth or trapped by Magatsuchi's Tomb of Roots legendary action automatically fail this saving throw. All buildings in the area are destroyed.</p>
CR	Creatures Animated									
8	Anise starshooter (CR 2)									
14	Hemlock whipweed (CR 4)									
20	Hunting narcissus (CR 6)									
<p>When this lair action is used, mark it by placing a token here.</p>	<p>When this lair action is used, mark it by placing a token here.</p>	<p>When this lair action is used, mark it by placing a token here.</p>								

## NONLETHAL ENDING

If the kodama inhabiting Magatsuchi can be convinced there is no need to act aggressively, they allow the Wandering Earth to come to a rest. For nonlethal endings tailored to each adventure, reference *Wrath of the Kaiju*.

## DEATH RATTLE

Magatsuchi is lethally wounded, falling to rot and decay over the next year. The kodama of Magatsuchi's forest home become especially defensive, attacking almost all Humanoids on sight for the next **10d100 years**.

## EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

### MAGATSUCHI XP MILESTONES

Criteria	CR 9	CR 18	CR 23
Chaos Threshold reduced to 0	1,950 XP	5,750 XP	12,500 XP
Goldenheart exploited	1,950 XP	5,750 XP	12,500 XP
Spirit Lanterns exploited	1,950 XP	5,750 XP	12,500 XP
Telepathic Connection exploited	1,950 XP	5,750 XP	12,500 XP
Magatsuchi defeated	700 XP	1,800 XP	3,900 XP
<b>Total</b>	<b>8,500 XP</b>	<b>24,800 XP</b>	<b>53,900 XP</b>

## CHAOS THRESHOLD

Instead of a regular hit point pool, a kaiju has a Chaos Threshold, a pool of hit points separate from those of its vulnerable areas. Whenever a kaiju takes damage to a location other than a vulnerable area, this damage is dealt to the kaiju's Chaos Threshold. When the Chaos Threshold is reduced to 0, the kaiju is not defeated but instead begins to Rampage, adopting a new behaviour described in its Behaviour table. Triggering a kaiju's rampage is often necessary to expose its vulnerable areas and take it down.

## EXPLOITING VULNERABLE AREAS

Vulnerable areas are special weaknesses that adventurers must exploit to defeat a kaiju. Unless otherwise stated, vulnerable areas share their kaiju's AC, saving throw modifiers, damage resistances, and damage immunities, and each has its own pool of hit points. While a kaiju's vulnerable area is at 0 hit points, it's considered exploited. This will trigger a change in the kaiju's behaviour or abilities, as shown in its Behaviour table.

PRINTABLE VERSION



HELIANA.LT/RYOKODAMAGELOG

DAMAGE LOG	CHAOS THRESHOLD		GOLDENHEART		SPIRIT LANTERNS	TELEPATHIC CONNECTION	
	Targeting Req.	—		Only while Rampaging		—	Only via psychic damage
Hit Point Total					per lantern		
Damage Tally	Damage	Remaining	Damage	Remaining	Lanterns Remaining	Damage	Remaining
	.....		.....		.....	.....	
Exploited?	□		□		□	□	
Exploited Behaviour	Rampage		Broken Heart		Blackout	Psychic Disruption	
When all three are exploited: Death Throes							



Iminada, the Mourning Tide

## SWARM OF ETHEREAL SEA BEASTS

*Huge Swarm of Small Undead, Unaligned*

**Armour Class** 16 (natural armour)

**Hit Points** 104 (11d10 + 44)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	19 (+4)	4 (-3)	11 (+0)	6 (-2)

**Damage Resistances** acid, bludgeoning, cold, fire, lightning, piercing, slashing, thunder

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** truesight 60 ft., passive Perception 10

**Languages** understands Aquan but can't speak

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Incorporeal Movement.** The swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Necrotic Aura.** Any non-Undead creature that starts its turn inside the swarm's space takes 9 (2d8) necrotic damage.

**Sunlight Sensitivity.** While in sunlight, the swarm has **disadvantage** on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small fish. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Multiattack.** The swarm makes two Life Drain attacks.

**Life Drain.** *Melee Spell Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) necrotic damage, or 10 (3d6) necrotic damage if the swarm has half of its hit points or fewer. The target must succeed on a **DC 15 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



## IMINADA, THE SOUL SHEPHERD

*Gargantuan Undead (Kaiju), Chaotic Neutral*

**Armour Class** 16 (natural armour)

**Chaos Threshold** -50 (see Forced Resurrection)

**Finishing Blow** 35

**Speed** 5 ft., fly 60 ft. (hover), swim 60 ft.

**Vulnerable Area Identification** DC 13

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	23 (+6)	12 (+1)	17 (+3)	15 (+2)

**Saving Throws** Str +10, Int +6, Wis +10

**Skills** Perception +8

**Damage Resistances** acid, cold, fire

**Damage Immunities** necrotic, poison; bludgeoning, slashing, and piercing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, stunned

**Senses** truesight 120 ft., passive Perception 18

**Languages** —

**Challenge** 13 (16,200 XP across all phases) **Prof Bonus** +5

**Forced Resurrection.** Iminada begins combat with a negative Chaos Threshold. This value can never decrease and, whenever Iminada would regain hit points, her Chaos Threshold is instead raised by an amount equal to the hit points that would have been restored (maximum of 0). Iminada can be targeted by spells and effects that restore hit points or revive the dead even if she is unwilling or the effect doesn't usually affect Undead. Spells with the power to revive the dead, such as *revivify*, or that don't specify a number of hit points, such as *greater restoration*, raise Iminada's Chaos Threshold by an amount equal to ten times the spell's level.

**Potions.** As an action, a creature within reach of Iminada can douse a *potion of healing* on her, restoring hit points to her as if she consumed it. Alternatively, a creature within **60 feet** of Iminada can use an action to make a **DC 13 Dexterity (Athletics)** check, smashing a thrown potion against her bones on a success, raising her Chaos Threshold as above.

**Kaiju Force.** Iminada can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Iminada is **immune** to any spell or effect that would alter her form or move her to another plane of existence against her will.

**Legendary Resistance (2/Day).** If Iminada fails a saving throw, she can choose to succeed instead.

**Mourning Tide.** A melancholy aura spreads around Iminada. At the start of Iminada's turn, each creature within **1 mile** of Iminada that is not at least waist deep in sea water must succeed on a **DC 15 Constitution saving throw** or be cursed. While cursed in this way, its creature type is Undead, and it can't regain hit points. At the end of each long rest, the creature can repeat the saving throw, ending the curse on itself on a success. Once a creature succeeds on the saving throw, it is **immune** to Iminada's Mourning Tide for the next **24 hours**. Spells that remove curses only suspend the curse for **24 hours**.

**Sovereign Undead.** Iminada is **immune** to any effect that turns Undead. Iminada can detect the presence, direction, and distance of all Undead within **1,000 feet** of her.

### ACTIONS

**Multiattack.** Iminada makes two Tail Swipe attacks or one Tail Swipe attack and one Ethereal Bite attack.

**Ethereal Bite.** *Melee Weapon Attack:* **+10** to hit, reach 10 ft., one target. *Hit:* 16 (**2d10 + 5**) force damage, plus 7 (**2d6**) necrotic damage if Iminada is rampaging.

**Tail Swipe.** *Melee Weapon Attack:* **+10** to hit, reach 20 ft., up to two targets within **20 feet** of each other (use separate a attack roll for each target). *Hit:* 10 (**2d4 + 5**) force damage, plus 7 (**2d6**) necrotic damage if Iminada is rampaging.

**Song of Desolation (Recharge 5-6; Lost While Heart Exploited).** Each corporeal Undead within **20 miles** of Iminada (other than herself) must succeed on a **DC 15 Charisma saving throw** or take 27 (**5d10**) necrotic damage that ignores resistances and immunities. This damage is halved for each mile a creature is away from Iminada (minimum of 1). If this action deals more than **80** necrotic damage in one use, Iminada regains one expended use of Legendary Resistance.

### BONUS ACTIONS

**Ethereal Vanishing (Lost While Rampaging).** Iminada and all creatures mounted on her teleport up to **60 feet** to an unoccupied space Iminada can see.

**Shake Off.** Iminada twists and shakes her body violently. Each creature currently scaling her must succeed on a **DC 13 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Iminada 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. Iminada regains spent legendary actions at the start of her turn.

**Attack.** Iminada makes one Ethereal Bite or Tail Swipe attack.

**Launch.** Iminada flies up to half her flying speed without provoking opportunity attacks.

**Undying Beat (Lost While Heart Exploited).** Iminada's heartbeat thuds with an intoxicating rhythm. Each creature within **500 feet** of Iminada that can hear it must succeed on a **DC 15 Wisdom saving throw** or immediately use its reaction to move up to its speed directly towards her. Undead with a CR or level lower than Iminada's CR automatically fail this saving throw.

## HADAL SPECTRELICH

Medium Undead (Wizard), Neutral Evil

**Armour Class** 18 (natural armour)

**Hit Points** 135 (18d8 + 54)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	17 (+3)

**Saving Throws** Int +11, Wis +8

**Damage Resistances** acid, cold, fire, lightning, thunder

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

**Senses** truesight 90 ft., passive Perception 12

**Languages** Common plus up to four other languages

**Challenge** 20 (25,000 XP) **Proficiency Bonus** +6

**Incorporeal Movement.** The spectrelich can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

**Rejuvenation.** If it has a phylactery, a destroyed spectrelich's incorporeal form manifests in **1d10 days**, regaining all its hit points and becoming active again. The new form appears within **5 feet** of the phylactery.

**Sunlight Sensitivity.** While in sunlight, the spectrelich has **disadvantage** on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Turn Resistance.** The spectrelich has **advantage** on saving throws against any effect that turns Undead.

## ACTIONS

**Multiattack.** The spectrelich makes two Life Drain attacks.

**Life Drain.** *Melee Spell Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 28 (8d6) necrotic damage. The target must succeed on a **DC 19 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Spellcasting.** The spectrelich casts one of the following spells, using Intelligence as the spellcasting ability (+11 to hit, **spell save DC 19**):

At will: *bloodweave\**, *chill touch* (4d8), *mage hand*, *ray of frost* (4d8)

2/day each: *antilife shell*, *dominate monster*, *finger of death*, *freezing sphere*

\*See *Wrath of the Kaiju*, Appendix B.

## BONUS ACTIONS

**Misty Step.** The spectrelich teleports up to **30 feet** to an unoccupied space it can see.

## LEGENDARY ACTIONS

The spectrelich 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. The spectrelich regains spent legendary actions at the start of its turn.

**Attack.** The spectrelich makes one Life Drain attack.

**Frightening Gaze.** Each creature of the spectrelich's choice within **15 feet** of it that it can see and that can see it must succeed on a **DC 19 Wisdom saving throw** or become **frightened** for **1 minute**. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is **immune** to the spectrelich's Frightening Gaze for the next **24 hours**.

