

NEW KAIJUBORN SUBRACES

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DEMEKING

Demeking, a snail like kaiju, prophesied to arrive in the near future and exists within the dreams of a child. Demeking kaijuborn are a result of attempting to create these dreams in reality.

Amphibious. You can breath air and water. You have a swimming speed of 30 feet.

Snail Shell. As an action, you can choose to retreat into your shell. When you do, your AC increases by +, you have advantage on Constitution saving throws, and you cannot be moved against your will. While in your shell, your speed is 0, you have disadvantage on Dexterity saving throws and Wisdom (Perception) checks, and the only action you can take is to use a bonus action to emerge from your shell.

Fire Breath. Your energy weapon deals Fire damage in a 15 foot cone. Your energy weapon imposes a Dexterity saving throw.

DOUG

What is there to say about doug that hasn't already been said? He is the goodest boy. No thoughts. Godzilla's inbred cousin. He is perfection and all kaijuborn wish they were him.

Stone-Crushing Bite. The bite of Titanus Doug is pound-for-pound the strongest of all kaijuborn. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal Piercing damage equal to 1d8 + your Strength modifier. The damage increases to 1d10 at 5th level and 1d12 at 11th level. You can attempt to grapple a creature as a bonus action whenever you hit it with your unarmed strike.

Dorsal Spines. Grapple checks made against you are made at disadvantage.

Thick Scales. You do not possess an energy weapon. Instead, your durable scales grant you resistance to most physical damage. As a reaction when you would take Bludgeoning, Piercing, or Slashing damage, you can gain resistance to that damage until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.



GUIRON

Children of Guiron sport his unique and slightly disturbing biology, including the massive blade on his head and the flesh pockets that create shuriken.

Burrowing Headblade. Your headblade is a natural weapon, with which you can make unarmed strikes. If you hit with it, you deal 1d6 + your Strength modifier Slashing damage instead of the Bludgeoning damage normal for an unarmed strike. Additionally, you have a burrowing speed of 5 feet. When you use this speed, you leave a space behind you that is 5 feet wide and 5 feet tall.

Head Shurkien. Guiron Kaijubern are always armed. In a biological pocket located on each side of their head are metallic shuriken they can use for weapons. You have 4 of these shuriken and any that are lost regrow at the end of a long rest. These weapons count as daggers for damage and properties. You cannot store anything else in the pocket the shurkien form in.

Scale Shot. Your energy weapon deals Slashing damage in a 15 foot cone. Your energy weapon imposes a Strength saving throw.

GYAOS

The archenemy of Gamera kaijubern, just as their progenitor is the archenemy of Gamera himself. A highly dangerous kaiju created by Atlantis that feeds on humanity.

Fog Generation. Starting at 3rd level, you can cast the spell *Fog Cloud* once with this trait and regain the ability to do so when you finish a short or long rest. When you cast *fog cloud* in this way and remain inside of it, you ignore your sunlight sensitivity and Fire damage done within the radius is reduced by an amount equal to your Constitution modifier. Constitution is your spellcasting ability for it.

Limited Flight. You have a flying speed of 30 feet. To use this speed, you cannot be wearing medium or heavy armor. You must land at the end of each of your turns. If you do not, you begin falling slowly at a rate of 60 feet per round at the end of your turn, taking no fall damage.

Supersonic Scalpel. Your energy weapon deals Slashing damage in a line 15 feet long and 5 feet wide. Your energy weapon imposes a Dexterity saving throw. If a creature fails its saving throw by 5 or more, you ignore resistance to Slashing damage and treat immunity as resistance.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.



HELLHAWK

Destructive, violent, and generally ill tempered at all times, the Hellhawk kaijuborn, like their namesake, are generally not pleasant to be around.

Echolocation. You do not possess an energy weapon. Instead, your potent echolocation grants you unique advantages. You have advantage on Wisdom (Perception) checks that rely on sound. Additionally, as a bonus action, you can release a sonic pulse in a 30 foot radius around you. If you do, you become aware of everything within the radius, including the location of invisible creatures.

Flight. You have a flying speed of 30 feet. To use this speed, you cannot be wearing medium or heavy armor.

Talons. Your talons are natural weapons, with which you can make unarmed strikes. Your talons deal 1d4 + your Dexterity modifier Piercing damage instead of the Bludgeoning damage normal for an unarmed strike.

JIGER

The demon of Mu's children possess its unique fiery and supersonic abilities.

Magnetic Suckers. As a bonus action, you can pull an object within 30 feet of you that weighs up to 15 pounds to your hand. If you are attempting to take an item from a creature's hands, you must make a contested Athletics check with the creature as if you were grappling.

Magnetum Ray. Your energy weapon deals Fire or Thunder damage in a line 15 feet long and 5 feet wide. Your energy weapon imposes a Constitution saving throw.

Solid Lava Missiles. You know the *firebolt* cantrip. Charisma, Intelligence, or Wisdom is your spellcasting ability for it.

KONGZILLA

Born from the genetic fusion of Godzilla and Kong Kaijuborn. A highly mobile monstrosity combining the best of both of the most famous kaiju.

Amphibious. You can breathe air and water. You have a swimming speed of 30 feet.

Atomic Roar. Your energy weapon deals Radiant or Thunder damage in a 10 foot radius around you. Your energy weapon imposes a Constitution saving throw. If a creature fails its saving throw by 5 or more, you deal an additional 1d6 damage of the opposite type.

Natural Climber. You have a climbing speed of 30 feet.

VIRAS

The gravity controlling alien kaiju's children share the adaptable maneuverability of their progenitor.

Amphibious. You can breathe air and water. You have a swimming speed of 30 feet.

Lightning of Hemueden. Your energy weapon deals Lightning damage in a line 15 feet long and 5 feet wide.

Your energy weapon imposes a Dexterity saving throw.

Limited Flight. You have a flying speed of 30 feet. To use this speed, you cannot be wearing medium or heavy armor. You must land at the end of each of your turns. If you do not, you begin falling slowly at a rate of 60 feet per round at the end of your turn, taking no fall damage.

ZEDUS

Zedus was born from the death of several Gyaos and a Gamera, and its children possess the mutations this battle brought to the lizard that became Zedus.

Amphibious. You can breathe air and water. You have a swimming speed of 30 feet.

Harpoon Tongue. You do not possess an energy weapon. Instead, you possess an extremely long, prehensile tongue that acts like a harpoon. Your tongue is a natural weapon with which to make unarmed strikes at a range of up to 30 feet. If you hit with it, you deal 1d6 + your Strength modifier Piercing damage. A creature hit by your harpoon tongue must also make a Constitution saving throw. A creature takes an additional 1d6 Acid damage on a failed save, or half as much (Minimum 1) on a success.

Powerful Legs. You are always under the effects of the *jump* spell.

ART CREDIT

- Doug, Godzilla Awakening Comic by Max Borenstein, Greg Borenstein, and illustrated by Eric Battle
- Gyaos at the Great Pyramid by Scotwith1T