

# VERMUTILA, RAT QUEEN OF THE PLAGUE

*"It's as if someone afraid of rats offended the gods and they decided to punish us all for it." - Brother Tino's Chronicle of Greater Kaiju*

The gigantic rat Vermutila stands out among the kaiju of Yamatai because of both her diminutive stature (by kaiju standards) and young age, only known to have existed for a few decades. Death and disease follow her wherever she goes, and she likes it that way.

She began her life as an ordinary rat kept by the friendly green hag Effcee. This rat's life took a turn for the legendary when Effsee was killed by an angry mob from a local village that blamed her for their ruined grain harvest, which was actually due to rainwater contaminated from a recent Hurriking rampage years earlier. A strange synthesis of Effsee's magic and Hurriking's necrotic aura transformed the rat into a colossal harbinger of plague and pestilence, with a seething hatred of humanity to boot.

**A Dwarf Among Giants.** Of the greater kaiju of Yamatai, Vermutila is the smallest, only measuring about 300 feet long, half of that length being its tail.

**Plague and Pestilence.** Vermutila wields command over creatures considered pests and vermin. She uses them to cause destruction on human settlements without so much as going there herself, and also utilizes them in battle.

**Domain of Filth.** This kaiju dwells within a massive swamp in the hinterlands of Yamatai. Various covens of hags dwell there under her protection, as well as a host of vermin and pests.

**Rat Queen.** As one may expect, Vermutila holds affinity for rodents of all kinds. Large rat infestations often herald her approach, and settlements close to her swamp avoid killing rats and mice out of fear of provoking her wrath.

**The Mouse and the Mantis.** Of the various greater kaiju, Vermutila most often clashes with Mantisma because of her disdain for humanity. The two have fought several times over the years, most notably when Vermutila temporarily ended Mantisma's reincarnation cycle by killing her adult form then immediately attacking the reformed nymph egg.



**Ally of Evil.** In conflicts involving multiple kaiju, Vermutila tends to side with evil-aligned monsters. She will not hesitate to turn on these allies however if her swamp home is threatened.

**Danger from Below.** Like many rodents, Vermutila has a talent for burrowing, even through tough stone. She uses this skill for both sneak attacks and escapes. Colonies of rats or bats take up residence in the large tunnels she leaves in her wake.



# VERMUTILA, THE QUEEN OF THE PLAGUE

*Colossal beast (kaiju), neutral evil*

**Armor Class** 24 (natural armor)

**Hit Points** 680 (34d20+340)

**Speed** 200 ft., Burrow 150 ft.

| STR     | DEX      | CON      | INT     | WIS     | CHA     |
|---------|----------|----------|---------|---------|---------|
| 18 (+4) | 30 (+10) | 30 (+10) | 16 (+3) | 14 (+2) | 12 (+1) |

**Saving Throws** Wis +10

**Damage Resistances** radiant, fire, thunder, lightning, bludgeoning, piercing, and slashing from non-kaiju attacks

**Damage Immunities** acid, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 200 ft., passive Perception 10

**Challenge** 27 (105,000 XP)

**Aura of Plague.** At the start of each of Vermutila's turns, each non-kaiju creature within 100 feet of it must make a DC 15 Constitution saving throw, taking 8 (2d8) poison damage on a failed save, or half as much damage on a success. Any creatures that fail this save also become poisoned.

**Kaiju Hide.** Any time Vermutila is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, Vermutila is unaffected. Additionally, Vermutila is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

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

**Massive Combatant.** Vermutila's Bite, Claw, and Tail attacks can hit all creatures within a 25 foot square. All creatures in the area whose AC is equal to or lower than its attack roll are affected.

**Siege Monster.** Vermutila deals double damage to objects and structures.

**Titanic.** Because Vermutila is so massive, all forms of difficult terrain, except for mountains, don't hinder its movement. Huge or smaller creatures can move through any squares occupied by Vermutila, or vice-versa. Creatures that are Large or smaller can't provoke opportunity attacks from Vermutila. It is possible for a Huge or smaller creature to climb Vermutila—this requires a successful DC 20 Strength check.

## Actions

**Multiattack.** Vermutila makes four attacks: one with its bite, two with its claws, and one with its tail.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 46 (6d12 + 10). If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Vermutila can't bite another target.

**Claw.** *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

**Tail.** *Melee Weapon Attack:* +19 to hit, reach 50 ft., one target. *Hit:* 22 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Acid Pool (3/Day).** Vermutila releases a pool of acid from the sacs on her back. Each creature within 200 feet of Vermutila must make a DC 24 Dexterity saving throw, taking 60 (15d8) poison damage and becoming poisoned on a failed save, or half as much damage on a successful one.

**Smog (Recharge 5-6).** Vermutila exhales a cloud of toxic gas in a 500-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 80 (20d8) poison damage and becoming poisoned on a failed save, or half as much damage on a successful one.

## Legendary Actions

Vermutila can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of its turn.

**Bite Attack.** Vermutila makes a bite attack.

**Tail Attack.** Vermutila makes a tail attack.

**Insect Plague (Costs 2 Actions).** Swarming, biting locusts fill three 20-foot-radius spheres centered on points Vermutila chooses within 500 feet. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a DC 24 Constitution saving throw, taking 20 (4d10) piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the attack's area for the first time on a turn or ends its turn there.

---

## **'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.

---

### **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).

**V0.1 - 6/22/2017**

---

## **CHANGELOG**

---

**v0.1 - 6/22/2017**

- First Version Created.