## IMINADA, THE ABYSSAL SPECTRE

*Gargantuan Undead (Kaiju), Chaotic Neutral*

**Armour Class** 19 (natural armour)

**Chaos Threshold** -100 (see Forced Resurrection)

**Finishing Blow** 60

**Speed** 5 ft., fly 60 ft. (hover), swim 60 ft.

**Vulnerable Area Identification** DC 15

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	26 (+8)	12 (+1)	19 (+4)	16 (+3)

**Saving Throws** Str +13, Int +8, Wis +11

**Skills** Perception +11

**Damage Resistances** acid, cold, fire

**Damage Immunities** necrotic, poison; bludgeoning, slashing, and piercing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, stunned

**Senses** truesight 120 ft., passive Perception 21

**Languages** —

**Challenge** 21 (51,400 XP across all phases) **Prof Bonus** +7

**Forced Resurrection.** Iminada begins combat with a negative Chaos Threshold. This value can never decrease and, whenever Iminada would regain hit points, her Chaos Threshold is instead raised by an amount equal to the hit points that would have been restored (maximum of 0). Iminada can be targeted by spells and effects that restore hit points or revive the dead even if she is unwilling or the effect doesn't usually affect Undead. Spells with the power to revive the dead, such as *revivify*, or that don't specify a number of hit points, such as *greater restoration*, raise Iminada's Chaos Threshold by an amount equal to ten times the spell's level.

**Potions.** As an action, a creature within reach of Iminada can douse a *potion of healing* on her, restoring hit points to her as if she consumed it. Alternatively, a creature within **60 feet** of Iminada can use an action to make a **DC 14 Dexterity (Athletics)** check, smashing a thrown potion against her bones on a success, raising her Chaos Threshold as above.

**Kaiju Force.** Iminada can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Iminada is **immune** to any spell or effect that would alter her form or move her to another plane of existence against her will.

**Legendary Resistance (3/Day).** If Iminada fails a saving throw, she can choose to succeed instead.

**Mourning Tide.** A melancholy aura spreads around Iminada. At the start of Iminada's turn, each creature within **1 mile** of Iminada that is not at least waist deep in sea water must succeed on a **DC 18 Constitution saving throw** or be cursed. While cursed in this way, its creature type is Undead, and it can't regain hit points. At the end of each long rest, the creature can repeat the saving throw, ending the curse on itself on a success. Once a creature succeeds on the saving throw, it is **immune** to Iminada's Mourning Tide for the next **24 hours**. Spells that remove curses only suspend the curse for **24 hours**.

**Sovereign Undead.** Iminada is **immune** to any effect that turns Undead. Iminada can detect the presence, direction, and distance of all Undead within **1,000 feet** of her.

### ACTIONS

**Multiattack.** Iminada makes two Tail Swipe attacks or one Tail Swipe attack and one Ethereal Bite attack.

**Ethereal Bite.** *Melee Weapon Attack:* **+13** to hit, reach 10 ft., one target. *Hit:* 22 (**3d10 + 6**) force damage, plus 9 (**2d8**) necrotic damage if Iminada is rampaging.

**Tail Swipe.** *Melee Weapon Attack:* **+13** to hit, reach 20 ft., up to two targets within **20 feet** of each other (use a separate attack roll for each target). *Hit:* 13 (**3d4 + 6**) force damage, plus 9 (**2d8**) necrotic damage if Iminada is rampaging.

**Song of Desolation (Recharge 5-6; Lost While Heart Exploited).** Each corporeal Undead within **20 miles** of Iminada (other than herself) must succeed on a **DC 18 Charisma saving throw** or take 55 (**10d10**) necrotic damage that ignores resistances and immunities. This damage is halved for each mile a creature is away from Iminada (minimum of 1). If this action deals more than **130** necrotic damage in one use, Iminada regains one expended use of Legendary Resistance.

### BONUS ACTIONS

**Ethereal Vanishing (Lost While Rampaging).** Iminada and all creatures mounted on her teleport up to **60 feet** to an unoccupied space Iminada can see.

**Shake Off.** Iminada twists and shakes her body violently. Each creature currently scaling her must succeed on a **DC 15 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Iminada 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. Iminada regains spent legendary actions at the start of her turn.

**Attack.** Iminada makes one Ethereal Bite or Tail Swipe attack.

**Launch.** Iminada flies up to half her flying speed without provoking opportunity attacks.

**Undying Beat (Lost While Heart Exploited).** Iminada's heartbeat thuds with an intoxicating rhythm. Each creature within **500 feet** of Iminada that can hear it must succeed on a **DC 18 Wisdom saving throw** or immediately use its reaction to move up to its speed directly towards her. Undead with a CR or level lower than Iminada's CR automatically fail this saving throw.



## BATHYAL SPECTRELICH

Medium Undead (Wizard), Neutral Evil

**Armour Class** 15 (natural armour)

**Hit Points** 78 (12d8 + 24)

**Speed** 0 ft, fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	14 (+2)	17 (+3)	12 (+1)	15 (+2)

**Saving Throws** Int +6, Wis +4

**Damage Resistances** acid, cold, fire, lightning, thunder

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

**Senses** truesight 90 ft., passive Perception 11

**Languages** Common plus up to four other languages

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Incorporeal Movement.** The spectrelich can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Rejuvenation.** If it has a phylactery, a destroyed spectrelich's incorporeal form manifests in 1d10 days, regaining all its hit points and becoming active again. The new form appears within 5 feet of the phylactery.

**Sunlight Sensitivity.** While in sunlight, the spectrelich has **disadvantage** on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Turn Resistance.** The spectrelich has **advantage** on saving throws against any effect that turns Undead.

## ACTIONS

**Multiattack.** The spectrelich makes two Life Drain attacks.

**Life Drain.** *Melee Spell Attack: +6* to hit, reach 10 ft., one creature. *Hit: 14 (4d6)* necrotic damage. The target must succeed on a **DC 14 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Spellcasting.** The spectrelich casts one of the following spells, using Intelligence as the spellcasting ability (+6 to hit, **spell save DC 14**):

At will: *bloodweave\**, *chill touch (2d8)*, *mage hand*, *ray of frost (2d8)*

2/day each: *blight*, *dominate person*, *ice storm*, *slow*

\*See *Wrath of the Kaiju*, Appendix B.

## BONUS ACTIONS

**Misty Step.** The spectrelich teleports up to **30 feet** to an unoccupied space it can see.

## LEGENDARY ACTIONS

The spectrelich can take 2 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. The spectrelich regains spent legendary actions at the start of its turn.

**Attack.** The spectrelich makes one Life Drain attack.

**Frightening Gaze.** Each creature of the spectrelich's choice within **15 feet** of it that it can see and that can see it must succeed on a **DC 14 Wisdom saving throw** or become **frightened** for **1 minute**. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is **immune** to the spectrelich's Frightening Gaze for the next **24 hours**.

## IMINADA, THE SOVEREIGN UNDEAD

*Gargantuan Undead (Kaiju), Chaotic Neutral*

**Armour Class** 22 (natural armour)

**Chaos Threshold** -150 (see Forced Resurrection)

**Finishing Blow** 90

**Speed** 5 ft., fly 60 ft. (hover), swim 60 ft.

**Vulnerable Area Identification** DC 16

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	29 (+9)	12 (+1)	21 (+5)	18 (+4)

**Saving Throws** Str +14, Int +9, Wis +13

**Skills** Perception +13

**Damage Resistances** acid, cold, fire

**Damage Immunities** necrotic, poison; bludgeoning, slashing, and piercing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned, stunned

**Senses** truesight 120 ft., passive Perception 23

**Languages** —

**Challenge** 26 (120,000 XP across all phases) **Prof Bonus** +8

**Forced Resurrection.** Iminada begins combat with a negative Chaos Threshold. This value can never decrease and, whenever Iminada would regain hit points, her Chaos Threshold is instead raised by an amount equal to the hit points that would have been restored (maximum of 0). Iminada can be targeted by spells and effects that restore hit points or revive the dead even if she is unwilling or the effect doesn't usually affect Undead. Spells with the power to revive the dead, such as *revivify*, or that don't specify a number of hit points, such as *greater restoration*, raise Iminada's Chaos Threshold by an amount equal to ten times the spell's level.

**Potions.** As an action, a creature within reach of Iminada can douse a *potion of healing* on her, restoring hit points to her as if she consumed it. Alternatively, a creature within **60 feet** of Iminada can use an action to make a **DC 14 Dexterity (Athletics)** check, smashing a thrown potion against her bones on a success, raising her Chaos Threshold as above.

**Kaiju Force.** Iminada can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Iminada is **immune** to any spell or effect that would alter her form or move her to another plane of existence against her will.

**Legendary Resistance (4/Day).** If Iminada fails a saving throw, she can choose to succeed instead.

**Mourning Tide.** A melancholy aura spreads around Iminada. At the start of Iminada's turn, each creature within **1 mile** of Iminada that is not at least waist deep in sea water must succeed on a **DC 20 Constitution saving throw** or be cursed. While cursed in this way, its creature type is Undead, and it can't regain hit points. At the end of each long rest, the creature can repeat the saving throw, ending the curse on itself on a success. Once a creature succeeds on the saving throw, it is **immune** to Iminada's Mourning Tide for the next **24 hours**. Spells that remove curses only suspend the curse for **24 hours**.

**Sovereign Undead.** Iminada is **immune** to any effect that turns Undead. Iminada can detect the presence, direction, and distance of all Undead within **1,000 feet** of her.

### ACTIONS

**Multiattack.** Iminada makes two Tail Swipe attacks or one Tail Swipe attack and one Ethereal Bite attack.

**Ethereal Bite.** *Melee Weapon Attack:* **+14** to hit, reach 10 ft., one target. *Hit:* 28 (**4d10 + 6**) force damage, plus 11 (**2d10**) necrotic damage if Iminada is rampaging.

**Tail Swipe.** *Melee Weapon Attack:* **+14** to hit, reach 20 ft., up to two targets within **20 feet** of each other (use a separate attack roll for each target). *Hit:* 16 (**4d4 + 6**) force damage, plus 11 (**2d10**) necrotic damage if Iminada is rampaging.

**Song of Desolation (Recharge 5-6; Lost While Heart Exploited).** Each corporeal Undead within **20 miles** of Iminada (other than herself) must succeed on a **DC 20 Charisma saving throw** or take 77 (**14d10**) necrotic damage that ignores resistances and immunities. This damage is halved for each mile a creature is away from Iminada (minimum of 1). If this action deals more than **175** necrotic damage in one use, Iminada regains one expended use of Legendary Resistance.

### BONUS ACTIONS

**Ethereal Vanishing (Lost While Rampaging).** Iminada and all creatures mounted on her teleport up to **60 feet** to an unoccupied space Iminada can see.

