

# HURRIKING SPAWN

*"If Hurriking's rampage was the earthquake, these abominations are the aftershocks."* - Brother Tino's Chronicle of Greater Kaiju

Prolonged exposure to Hurriking's Necrotic Aura typically means death for most races and creatures, but a peculiar phenomenon emerged in remote areas close to Hurriking rampages: Large humanoids with piercing eyes and charcoal skin resembling Hurriking's. It is unknown whether they are mutated humanoids, beasts, or something else entirely.

**Ancestral Memories.** The Spawn seem to share fragments of Hurriking's memories. This most often manifests when they encounter large creatures, which remind them of Hurriking's battles with other kaiju. This unfortunately results in less intelligent Spawn foolishly rushing into battle against gargantuan foes, though many have learned to temper this instinct.

**Forewarning.** One additional connection the Spawn hold to Hurriking is an uncanny ability to sense his approach. Some cheer his arrival and rush to meet their 'God,' while others use this knowledge to warn nearby societies of impending disaster. Due to the fact Spawn sightings become more common prior to Hurriking attacks, some mistakenly believe they summon him.

**Kings of the Monsters.** Hurriking Spawn feel a natural inclination towards fighting. This isn't out of a yearning to prove themselves or seek glory, but pure love of physical combat. Fortunately for most humanoids, they prefer fighting beasts and monstrosities.

**Necrotic Pariahs.** Hurriking Spawn carry unfortunate association with the death and destruction caused by their monstrous progenitor, and tend to be hated or feared by humans, elves, and dwarves. While more violent individuals of the race may deserve the reputation, many are intelligent and peaceful.

**Recent Arrivals.** In terms of history, Hurriking Spawn are a very young race, emerging only a few centuries ago. They first appeared in the decades following Hurriking's first rampage.

## HURRIKING SPAWN TRAITS

**Ability Score Increase.** Your Strength score increases by 2. Your Constitution score increases by 1.

**Age.** Perhaps due to their mutated nature, mature faster than humans and reach adulthood in their mid teenage years. This comes with an unfortunate side effect: They typically only live into their fifties and suffer hideous decay of their bodies in their waning years.

**Alignment.** Hurriking Spawn typically exhibit chaotic natures as they can be overcome with Hurriking's savagery, though ones who dwell near civilization may fall into any other alignment.

**Size.** It is only fitting that progeny of kaiju stand taller than most humanoids. Hurriking Spawn weigh between 200 and 350 pounds and ranging from under 6 to 8 feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet and base swimming speed is 20 feet.

**Darkvision.** You have good vision in dark and dim conditions. You can see in dim light within 50 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Necrotic Surge.** You can use your action to exhale destructive necrotic energy in a 15ft cone. Each creature in the area of the exhalation must make a Dex saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 1d6 necrotic damage and 1d6 force damage on a failed save, and half as much damage on a successful one. The damage increases to 2d6 necrotic damage and 2d6 force damage at 7th level, and 3d6 necrotic damage and 3d6 force damage at 15th level. After you use Necrotic Surge, you can't use it again until you complete a short or Long Rest.

**Born of Decay.** You have Resistance to Necrotic damage.

**Uncanny Healing.** Hurriking Spawn do not possess the incredible regenerative ability of their monstrous progenitor, but exhibit a similar healing ability. When spending Hit Dice to regain hit points over a short rest, you may roll an additional 1d4 to the total hit points regained. This increases to 1d6 at 4th level, 1d8 at 9th level, and 1d12 at 13th level.

**Language.** You can speak, read, and write Common, as well as one other standard language of your choice.



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Artwork: "Ultimate Spider Man Web Warrior's Godzilla" By Pyrus-Leonidas (Deviantart)

## HURRIKING SPAWN NPCs

### HURRIKING SPAWN BRUTE

*Medium humanoid, chaotic neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 66 (7d12 +21)

**Speed** 30 ft., Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+5)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Str +7, Con +5

**Skills** Athletics +7, Perception +1

**Damage Resistances** necrotic

**Senses** darkvision 50 ft., passive Perception 11

**Languages** Common

**Challenge** 5 (1800 XP)

**Uncanny Healing (3/day).** As a bonus action, the Hurriking Spawn Brute can heal 1d12 damage.

#### Actions

**Multiattack.** The Brute makes two weapon melee attacks or two ranged attacks.

**Greataxe.** Melee Weapon Attack +7 to hit, reach 5 ft, one target. Hit: 24 (3d12 +5 ) slashing damage. *Properties:* Heavy, Two-handed,

**Javelin.** Melee Weapon Attack +7 to hit, range 30/120, one target. Hit: 15 (3d6 +5 ) piercing damage.

**Necrotic Surge (Recharge 5-6).** The Hurriking Spawn Brute exhales destructive necrotic energy in a 15ft cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 2d6 necrotic damage and 2d6 force damage on a failed save, or half as much damage on a successful one.

### HURRIKING SPAWN PROWLER

**Armor Class** 15 (Leather)

**Hit Points** 59 (7d10 +21)

**Speed** 30 ft., Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (STR2)	18 (DEX4)	12 (CON)	10 (INT0)	14 (WIS2)	10 (CHA0)

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

**Skills** Athletics +2, Perception +4, Stealth +6

**Damage Resistances** necrotic

**Senses** darkvision 50 ft., passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

*Medium humanoid, chaotic neutral*

#### Actions

**Multiattack.** The Prowler makes two weapon melee attacks or two ranged attacks. **Shortsword.** Melee Weapon Attack +6 to hit, reach 5 ft, one target. Hit: 11 (2d6 +4 ) slashing damage. *Properties:* Finesse, Light.

**Longbow.** Ranged Weapon Attack +6 to hit, range 150/600, one target. Hit: 13 (2d8 +4 ) piercing damage.

**Necrotic Surge (Recharge 5-6).** The Hurriking Spawn Brute exhales destructive necrotic energy in a 15ft cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 2d6 necrotic damage and 2d6 force damage on a failed save, or half as much damage on a successful one.

**Uncanny Healing (3/day).** As a bonus action, the Hurriking Spawn Prowler can heal 1d10 damage.

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## **'YAMATAI: THE REALM OF KAIJU' SUPPLEMENT CONTENT**

This content is part of a developing homebrew supplement which will eventually include more monsters, races, and additional content related to the kaiju-themed setting of Yamatai.

Content will be shared as it is developed, with no set release date.

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### **A NOTE FROM THE AUTHOR**

If you have any feedback or suggestions, please contact me on reddit under /u/GodofPH or at [DrillSoul.com/Contact](http://DrillSoul.com/Contact).

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## **CHANGELOG**

### **v0.1 - 5/15/2017**

- First Version Created.

### **v0.2 - 5/21/2017**

- Additional lore added, healing ability tweaked after playtesting, NPC stat blocks added.