

THE COLOSSUS OF TSUBURAYA

Centuries ago, in a time of legend, the land of Yamatai struggled with ancient kaiju as deadly as those seen today. The first Emperor, Tsuburaya, summoned all of the mystics and arcanists of the newly unified kingdom to craft a defense against the giants ravaging their home. Their solution: A colossal construct crafted from the bones and body parts of fallen kaiju.

The Colossus of Tsuburaya fought many battles, seemingly driving hostile kaiju from Yamatai for good. In his elderly years, Tsuburaya ordered the Colossus to be sealed away until it would be needed again. To prevent it from being used as a senseless weapon of war, the Colossus was enchanted to only activate when piloted by someone bearing blessing from a shrine inhabited by Tsuburaya's spirit.

A KAIJU OF YOUR OWN

The Colossus of Tsuburaya is a kaiju-sized mechanical construct designed to be controlled by your players. It is not a mechanic to be taken lightly, as it is essentially gifting the party power to rival gods. Consider making it available only after a long and arduous quest, and available to use only for a short time.

PILOTING THE COLOSSUS

Control of the Colossus is conducted through a psionic link with the pilot. The cockpit of the Colossus is a twenty foot by twenty foot room with a glowing five foot tile for the controller to stand upon. On that player's turn, they have access to all of the Colossus's abilities and actions. As an action, the player can disengage from piloting the Colossus. Likewise, taking control also counts as an action.

Psionic Overload. The incredible focus required to pilot the Colossus takes a toll on the pilot. On the third consecutive round a character remains in the pilot square, they must make a DC 8 Wisdom save. On a failed save, the character is ejected from the psionic link. In either case, the DC of this trait increases by 1 for each additional consecutive round. After disengaging with the psionic link, a character must wait 1d6 rounds before they can pilot the Colossus again.

VARIABLE SKILL

Perhaps the most peculiar feature of the Colossus of Tsuburaya is its ability to copy and magnify a skill of the pilot. Researchers believe this was implemented to give pilot's a feeling of familiarity and comfort when controlling the Colossus.

The Colossus gains a unique Variable Skill action for each individual pilot, which is only usable when the corresponding pilot is in control. This skill is based on the character's class. For characters with multiple classes, players choose which class to derive a skill from. For classes released in supplementary or homebrew material, choose an appropriate high-level skill, action, or spell to substitute.



"An ancient emperor created the perfect anti-kaiju weapon and neglected to tell us where he hid it." - Brother Tino's Chronicle of Greater Kaiju

SKILL OPTIONS

The corresponding Variable Skills by class are as follows:

BARBARIAN

Rage (1/day). As a bonus action, the Colossus of Tsuburaya can enter a rage at the start of its turn. The rage lasts for 1 minute or until the Colossus is incapacitated or the current pilot exits the psionic link. While raging, the giant gains the following benefits:

- The Colossus of Tsuburaya has advantage on Strength Checks and Strength saving throws.
- The Colossus of Tsuburaya gains an extra 11 (2d10) damage when it hits with a melee attack.
- The Colossus has Resistance to bludgeoning, piercing, and slashing damage attacks, even from other kaiju.

BARD

Power Word Stun (1/Day). The Colossus of Tsuburaya can cast the *Power Word Stun* spell with a spell save DC of 20.

CLERIC

Regenerate (2/Day). The Colossus of Tsuburaya can cast the *Regenerate* spell.

DRUID

Earthquake (1/Day). The Colossus of Tsuburaya can cast the *Earthquake* spell with a spell save DC of 20.

SKILL OPTIONS (CONT.)

FIGHTER

Multiattack. The Colossus of Tsuburaya makes three Blade of Kaiju's Bane attacks.

MONK

Stunning Strike (4/Day). When the Colossus hits another creature with a melee weapon Attack, the target must succeed on a DC 20 Constitution saving throw or be Stunned until the end of the Colossus's next turn.

PALADIN

Legendary Shield. The Colossus of Tsuburaya's AC increases by 3.

RANGER

Colossus Bow. Ranged Weapon Attack: +12 to hit, reach 1000 ft., one target. Hit: 60 (10d10 + 10) piercing damage.

ROGUE

Evasive. When the Colossus of Tsuburaya is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

SORCERER

Dragon's Wings. The Colossus of Tsuburaya gains a flight speed of 200 feet. The Colossus's flight speed is unaffected by weather conditions.

WARLOCK

Shatter (2/Day). The Colossus of Tsuburaya can cast *Shatter* as a 7th level spell.

WIZARD

Shatter (1/Day). The Colossus of Tsuburaya can cast *Meteor Swarm*.

THE COLOSSUS OF TSUBURAYA

Colossal construct (kaiju), unaligned

Armor Class 26 (natural armor)

Hit Points 650 (35d20+300)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	30 (+10)	16 (+3)	20 (+5)	20 (+5)

Saving Throws Con +9

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

Damage Immunities cold, necrotic, poison, lightning

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

Senses darkvision 200 ft., passive Perception 10

Challenge 30 (155,000 XP)

Kaiju Hide. Any time the Colossus of Tsuburaya 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, Colossus of Tsuburaya is unaffected. Additionally, Colossus of Tsuburaya is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

Massive Combatant. The Colossus of Tsuburaya's physical 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.

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

Siege Monster. The Colossus of Tsuburaya deals double damage to objects and structures.

Titanic. Because the Colossus of Tsuburaya 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 the Colossus of Tsuburaya, or vice-versa. Creatures that are Large or smaller can't provoke opportunity attacks from the Colossus of Tsuburaya. It is possible for a Huge or smaller creature to climb the Colossus of Tsuburaya—this requires a successful DC 20 Strength check.

Variable Skill. The Colossus of Tsuburaya derives one skill from its current pilot. See the Skill Options section.

Actions

Blade of Kaiju's Bane. *Melee Weapon Attack:* +12 to hit, reach 50 ft., one target. Hit: 70 (10d12 + 10) slashing damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. Hit: 51 (8d10 + 7) bludgeoning damage.

Resolve Ripper (Recharge 5-6). The Colossus of Tsuburaya fires a high-intensity blast of force energy from its arm cannon in a 250-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 72 (18d8) force damage on a failed save, or half as much damage on a successful one.

'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.

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CHANGELOG

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- First Version Created.