**Shake Off.** Iminada twists and shakes her body violently. Each creature currently scaling her must succeed on a **DC 16 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Iminada 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. Iminada regains spent legendary actions at the start of her turn.

**Attack.** Iminada makes one Ethereal Bite or Tail Swipe attack.

**Launch.** Iminada flies up to half her flying speed without provoking opportunity attacks.

**Undying Beat (Lost While Heart Exploited).** Iminada's heartbeat thuds with an intoxicating rhythm. Each creature within **500 feet** of Iminada that can hear it must succeed on a **DC 20 Wisdom saving throw** or immediately use its reaction to move up to its speed directly towards her. Undead with a CR or level lower than Iminada's CR automatically fail this saving throw.

## ABYSSAL SPECTRELICH

Medium Undead (Wizard), Neutral Evil

**Armour Class** 17 (natural armour)

**Hit Points** 104 (16d8 + 32)

**Speed** 0 ft, fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	15 (+2)	19 (+4)	13 (+1)	16 (+3)

**Saving Throws** Int +8, Wis +5

**Damage Resistances** acid, cold, fire, lightning, thunder

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

**Senses** truesight 90 ft., passive Perception 11

**Languages** Common plus up to four other languages

**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

**Incorporeal Movement.** The spectrelich can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Legendary Resistance (2/Day).** If the spectrelich fails a saving throw, it can choose to succeed instead.

**Rejuvenation.** If it has a phylactery, a destroyed spectrelich's incorporeal form manifests in 1d10 days, regaining all its hit points and becoming active again. The new form appears within 5 feet of the phylactery.

**Sunlight Sensitivity.** While in sunlight, the spectrelich has **disadvantage** on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Turn Resistance.** The spectrelich has **advantage** on saving throws against any effect that turns Undead.

## ACTIONS

**Multiattack.** The spectrelich makes two Life Drain attacks.

**Life Drain.** Melee Spell Attack: **+8** to hit, reach 10 ft., one creature. Hit: 21 (6d6) necrotic damage. The target must succeed on a **DC 16 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Spellcasting.** The spectrelich casts one of the following spells, using Intelligence as the spellcasting ability (**+8** to hit, **spell save DC 16**):

At will: *bloodweave\**, *chill touch* (3d8), *mage hand*, *ray of frost* (3d8)

2/day each: *antilife shell*, *circle of death*, *cone of cold*, *dominate person*

\*See *Wrath of the Kaiju*, Appendix B.

## BONUS ACTIONS

**Misty Step.** The spectrelich teleports up to **30 feet** to an unoccupied space it can see.

## LEGENDARY ACTIONS

The spectrelich can take 2 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. The spectrelich regains spent legendary actions at the start of its turn.

**Attack.** The spectrelich makes one Life Drain attack.

**Frightening Gaze.** Each creature of the spectrelich's choice within **15 feet** of it that it can see and that can see it must succeed on a **DC 16 Wisdom saving throw** or become **frightened** for **1 minute**. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is **immune** to the spectrelich's Frightening Gaze for the next **24 hours**.

