

GALEWING, THE SKY BAT

"We thought we were in for another freak windstorm that summer. Turns out it was a giant bat instead." - Brother Tino's Chronicle of Greater Kaiju

Several kaiju terrorize the land and seas of Yamatai, but the clear skies of the land belong to the skybound titan Galewing. This friendly beast roams the world, exploring new places and fighting fellow destructive terror when it finds them.

Little is known of Galewing's past, though scholars have noted a similarity between it and an extinct species of giant bats. He is much larger than any known specimen, and thus it is theorized Galewing was exposed to some sort of mystical power to attain his legendary size and power.

Roamer of the Skies. Galewing spends much of his time soaring through the skies, exploring new places and revisiting favorite spots. It is rumored Galewing has discovered gates to other realms that exist high above the ground below, but it has never taken any of its friends or allies to these gateways if they exist.

Friend in High Places. Like Mantisma, Galewing is regarded as a friendly and heroic kaiju. On several occasions it has driven off kaiju attacking settlements in Yamatai and has even been known to give rides through the skies to people it befriends.

Titanic Rivalry. Galewing emerged shortly after the first appearance of Hurriking and the two clashed when Hurriking attacked a southern port city. Since then, the two have fought several times but also fought together on several occasions, most notably when the two fought alongside Mantisma against the dark dragon Orochi.

Godly Appetite. Unlike other Greater Kaiju of Yamatai, Galewing has displayed a need to eat. Its food of choice is a species of gargantuan beetles known as the Staghelms that dwell in the rainforests of Yamatai. Because of this, residents of the jungle city Jukai greatly revere Galewing.

Accidental Windstorm. Galewing's majestic, leathery wings cause strong winds with the slightest movement. He utilizes this ability to great effects in battle, but they can also cause destruction even when Galewing doesn't intend to do so.



VARIANT: THUNDERSTORM GALEWING

Galewing may return from one of its interdimensional excursions imbued with powerful lightning energy. Galewing's Aural Ruin, Wings of Wind, and Hurricane Touchdown attacks have their damage types changed from thunder to lightning.

GALEWING, THE SKY BAT

Colossal beast (kaiju), chaotic good

Armor Class 24 (natural armor)

Hit Points 697 (34d20+340)

Speed 100 ft., fly 300 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	30 (+10)	30 (+10)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Wis +10

Damage Resistances Radiant, Fire, Lightning, Bludgeoning, Piercing, and Slashing from non-kaiju attacks

Damage Immunities Thunder

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

Senses darkvision 200 ft., passive Perception 14

Challenge 30 (105,000 XP)

Gigantic Flyer. Galewing's flight speed is unaffected by weather conditions.

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

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

Massive Combatant. Galewing's melee attacks can hit each creature within a 25-foot square. All creatures in the area whose AC is equal to or lower than his attack roll are affected.

Siege Monster. Galewing deals double damage to objects and structures.

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

Windswept Aura. Strong winds swirl within 100 feet of Galewing, turning the area into difficult terrain and extinguishing candles, torches, and similar unprotected flames.

Actions

Multiattack. Galewing makes four attacks: one with his bite, two with his claws, and one with his tail.

Bite. *Melee Weapon Attack:* +16 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 Galewing can't bite another target.

Claw. *Melee Weapon Attack:* +16 to hit, reach 25 ft., one target. *Hit:* 29 (4d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 50 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Aural Ruin (Recharge 5-6). Galewing emits a deafening scream with destructive power in a 250-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 72 (18d8) thunder damage on a failed save and are deafened for 2d6 turns, or half as much damage on a successful one.

Wings of Wind. Galewing flaps his colossal wings to produce a powerful gust of wind. This gust of wind takes the shape of a 200-foot cone of gale force winds. Colossal and gargantuan creatures must make a DC 20 Strength saving throw or be knocked prone, pushed 100 feet away from Galewing, and take 52 (15d6) bludgeoning damage in the process. Large or smaller creatures must make a DC 25 Strength saving throw or be knocked prone, pushed 200 feet away, and take 70 (20d6) bludgeoning damage.

Legendary Actions

Galewing 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 his turn.

Bite Attack. Galewing makes a bite attack.

Tail Attack. Galewing makes a tail attack.

Hurricane Touchdown (Costs 2 Actions). Galewing creates a raging cyclone in a 25-foot cylinder directly in front of him. Each creature within the cylinder must make a DC 20 Strength saving throw. Creatures that fail take 52 (15d6) thunder damage and are pulled 15 feet toward Galewing. Creatures who succeed take half damage and are not moved.

'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.

V0.1 - 7/31/2017

CHANGELOG

v0.1 - 7/31/2017

- First Version Created.