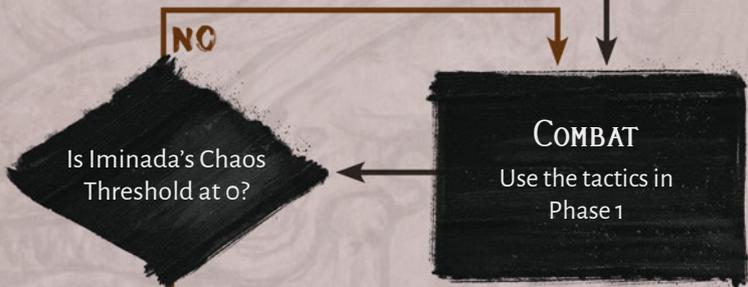
# FLOW OF BATTLE



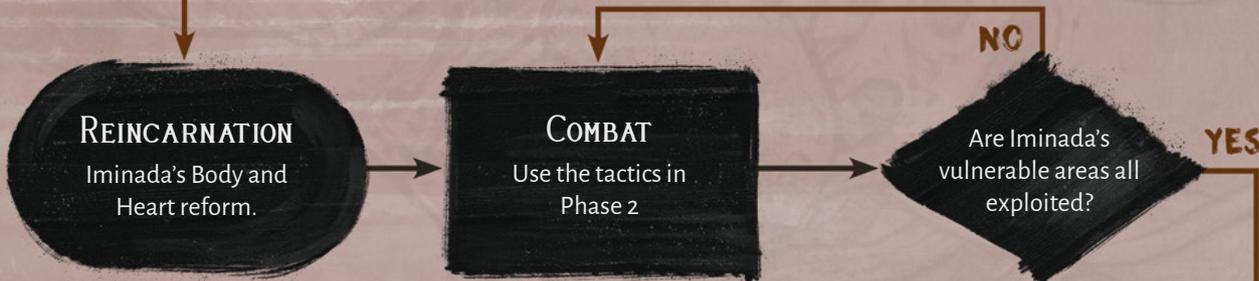
INITIATION

**INITIATION**  
Iminada's song is heard. 1 minute later, she appears.

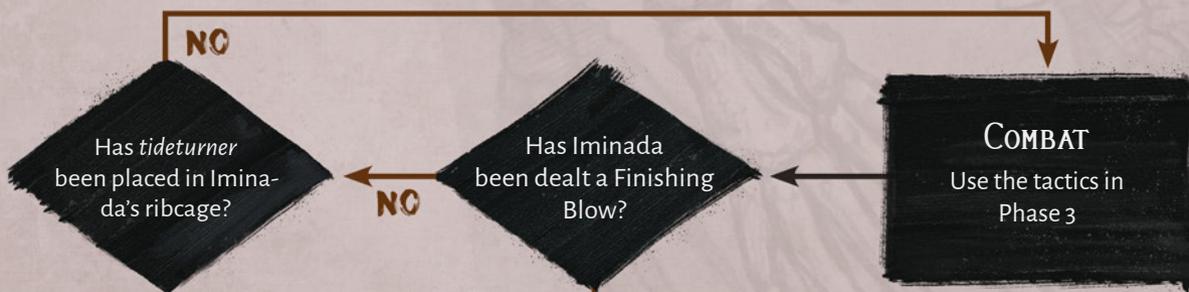
PHASE 1



PHASE 2



PHASE 3

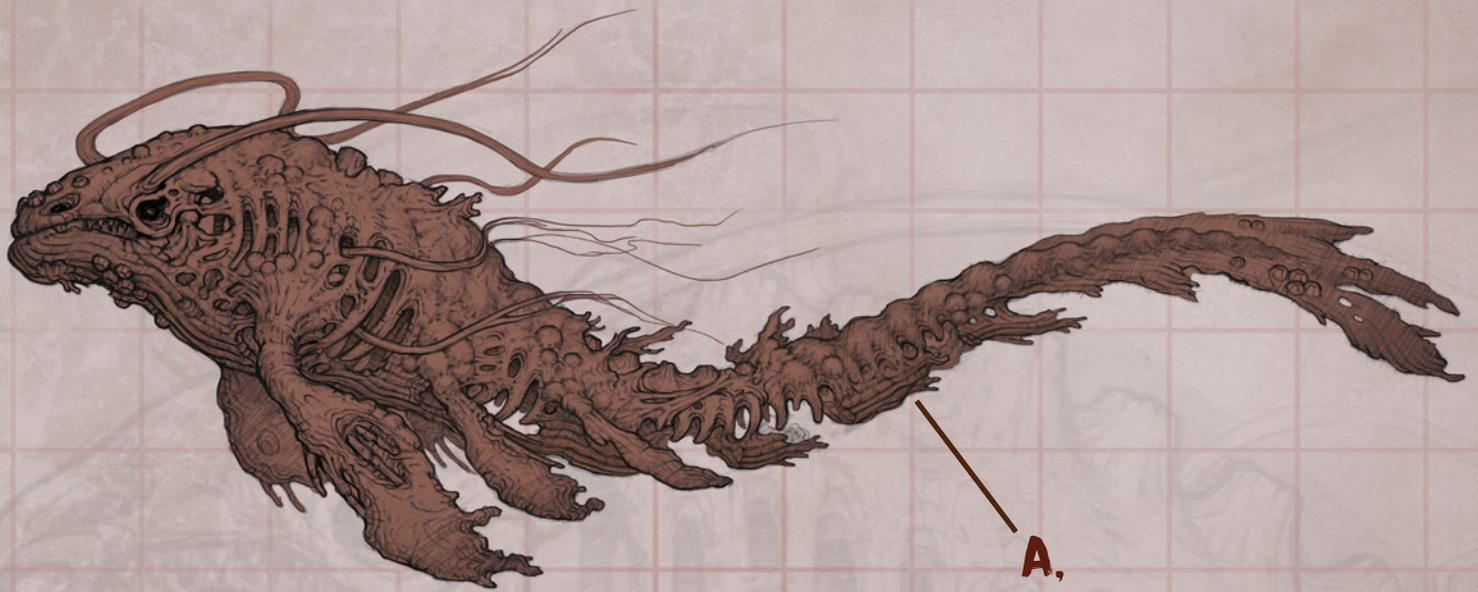


FINALE

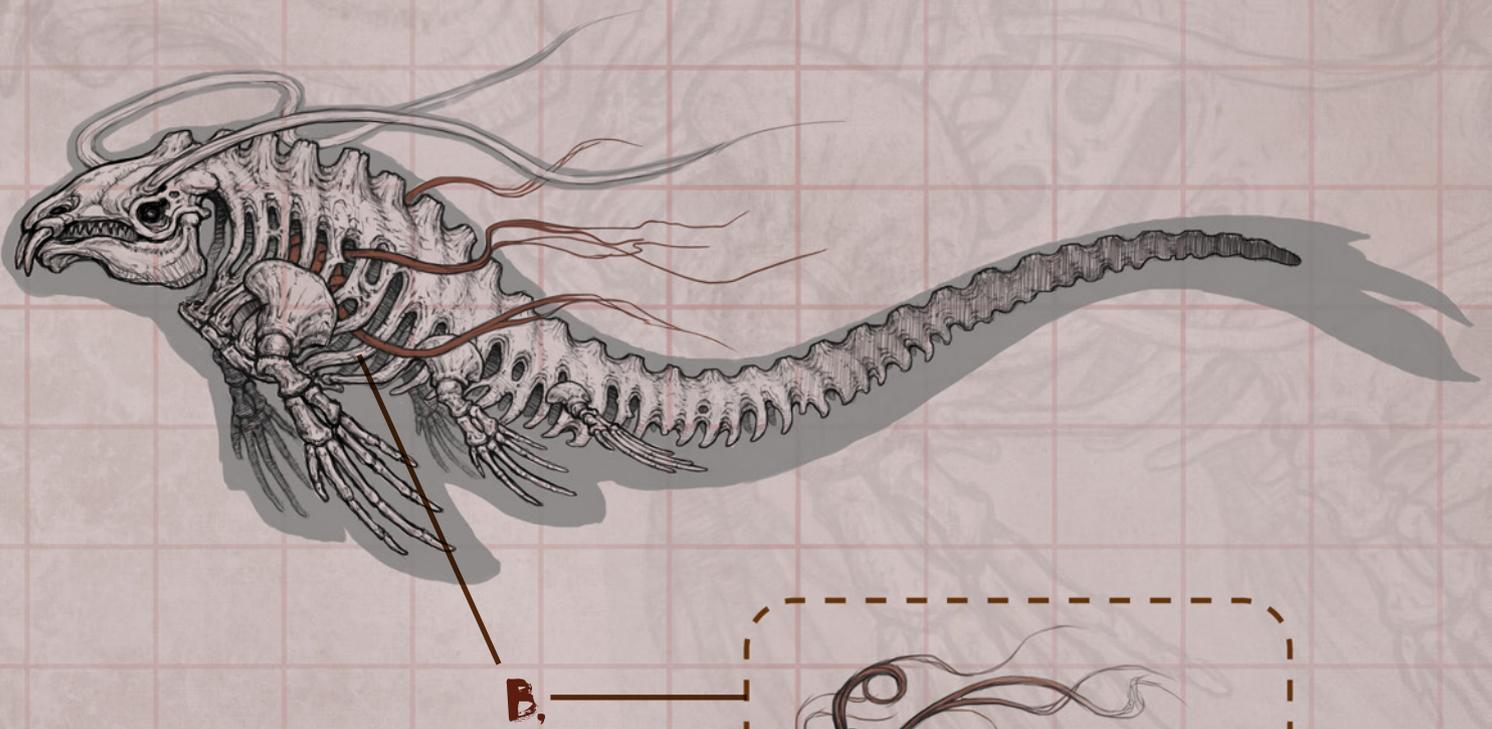
**FINALE**  
Proceed to Finale: Iminada Appeased

**FINALE**  
Proceed to Finale: Iminada Slain

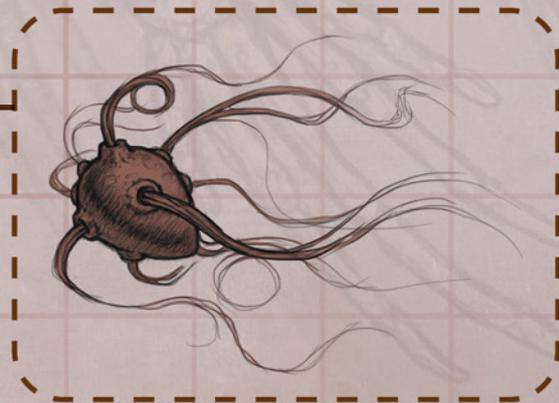
**AFTERMATH**  
At any stage, if all party members are defeated, proceed to Aftermath: Iminada Persists



A,



B,



A. Body

B. Heart

Iminada has two vulnerable areas: her Body and her Heart. Unlike other kaiju, her Chaos Threshold starts at a negative value; she must be healed **up** to 0 in order to fully manifest and begin her Rampage. This information is essential for any party that intends to fight her.

### GM TIP: NARRATION

To let your players know they're on the right track, be sure to narrate how every time Iminada is healed, more and more chunks of rotting flesh grow back.

## VULNERABLE AREAS

KEY	AREA	SPECIAL TRAITS	CR	AC	HP
A	Body	<b>Targeting.</b> This vulnerable area can't be targeted until Iminada's Rampage behaviour is active.	13	16	90
		<b>Exploitation.</b> Iminada's broken flesh sloughs from her skeleton, and a huge wave converges on Iminada.	21	19	160
			26	22	250
B	Heart	<b>Targeting.</b> This vulnerable area can't be targeted until Iminada's Rampage behaviour is active. Even then, until her Body vulnerable area is exploited, Iminada's Heart can only be targeted by reactions (such as ones prepared with the Ready action) when she makes an Ethereal Bite attack. Once her Body vulnerable area is exploited, her Heart can be targeted as normal.	13	16	50
		<b>Exploitation.</b> The thumping rhythm that kept the tempo of Iminada's whale song ceases, and she stops singing.	21	19	100
			26	22	150

## BEHAVIOURS

BEHAVIOUR	TRIGGER	EFFECT
Rampage	Iminada's Chaos Threshold is raised to 0.	<b>Gained Features.</b> Iminada's Ethereal Bite and Tail Swipe attacks deal extra necrotic damage. <b>Lost Features.</b> Ethereal Vanishing bonus action. <b>Vulnerable Areas.</b> Iminada's Body and Heart vulnerable areas can be targeted and damaged.
Imploding Current	Iminada's Body vulnerable area is exploited.	<b>Area Effect.</b> A circular wave 100 feet tall converges on Iminada's location. Each other creature within <b>500 feet</b> of Iminada must succeed on a <b>VDC Strength saving throw</b> or take <b>Vdam</b> bludgeoning damage and be pulled to the nearest unoccupied space within <b>30 feet</b> of Iminada.
Shattered Heart	Iminada's Heart vulnerable area is exploited.	<b>Lost Features.</b> Song of Desolation action and Undying Beat legendary action.
Death Throes	Iminada has two exploited vulnerable areas.	<b>Effect.</b> Iminada falls <b>prone</b> in the nearest unoccupied sea water to her. <b>Lost Features.</b> Iminada loses her flying and swimming speeds. <b>Finishing Blow.</b> Iminada is destroyed when she takes damage equal to or greater than her Finishing Blow in a single turn.



MAP 7.I: AKIBATSU COVE

CARTOGRAPHER: CZE & PEKU

SCALE: 1 SQUARE = 5 FEET

GET THE MAP:



[HELIANA.LT/AKIBATSUCOVE](https://heliana.lt/AkibatsuCove)

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Iminada takes a lair action to cause one of the following effects. She can't take the same action two rounds in a row. The saving throw DCs and damage of her lair actions depend on Iminada's CR; see the Variable Statistics table below for the save DCs (**VDC**), roll modifiers (**Vmod**), and damage (**Vdam**).

### VARIABLE STATISTICS

Iminada CR	VDC	Vmod	Vdam
13	14	+6	7 (2d6)
21	16	+8	14 (4d6)
26	18	+10	28 (8d6)

### SOUL TSUNAMI

An ethereal wave composed of the souls of majestic sea creatures passes in a direction of Iminada's choice through a **300-foot cube** centred on a point within Iminada's lair. Each creature of Iminada's choice in the area must succeed on a **VDC Charisma saving throw** or have its soul wrenched; it takes **Vdam** necrotic damage, and its body is pushed up to **60 feet** in the same direction of the wave.

When this lair action is used, mark it by placing a token here.

### UMIGIRI FOG

Three **20-foot-radius spheres** of fog coalesce centred on points of Iminada's choice within her lair. The spheres spread around corners and heavily obscure their areas. The spheres remain until initiative count 20 of the following round (winning ties).

When this lair action is used, mark it by placing a token here.

### WATER JET

Jets of water shoot from any source of water at least 2 feet deep within Iminada's lair. Make a ranged weapon attack against two different targets of Iminada's choice within **30 feet** of such a source of water (**Vmod** to hit). On a hit, a creature takes **Vdam** bludgeoning damage, and if it is a Huge or smaller creature, it is pushed up to **60 feet** in a direction of Iminada's choice.

When this lair action is used, mark it by placing a token here.

## NONLETHAL ENDING

If the corpse for which Iminada searches is placed inside her ribcage when all of her vulnerable areas are exploited, she is appeased and eventually returns to the Ethereal Plane.

For nonlethal endings tailored to each adventure, reference *Wrath of the Kaiju*.

## DEATH RATTLE

Iminada's corpse begins to swell, drawing in a storming vortex of buffeting, howling necrotic energy. Each creature within **120 feet** of Iminada must succeed on a **VDC Constitution saving throw** or be unable to regain hit points for **2d6 days**. The wave of necrotic energy washes over the landscape; all creatures lower than CR 1 within **3 miles** wither and die over the next **24 hours**, and nothing new can grow there for the next **10d100 years**. This effect can only be ended early by the *wish* spell.

## EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

### IMINADA XP MILESTONES

Criteria	CR 9	CR 18	CR 23
Chaos Threshold raised to 0	2,300 XP	8,400 XP	15,000 XP
Body exploited	5,000 XP	16,500 XP	45,000 XP
Heart exploited	5,000 XP	16,500 XP	45,000 XP
Iminada defeated	3,900 XP	10,000 XP	15,000 XP
<b>Total</b>	<b>16,200 XP</b>	<b>51,400 XP</b>	<b>120,000 XP</b>

## CHAOS THRESHOLD

Instead of a regular hit point pool, a kaiju has a Chaos Threshold, a pool of hit points separate from those of its vulnerable areas. Whenever a kaiju takes damage to a location other than a vulnerable area, this damage is dealt to the kaiju's Chaos Threshold. When the Chaos Threshold is reduced to 0, the kaiju is not defeated but instead begins to Rampage, adopting a new behaviour described in its Behaviour table. Triggering a kaiju's rampage is often necessary to expose its vulnerable areas and take it down.

## EXPLOITING VULNERABLE AREAS

Vulnerable areas are special weaknesses that adventurers must exploit to defeat a kaiju. Unless otherwise stated, vulnerable areas share their kaiju's AC, saving throw modifiers, damage resistances, and damage immunities, and each has its own pool of hit points. While a kaiju's vulnerable area is at 0 hit points, it's considered exploited. This will trigger a change in the kaiju's behaviour or abilities, as shown in its Behaviour table.

PRINTABLE VERSION



HELIANALT/RYOKODAMAGELOG

DAMAGE LOG	CHAOS THRESHOLD		BODY		HEART	
	Targeting Req.	—		Only while Rampaging		Only while Rampaging
Hit Point Total	Healing (see stat block)	Remaining	Damage	Remaining	Damage	Remaining
Healing and/or Damage Tally						
Exploited?	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Exploited Behaviour	Rampage		Imploding Current		Shattered Heart	
	When both are exploited: Death Throes					



Bakuryō, the Endless Spring

## BROOK BIZARRE

Medium Elemental (Yokai), Neutral

Armour Class 13

Hit Points 44 (8d8 + 8)

Speed 20 ft., swim 60 ft.

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

**Damage Resistances** bludgeoning, fire, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

**Senses** blindsight 30 ft., passive Perception 10

**Languages** understands Aquan but doesn't speak

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Freezable.** When the brooke bizarre takes 4 or more cold damage in a single turn, it freezes until the end of its next turn. While frozen, it loses its resistance to bludgeoning, piercing, and slashing damage, loses its immunity to the restrained condition, and is **restrained**.

**Water Form.** The brooke bizarre can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing.

**Whelming Force.** The first time on its turn that the brooke bizarre enters a Medium or smaller creature's space, that creature must succeed on a **DC 13 Strength saving throw** or become **grappled** by it (**escape DC 11**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of the brooke bizarre, is **restrained**, is unable to breathe unless it can breathe water, and takes 7 (2d6) force damage at the start of each of its turns. The brooke bizarre can have no more than one Medium or smaller creature grappled by it in this way at one time.

### ACTIONS

**Water Whip.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 8 (1d10 + 3) slashing damage. If the target is Medium or smaller, it is **grappled** (**escape DC 13**), and the brooke bizarre can pull it up to **15 feet** towards it. The brooke bizarre can have no more than one creature grappled in this way.



## BAKURYŌ, THE CELESTIAL RIVER

Gargantuan Dragon (Kaiju), Lawful Good

**Armour Class** 18 (natural armour)

**Chaos Threshold** 100

**Finishing Blow** 40

**Speed** 40 ft., fly 40 ft., swim 60 ft.

**Vulnerable Area Identification** DC 13

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	24 (+7)	18 (+4)	20 (+5)	23 (+6)

**Saving Throws** Con +12, Wis +10, Cha +11

**Skills** Insight +10, Intimidation +11, Perception +10, Religion +9

**Damage Resistances** fire, radiant, thunder

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 20

**Languages** all, telepathy 300 ft.

**Challenge** 14 (23,700 XP across all phases) **Prof Bonus** +5

**Kaiju Force.** Bakuryō can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Bakuryō is **immune** to any spell or effect that would alter her form, move her against her will, or move her to another plane of existence against her will.

**Legendary Resistance (3/Day).** If Bakuryō fails a saving throw, she can choose to succeed instead.

### WATER FORM

While in her Water Form, Bakuryō can't use her Breath Weapon action or Hollow Roar bonus action, and she gains the following traits.

**Fluid Form.** Bakuryō has **immunity** to all damage types except cold, force, and lightning, she can enter a hostile creature's space and stop there, and she can move through a space as narrow as 1 inch wide without squeezing. Her Fins and Upturned Scale vulnerable areas aren't targetable, and she can't be scaled.

**Freezable.** When Bakuryō takes **10** or more cold damage in a single turn, she freezes. Until the end of her next turn, she is **restrained** and she loses her immunity to bludgeoning, piercing, and slashing damage (both magical and nonmagical).

**Whelming Force.** The first time on her turn that Bakuryō enters a Large or smaller creature's space, that creature must succeed on a **DC 18 Strength saving throw** or become **grappled** by her (**escape DC 13**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of Bakuryō, is **restrained**, is unable to breathe unless it can breathe water, and takes 14 (**4d6**) force damage at the start of each of its turns. Bakuryō can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time. If Bakuryō exits her Water Form while grappling a creature, that creature is thrown from her body, landing **prone** in an unoccupied space within **5 feet** of Bakuryō.

### ACTIONS

**Multiattack.** Bakuryō makes one Bite attack and one Claw attack.

**Bite.** *Melee Weapon Attack:* **+10** to hit, reach 15 ft., one target. *Hit:* 16 (**2d10 + 5**) piercing damage.

**Claw.** *Melee Weapon Attack:* **+10** to hit, reach 10 ft., one target. *Hit:* 12 (**2d6 + 5**) slashing damage.

**Tail.** *Melee Weapon Attack:* **+10** to hit, reach 30 ft., one target. *Hit:* 10 (**2d4 + 5**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 18 Strength saving throw** or be knocked **prone**.

**Breath Weapon (While Fins are Glowing, Lost While In Water Form).** Bakuryō discharges a devastating burst of energy in a **300-foot cone** and her Fins stop glowing (see Breath Weapon Charge bonus action). Each creature in that area must make a **DC 20 Dexterity saving throw**. On a failed save, the creature takes 35 (**10d6**) damage of the type of energy Bakuryō charged. On a successful save, a creature takes half as much damage.

### BONUS ACTIONS

**Breath Weapon Charge (Lost While Fins Exploited).**

Bakuryō begins charging her Fins, choosing either radiant or thunder. Her Fins glow orange if charging thunder, and gold if charging radiant. At the start of her next turn, her Breath Weapon becomes charged. If she doesn't use her Breath Weapon action by the end of her next turn, it ceases to be charged.

Bakuryō can't take this bonus action if she has discharged her Breath Weapon this turn.

**Hollow Roar (While Fins Exploited, Lost While In Water Form).** Each creature within **60 feet** of Bakuryō must succeed on a **DC 13 Constitution saving throw** or take 10 (**4d4**) thunder damage.

**Shake Off.** Bakuryō twists and shakes her body violently. Each creature mounted on her must succeed on a **DC 13 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Bakuryō 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. Bakuryō regains spent legendary actions at the start of her turn.

**Attack.** Bakuryō makes one Claw or Tail attack.

**Hurricane Spiral.** Bakuryō uses Shake Off, and then moves up to half her speed without provoking opportunity attacks.

## BAKURYŌ, THE HEAVENLY TORRENT

Gargantuan Dragon (Kaiju), Lawful Good

**Armour Class** 20 (natural armour)

**Chaos Threshold** 150

**Finishing Blow** 60

**Speed** 50 ft., fly 60 ft., swim 90 ft.

**Vulnerable Area Identification** DC 15

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	26 (+8)	19 (+4)	22 (+6)	25 (+7)

**Saving Throws** Con +15, Wis +13, Cha +14

**Skills** Insight +13, Intimidation +14, Perception +13, Religion +11

**Damage Resistances** fire, radiant, thunder

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 23

**Languages** all, telepathy 300 ft.

**Challenge** 21 (64,000 XP across all phases) **Prof Bonus** +7

**Kaiju Force.** Bakuryō can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Bakuryō is **immune** to any spell or effect that would alter her form, move her against her will, or move her to another plane of existence against her will.

**Legendary Resistance (4/Day).** If Bakuryō fails a saving throw, she can choose to succeed instead.

### WATER FORM

While in her Water Form, Bakuryō can't use her Breath Weapon action or Hollow Roar bonus action, and she gains the following traits.

**Fluid Form.** Bakuryō has **immunity** to all damage types except cold, force, and lightning, she can enter a hostile creature's space and stop there, and she can move through a space as narrow as 1 inch wide without squeezing. Her Fins and Upturned Scale vulnerable areas aren't targetable, and she can't be scaled.

**Freezable.** When Bakuryō takes **15** or more cold damage in a single turn, she freezes. Until the end of her next turn, she is **restrained** and she loses her immunity to bludgeoning, piercing, and slashing damage (both magical and nonmagical).

**Whelming Force.** The first time on her turn that Bakuryō enters a Large or smaller creature's space, that creature must succeed on a **DC 22 Strength saving throw** or become **grappled** by her (**escape DC 15**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of Bakuryō, is **restrained**, is unable to breathe unless it can breathe water, and takes 21 (**6d6**) force damage at the start of each of its turns. Bakuryō can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time. If Bakuryō exits her Water Form while grappling a creature, that creature is thrown from her body, landing **prone** in an unoccupied space within **5 feet** of Bakuryō.

### ACTIONS

**Multiattack.** Bakuryō makes one Bite attack and one Claw attack.

**Bite.** *Melee Weapon Attack:* **+14** to hit, reach 15 ft., one target. *Hit:* 20 (**2d12 + 7**) piercing damage plus 7 (**2d6**) radiant damage.

**Claw.** *Melee Weapon Attack:* **+14** to hit, reach 10 ft., one target. *Hit:* 16 (**2d8 + 7**) slashing damage.

**Tail.** *Melee Weapon Attack:* **+14** to hit, reach 30 ft., one target. *Hit:* 14 (**2d6 + 7**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 22 Strength saving throw** or be knocked **prone**.

**Breath Weapon (While Fins are Glowing, Lost While In Water Form).** Bakuryō discharges a devastating burst of energy in a **300-foot cone** and her Fins stop glowing (see Breath Weapon Charge bonus action). Each creature in that area must make a **DC 23 Dexterity saving throw**. On a failed save, the creature takes 54 (**12d8**) damage of the type of energy Bakuryō charged. On a successful save, a creature takes half as much damage.

### BONUS ACTIONS

**Breath Weapon Charge (Lost While Fins Exploited).**

Bakuryō begins charging her Fins, choosing either radiant or thunder. Her Fins glow orange if charging thunder, and gold if charging radiant. At the start of her next turn, her Breath Weapon becomes charged. If she doesn't use her Breath Weapon action by the end of her next turn, it ceases to be charged.

Bakuryō can't take this bonus action if she has discharged her Breath Weapon this turn.

**Hollow Roar (While Fins Exploited, Lost While In Water Form).** Each creature within **60 feet** of Bakuryō must succeed on a **DC 15 Constitution saving throw** or take 18 (**4d8**) thunder damage.

**Shake Off.** Bakuryō twists and shakes her body violently. Each creature mounted on her must succeed on a **DC 15 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Bakuryō 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. Bakuryō regains spent legendary actions at the start of her turn.

**Attack.** Bakuryō makes one Claw or Tail attack.

**Hurricane Spiral.** Bakuryō uses Shake Off, and then moves up to half her speed without provoking opportunity attacks.

## BAKURYŌ, THE ASCENDANT CASCADE

*Gargantuan Dragon (Kaiju), Lawful Good*

**Armour Class** 22 (natural armour)

**Chaos Threshold** 260

**Finishing Blow** 90

**Speed** 60 ft., fly 80 ft., swim 120 ft.

**Vulnerable Area Identification** DC 16

STR	DEX	CON	INT	WIS	CHA
30 (+10)	19 (+4)	30 (+10)	20 (+5)	24 (+7)	27 (+8)

**Saving Throws** Con +18, Wis +15, Cha +16

**Skills** Insight +15, Intimidation +16, Perception +15, Religion +13

**Damage Resistances** fire, radiant, thunder

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 25

**Languages** all, telepathy 300 ft.

**Challenge** 27 (150,000 XP across all phases) **Prof Bonus** +8

**Kaiju Force.** Bakuryō can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Bakuryō is **immune** to any spell or effect that would alter her form or move her to another plane of existence against her will.

**Legendary Resistance (5/Day).** If Bakuryō fails a saving throw, she can choose to succeed instead.

### WATER FORM

While in her Water Form, Bakuryō can't use her Breath Weapon action or Hollow Roar bonus action, and she gains the following traits.

**Fluid Form.** Bakuryō has **immunity** to all damage types except cold, force, and lightning, she can enter a hostile creature's space and stop there, and she can move through a space as narrow as 1 inch wide without squeezing. Her Fins and Upturned Scale vulnerable areas aren't targetable, and she can't be scaled.

**Freezable.** When Bakuryō takes **20** or more cold damage in a single turn, she freezes. Until the end of her next turn, she is **restrained** and she loses her immunity to bludgeoning, piercing, and slashing damage (both magical and nonmagical).

**Whelming Force.** The first time on her turn that Bakuryō enters a Large or smaller creature's space, that creature must succeed on a **DC 26 Strength saving throw** or become **grappled** by her (**escape DC 18**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of Bakuryō, is **restrained**, is unable to breathe unless it can breathe water, and takes **28 (8d6)** force damage at the start of each of its turns. Bakuryō can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time. If Bakuryō exits her Water Form while grappling a creature, that creature is thrown from her body, landing **prone** in an unoccupied space within **5 feet** of Bakuryō.

### ACTIONS

**Multiattack.** Bakuryō makes one Bite attack, one Claw attack, and one Tail attack.

**Bite.** *Melee Weapon Attack:* **+18** to hit, reach 15 ft., one target. *Hit:* 23 (**2d12 + 10**) piercing damage plus 10 (**3d6**) radiant damage.

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

**Tail.** *Melee Weapon Attack:* **+18** to hit, reach 30 ft., one target. *Hit:* 21 (**2d10 + 10**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 26 Strength saving throw** or be knocked **prone**.

**Breath Weapon (While Fins are Glowing, Lost While In Water Form).** Bakuryō discharges a devastating burst of energy in a **300-foot cone** and her Fins stop glowing (see Breath Weapon Charge bonus action). Each creature in that area must make a **DC 26 Constitution saving throw**. On a failed save, the creature takes 78 (**12d12**) damage of the type of energy Bakuryō charged. On a successful save, a creature takes half as much damage.

### BONUS ACTIONS

**Breath Weapon Charge (Lost While Fins Exploited).**

Bakuryō begins charging her Fins, choosing either radiant or thunder. Her Fins glow orange if charging thunder, and gold if charging radiant. At the start of her next turn, her Breath Weapon becomes charged. If she doesn't use her Breath Weapon action by the end of her next turn, it ceases to be charged.

Bakuryō can't take this bonus action if she has discharged her Breath Weapon this turn.

**Hollow Roar (While Fins Exploited, Lost While In Water Form).** Each creature within **60 feet** of Bakuryō must succeed on a **DC 16 Constitution saving throw** or take 26 (**4d12**) thunder damage.

**Shake Off.** Bakuryō twists and shakes her body violently. Each creature mounted on her must succeed on a **DC 16 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

### LEGENDARY ACTIONS

Bakuryō 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. Bakuryō regains spent legendary actions at the start of her turn.

**Attack.** Bakuryō makes one Claw or Tail attack.

**Hurricane Spiral.** Bakuryō uses Shake Off, and then moves up to half her speed without provoking opportunity attacks.

## CREEK CREEP

Large Elemental (Yokai), Neutral

**Armour Class** 13

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

**Damage Resistances** bludgeoning, fire, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

**Senses** blindsight 60 ft., passive Perception 10

**Languages** understands Aquan but can't speak

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Freezable.** When the creek creep takes **8** or more cold damage in a single turn, it freezes until the end of its next turn. While frozen, it loses its resistance to bludgeoning, piercing, and slashing damage, loses its immunity to the restrained condition, and is **restrained**.

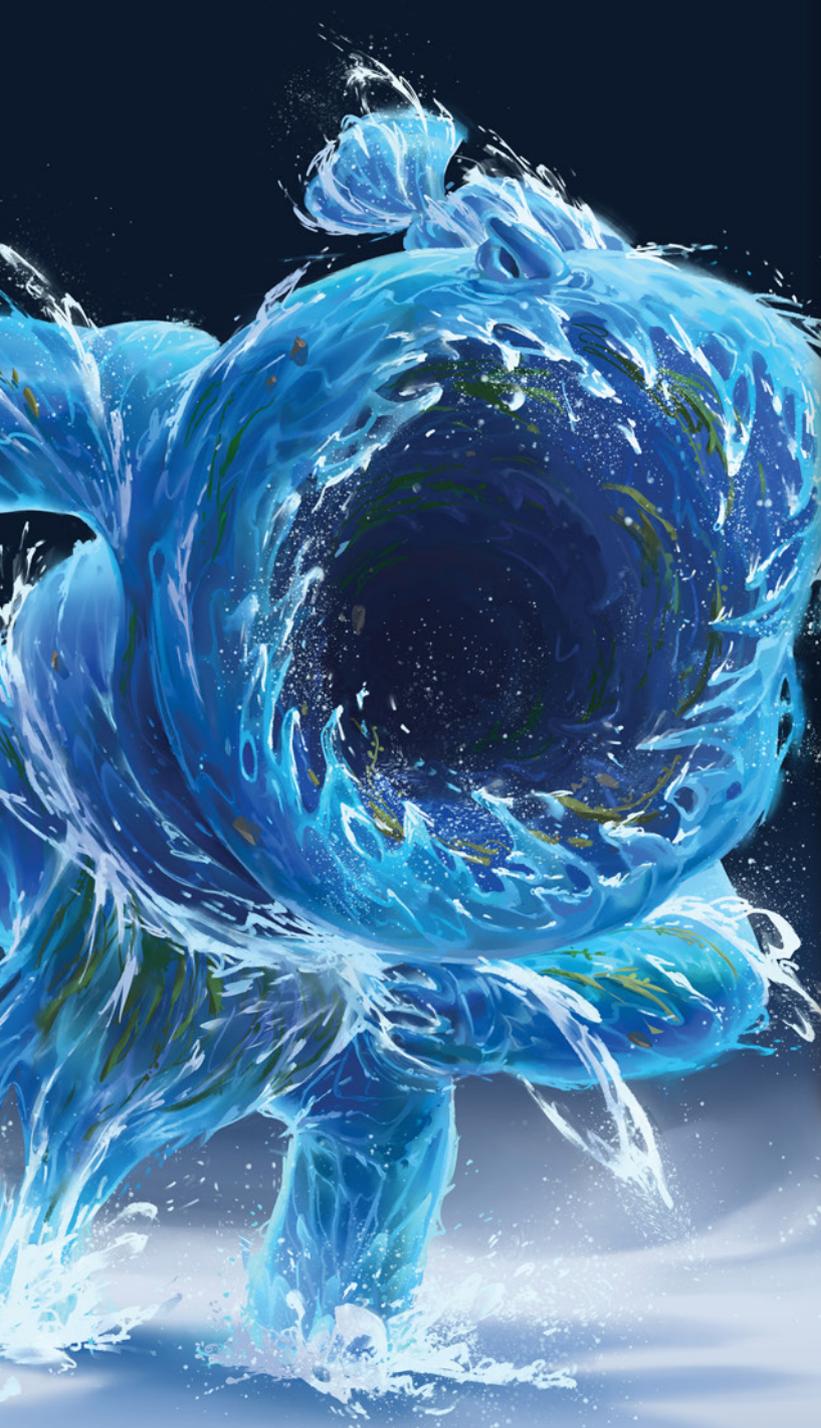
**Water Form.** The creek creep can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing.

**Whelming Force.** The first time on its turn that the creek creep enters a Medium or smaller creature's space, that creature must succeed on a **DC 15 Strength saving throw** or become **grappled** by it (**escape DC 12**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of the creek creep, is **restrained**, is unable to breathe unless it can breathe water, and takes **10 (3d6)** force damage at the start of each of its turns. The creek creep can have no more than two Medium or smaller creatures grappled by it in this way at one time.

### ACTIONS

**Multiattack.** The creek creep makes two Water Whip attacks.

**Water Whip.** *Melee Weapon Attack:* **+7** to hit, reach 20 ft., one creature. *Hit:* 13 (**2d8 + 4**) slashing damage. If the target is Large or smaller, it is **grappled (escape DC 15)**, and the creek creep can pull it up to **20 feet** towards it. The creek creep can have no more than two creatures grappled in this way.



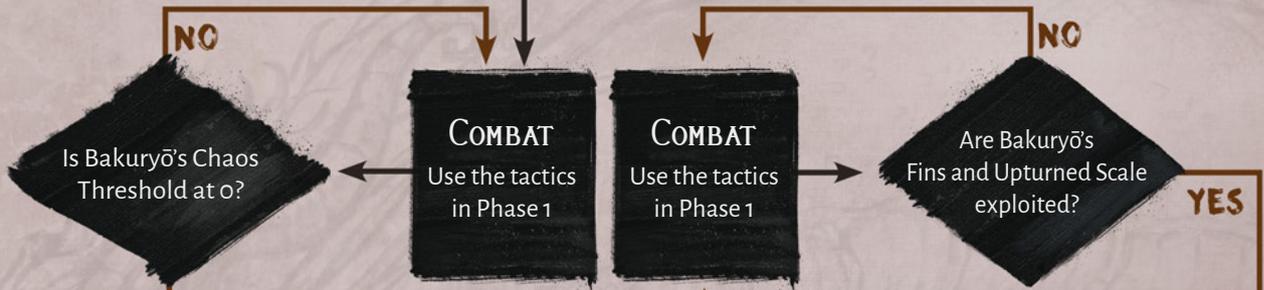
# FLOW OF BATTLE



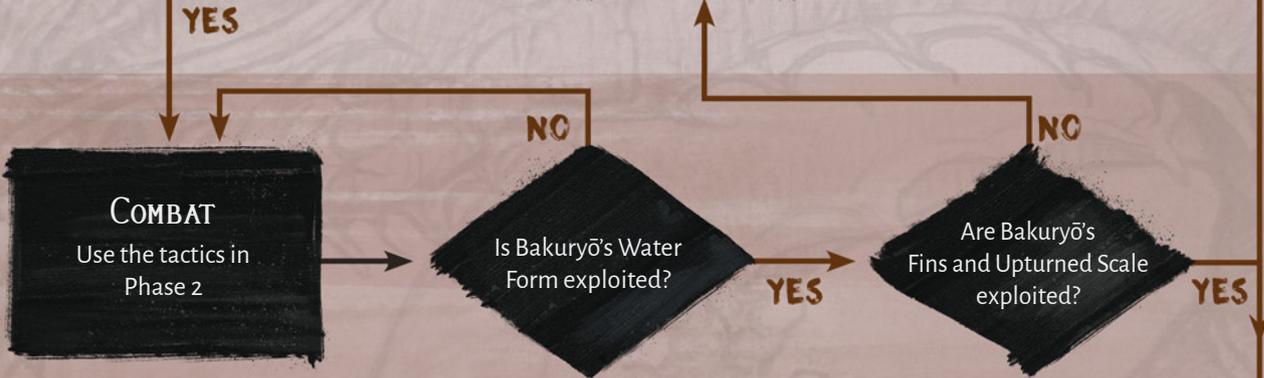
INITIATION

**INITIATION**  
Bakuryō notices the party

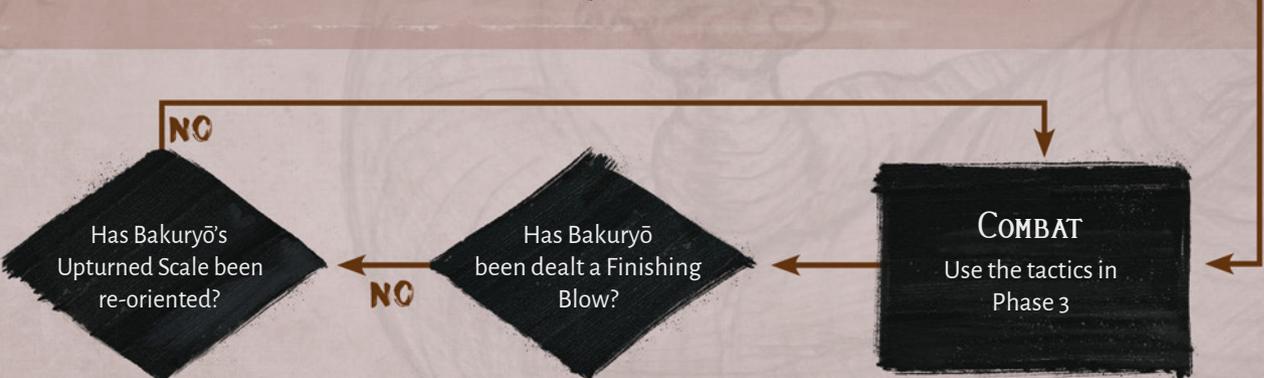
PHASE 1



PHASE 2



PHASE 3

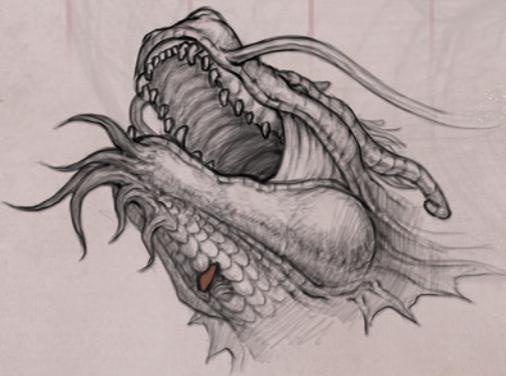
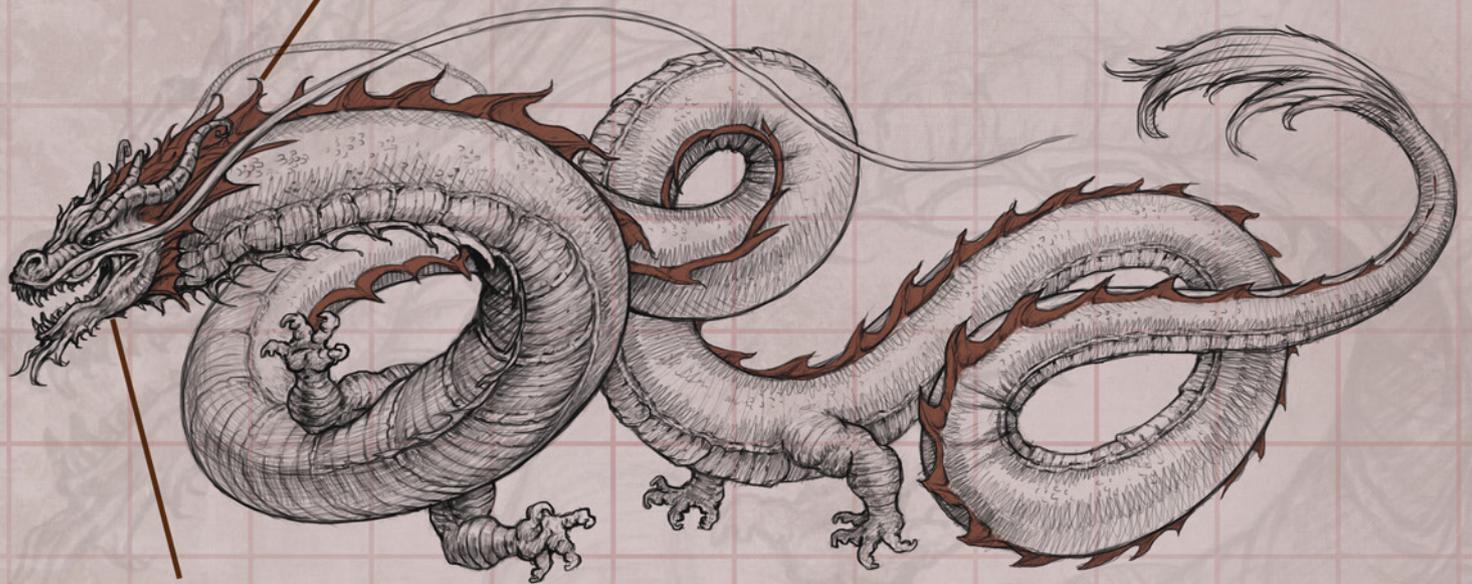
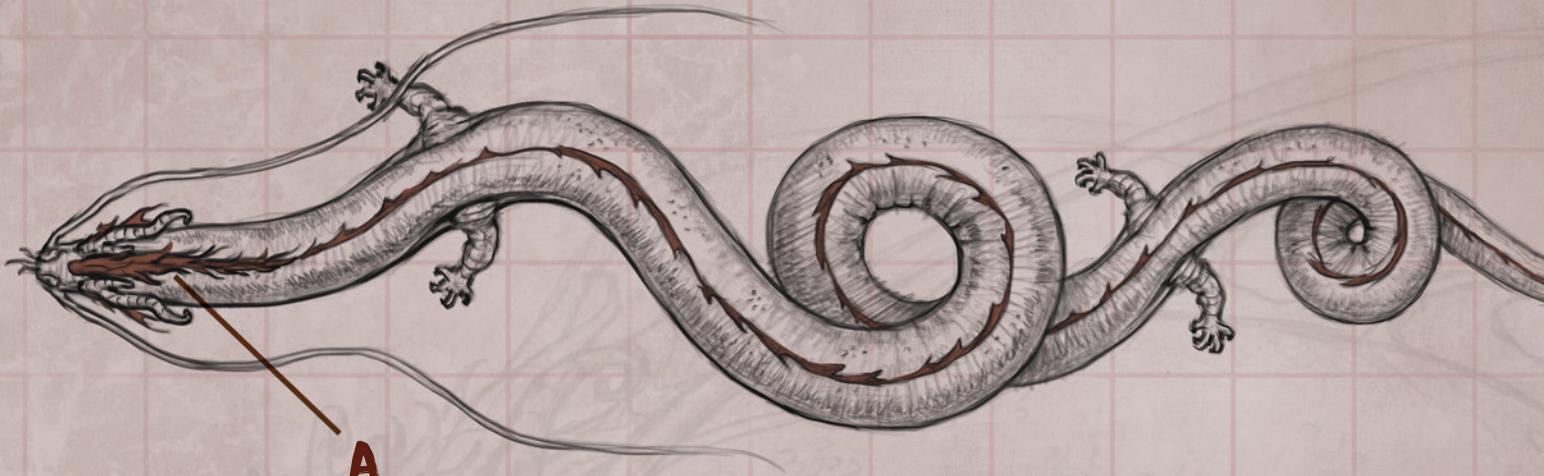


FINALE

**FINALE**  
Proceed to Finale: Bakuryō Restored

**FINALE**  
Proceed to Finale: Bakuryō Slain

**AFTERMATH**  
At any stage, if all party members are defeated, proceed to Aftermath: Bakuryō Wins



**A. Fins**

**B. Upturned Scale**

**C. = Water Form**

## VULNERABLE AREAS

KEY	AREA	SPECIAL TRAITS	CR	AC	HP
A	Fins	<b>Targeting.</b> Bakuryō's Fins can only be targeted when they are glowing and can't be targeted while she is in her Water Form.	14	16	20
		<b>Immunity.</b> This vulnerable area is <b>immune</b> to all damage. When the Fins are glowing (see Charge bonus action), they lose immunity to the damage type Bakuryō is charging (gold if radiant, orange if thunder).	21	17	40
		<b>Exploitation.</b> After a series of flickers, Bakuryō's Fins stop glowing.	27	18	75
B	Upturned Scale	<b>Targeting.</b> This vulnerable area is not targetable when Bakuryō is in her Water Form.	14	18	55
		<b>Exploitation.</b> Blood begins to pour from the wound, highlighting the Upturned Scale's unusual orientation.	21	20	80
			27	22	115
C	Water Form	<b>Targeting.</b> This vulnerable area is only targetable while Bakuryō is in her Water Form. In this form, Bakuryō can't be scaled.	14	18	65
		<b>Immunity.</b> This vulnerable area has <b>immunity</b> to all damage types except cold, force, and lightning. Cold damage can freeze her (see Freezable trait), allowing creatures to damage her with bludgeoning, slashing, and piercing damage for a short time.	21	20	90
		<b>Exploitation.</b> Bakuryō returns to her normal, scaled form with a roar.	27	22	120

## BEHAVIOURS

BEHAVIOUR	TRIGGER	EFFECT
Rampage	Bakuryō's Chaos Threshold is reduced to 0.	<b>Effect.</b> Bakuryō ends the grappled and restrained conditions on herself and enters her Water Form (see statistics). <b>Lost Features.</b> While in her Water Form, Bakuryō can't use her Breath Weapon action or Hollow Roar bonus action. <b>Vulnerable Areas.</b> Bakuryō's Water Form can be targeted. Her Fins and Upturn Scale can no longer be targeted.
Heavenly Cascade	Bakuryō's Water Form vulnerable area is exploited	<b>Area Effect.</b> A torrential downpour begins in a <b>10-mile radius</b> of the kaiju lasting <b>1 hour</b> , lightly obscuring anything beyond <b>30 feet</b> and heavily obscuring anything beyond <b>60 feet</b> . <b>Gained Features.</b> Bakuryō regains her Breath Weapon action, unless the Fins vulnerable area has already been exploited. <b>Vulnerable Areas.</b> Bakuryō's Fins and Upturned Scale can be targeted again.
Hollow Roar	Bakuryō's Fins vulnerable area is exploited	<b>Gained Features.</b> Bakuryō gains her Hollow Roar bonus action. <b>Lost Features.</b> Bakuryō loses her Breath Weapon action.
Death Throes	Bakuryō has three exploited vulnerable areas	<b>Effect.</b> Bakuryō falls <b>prone</b> . <b>Lost Features.</b> Bakuryō loses her flying and swimming speeds. <b>Finishing Blow.</b> Bakuryō is killed when she takes damage equal to or greater than her Finishing Blow in a single turn.



MAP 8.1  
BAKURYŌ'S  
THIRD SHRINE

CARTOGRAPHER:  
CZE & PEKU

SCALE:  
1 SQUARE = 5 FEET

GET THE MAP:



[HELIANA.LT/THIRD SHRINE](https://heliana.lt/thirdshrine)

MAP 8.2  
BAKURYŌ'S FOURTH SHRINE

CARTOGRAPHER:  
CZE & PEKU

SCALE:  
1 SQUARE = 5 FEET



GET THE MAP:



[HELIANA.LT/FOURTHSHRINE](https://heliana.lt/fourthshrine)

## WHITE WATER WEIRD

Large Elemental (Yokai), Neutral

**Armour Class** 15

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	19 (+4)	10 (+0)	12 (+1)	10 (+0)

**Damage Resistances** bludgeoning, fire, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

**Senses** blindsight 60 ft., passive Perception 11

**Languages** understands Aquan but can't speak

**Challenge** 9 (5,000 XP) **Proficiency Bonus** +4

**Freezable.** When the white water weird takes **12** or more cold damage in a single turn, it freezes until the end of its next turn. While frozen, it loses its resistance to bludgeoning, piercing, and slashing damage, loses its immunity to the restrained condition, and is **restrained**.

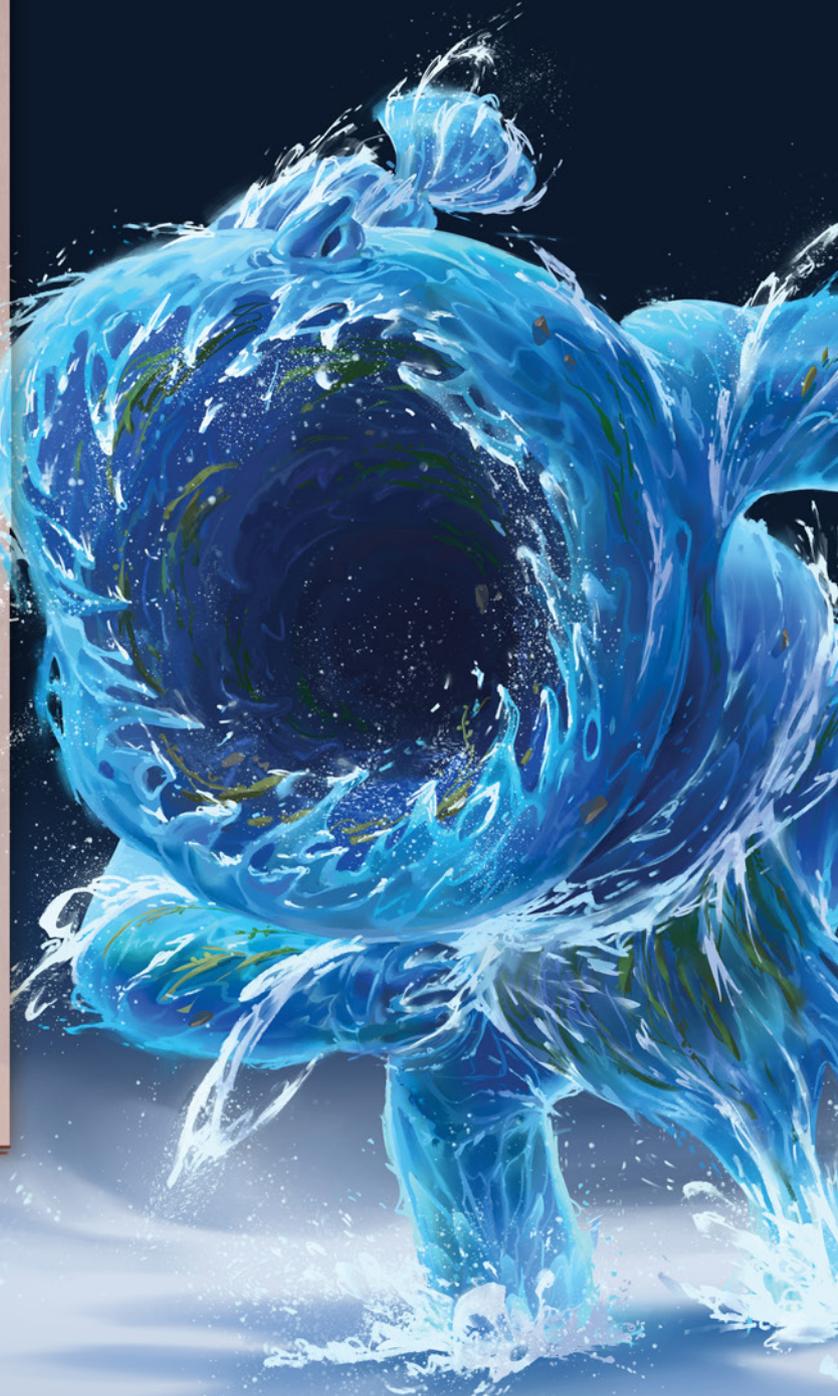
**Water Form.** The white water weird can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing.

**Whelming Force.** The first time on its turn that the white water weird enters a Large or smaller creature's space, that creature must succeed on a **DC 18 Strength saving throw** or become **grappled** by it (**escape DC 14**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of the white water weird, is **restrained**, is unable to breathe unless it can breathe water, and takes **17 (5d6)** force damage at the start of each of its turns. The white water weird can have no more than one Large or three Medium or smaller creatures grappled by it in this way at one time.

### ACTIONS

**Multiattack.** The white water weird makes two Water Whip attacks.

**Water Whip.** *Melee Weapon Attack:* **+10** to hit, reach 30 ft., one target. *Hit:* **19 (3d8 + 6)** slashing damage. If the target is a Huge or smaller creature, it is **grappled (escape DC 18)**, and the white water weird can pull it up to **30 feet** towards it. The white water weird can have no more than three creatures grappled by it in this way.



## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Bakuryō takes a lair action to cause one of the following effects. She can't take the same action two rounds in a row. The saving throw DCs and damage of their lair actions depend on Bakuryō's CR; see the Variable Statistics table for the save DCs (**VDC**), roll modifiers (**Vmod**), and damage (**Vdam**).

### VARIABLE STATISTICS

Bakuryō CR	VDC	Vmod	Vdam
14	15	+7	10 (3d6)
21	17	+9	21 (6d6)
25	18	+10	28 (8d6)

ΑΠΟΚΟΙΛΥΠΣΕ	MIREBALL	WATER WHIP
<p>Unnaturally large koi fish swim to the water's edge, spraying water and gravel at creatures. Each creature of Bakuryō's choice within <b>15 feet</b> of any body of water near the shrine must succeed on a <b>VDC Dexterity saving throw</b> or be <b>blinded</b> until initiative count 20 of the following round.</p>	<p>A ball of mud launches up, landing on any point within the lair. It explodes with the effects of the <i>mireball</i>* spell. Use the <b>VDC</b> for the save DC.</p>	<p>Up to three tendrils of water whip at nearby creatures. Each tendril makes a melee spell attack (<b>Vmod</b> to hit) against different creatures within <b>30 feet</b> of one of the bodies of water on the map. On a hit, a creature takes half <b>Vdam</b> slashing damage and, if it is Large or smaller, must succeed on a <b>VDC Strength saving throw</b> or be pulled <b>25 feet</b> towards a point on the surface of that body of water.</p>
<p>When this lair action is used, mark it by placing a token here.</p>	<p>When this lair action is used, mark it by placing a token here.</p>	<p>When this lair action is used, mark it by placing a token here.</p>

\*See Appendix B, *Wrath of the Kaiju*.

## NONLETHAL ENDING

After Bakuryō's Upturned Scale vulnerable area has been exploited, and as long as she's not in her Water Form, a character within reach of the underside of Bakuryō's jaw can make a **Strength** check to re-right the scale. The DC for this check is **VDC + 10** while she has unexploited vulnerable areas, or **VDC** when all her vulnerable areas are exploited. For nonlethal endings tailored to each adventure, reference *Wrath of the Kaiju*.

## DEATH RATTLE

The water from all the surrounding rivers, lakes, and springs surges towards the koi dragon, gathering debris in its flow. Each creature within **300 feet** of Bakuryō must succeed on a **VDC Dexterity saving throw** or take **Vdam** bludgeoning damage as they are hit by the rocks in the river's flow. One round later (at the end of the same initiative count on which Bakuryō was slain) each creature within **1,000 feet** of Bakuryō must make a **VDC Constitution saving throw**, taking **Vdam** thunder damage and being **deafened** for **1d6 days** on a failure, or taking half as much damage and being **deafened** for **1d6 hours** on a success. A creature that fails the saving throw by 10 or more is permanently **deafened** and can be restored after receiving **1d6** castings of the *regenerate* spell, each at

least **24 hours** apart. A rainstorm begins and does not cease for **1d10 years**. Eventually, when the rain ceases, a tatsugoi ascends and becomes the new koi dragon of the river.

\*See Familiars, *Wrath of the Kaiju*

## EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

### BAKURYŌ XP MILESTONES

Criteria	CR14	CR 21	CR 27
Chaos Threshold reduced to 0	5,500 XP	17,000 XP	43,000 XP
Fins exploited	3,000 XP	12,000 XP	31,000 XP
Upturned Scale exploited	3,000 XP	12,000 XP	31,000 XP
Water Form exploited	7,200 XP	13,000 XP	25,000 XP
Bakuryō defeated	5,000 XP	10,000 XP	20,000 XP
<b>Total</b>	<b>23,700 XP</b>	<b>64,000 XP</b>	<b>150,000 XP</b>

## CHAOS THRESHOLD

Instead of a regular hit point pool, a kaiju has a Chaos Threshold, a pool of hit points separate from those of its vulnerable areas. Whenever a kaiju takes damage to a location other than a vulnerable area, this damage is dealt to the kaiju's Chaos Threshold. When the Chaos Threshold is reduced to 0, the kaiju is not defeated but instead begins to Rampage, adopting a new behaviour described in its Behaviour table. Triggering a kaiju's rampage is often necessary to expose its vulnerable areas and take it down.

## EXPLOITING VULNERABLE AREAS

Vulnerable areas are special weaknesses that adventurers must exploit to defeat a kaiju. Unless otherwise stated, vulnerable areas share their kaiju's AC, saving throw modifiers, damage resistances, and damage immunities, and each has its own pool of hit points. While a kaiju's vulnerable area is at 0 hit points, it's considered exploited. This will trigger a change in the kaiju's behaviour or abilities, as shown in its Behaviour table.

PRINTABLE VERSION



HELIANA.LT/RYOKODAMAGELOG

DAMAGE LOG	CHAOS THRESHOLD		FINS		UPTURNED SCALE		WATER FORM	
	Damage	Remaining	Damage	Remaining	Damage	Remaining	Damage	Remaining
Targeting Req.	—		Only while glowing; not in Water Form		Not in Water Form		Only while in Water Form	
Hit Point Total								
Damage Tally								
Exploited?	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Exploited Behaviour	Rampage		Hollow Roar		—		Heavenly Cascade	

When all three are exploited: Death Throes