

GUDEITZAL

THE TYRANT DINOSAUR

CR 30

Beware the footsteps of Gudeitzal, for they bring destruction in their wake. Tremble before the King of the Kaiju.

About

Gudeitzal the Tyrant Dinosaur is a creature that strikes fear into the hearts of all who encounter it. Its immense size, strength, and abilities make it a true force of nature, capable of unleashing devastation on a whim. Its origins and motivations behind being the alpha predator around may remain a mystery, but one thing is certain - Gudeitzal will continue to be a formidable presence in the land, and those who dare to challenge it do so at their own peril.

Gudeitzal is a colossal creature, towering over the landscape at a staggering height, with estimates placing it around 100 ft (30 m) tall. Its body is covered in thick, armor-like scales and it has spikey protrusions starting on its head that shift into dorsal spine plates running down its back and tail. The beast's massive jaws are filled with rows of razor-sharp teeth, capable of tearing through even the toughest of defenses. Its limbs are thick and muscular, capable of delivering devastating blows that can level buildings and crush its enemies with ease. Even among the kaiju, Gudeitzal is almost without peer. Some tribes on Kurotonid outside the fortified cities treat Gudeitzal as an incarnate god of destruction. This is further cemented by the atomic radiation it often leaves in its wake. Without the heavy mana concentration of Kurotonid, it would take decades for environments to recover from its atomic radiation instead of weeks.

Encounter Guide

Making it Fun

Taking on Gudeitzal the Tyrant Dinosaur is not for the faint of heart. Both your players and you must prepare for this encounter if they are to stand a chance. The "Mind of a Monster" section has advice on how to use Gudeitzal in a way that feels good for both you and your players. Mechanically speaking, Gudeitzal will be a tougher fight for some parties over others. If your party is not a prepared party, proceed with caution. A prepared party should have at least these three main things:

- A mix of martial classes with high hit points and AC, and caster classes with some utility spells.
- Effects that trigger Saves on Dex, Wis, Int, or Cha, and/or a high bonus to-hit.
- Tools for removing or resisting the Frightened condition or gaining Advantage on attack rolls.

Mind of a Monster

While controlling Gudeitzal, do whatever causes the most general terror and destruction while keeping the fight fun and fair for the players. Rather than focusing on raw damage output, focus on inspiring awe and fear in your players—mechanically and physically. Instead of standing in one place and endlessly using Multiattack, consider Grappling a creature in melee range, throwing them at their allies, charging them, and rearing up for an Atomic Wrath. If you plan to move Gudeitzal on its turn, Mighty Roar can knock creatures Prone, making their Opportunity Attacks less likely to hit. You might use Earthshaker Stomp to obliterate structures that players were using for cover and make it harder for them to reposition, or other creative ideas.

Be Very Afraid

Several of Gudeitzal's abilities make life difficult for martial classes, but specifically, Frightful Presence can dry up their damage output. Martial characters tend to have low Wisdom scores, meaning it is likely they will fail the initial Saving Throw and those after it. Martial characters also tend to make attack rolls, which the Frightened condition imposes Disadvantage on. However, simply gaining Advantage on an attack roll will cancel the Disadvantage from being Frightened. There are many features and spells that can do this, including the level 1 spell Faerie Fire. Make sure that your players have access to a method of countering Frightful Presence. If they do not, remember that you don't have to target all the players in its range.

Save Yourself!

Higher level characters should land one out of every two attack rolls on Gudeitzal, or one out of every four if they attack at Disadvantage. However, apart from Strength and Constitution, Gudeitzal has low modifiers on its Saving Throws. A smart party will use that to their advantage. Remember that Gudeitzal can use Legendary Resistance up to 4 times per day to choose to succeed on any failed Saving Throw. You should save these resistances for effects that target Gudeitzal's actions or statistics (like the spells Imprisonment or Slow), or that could cause 50 points of damage or more.

Hold the Line

A good tactic for fighting Gudeitzal is to form a frontline to protect the backline of casters maintaining Concentration on powerful spells and ranged attackers laying down hits. While the Kaiju doesn't think tactically, it does know when things hurt, and it also has the power to control the battlefield and move within it. When the frontline is looking a little battered or the backline is getting too comfortable, find a way to get up in their face. Earthshaker Stomp can lay down Difficult Terrain, which Gudeitzal can traverse normally with Unyielding Advance. Mighty Roar can knock enemies out of range for Opportunity Attacks, which is particularly useful against a character with certain feats.



Gudeitzal the Tyrant Dinosaur

Gargantuan monstrosity (kaiju, greater kaiju), chaotic neutral

Armor Class 21

Hit Points 608 (37d20 + 220)

Speed 60 ft., burrow 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	22 (+6)	8 (-1)	14 (+2)	15 (+2)

Skills Survival +11, Perception +11

Saving Throws STR +19, CON +15

Damage Resistances Acid, Cold, Fire, Lightning

Damage Immunities Necrotic (Atomic); Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120 ft., tremorsense 60 ft., passive Perception 22

Languages Kaijuese

Challenge 30 (155,000 XP)

Proficiency Bonus +9

Abilities

Legendary Resistance (4/day). If the creature fails a saving throw, it can choose to succeed instead.

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

Kaiju Form. Gudeitzal is immune to any spell or effect that would alter its form or size. Additionally, weapon attacks can critically strike Gudeitzal only if they originate with adamantite weapons or ammunition. As a Greater Kaiju, Gudeitzal is immune to the effects of Power Word Kill and Power Word Stun.

Frightful Presence. Each creature of Gudeitzal's choice that is within 120 feet of Gudeitzal and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gudeitzal's Frightful Presence for the next 24 hours.

Unstoppable Force. Gudeitzal's attacks are treated as if originating from magical weapons for the purposes of overcoming resistance and immunity. Additionally, they ignore any resistance to bludgeoning, slashing, and piercing damage and they treat immunity to these damage types as resistances.

Unyielding Advance. Gudeitzal treats difficult terrain as normal terrain.

Meltdown. If Gudeitzal starts its turn with less than 100 HP, then this turn its Tyrant Bite, Tyrant Maul, and Tail Slam attacks inflict critical hits so long as they hit. When Gudeitzal hits 0 HP, it triggers a Nuclear Pulse Legendary Action even if it has used all its Legendary Actions for the round.

Actions

Multiattack. Gudeitzal the Tyrant Dinosaur makes one attack with Tyrant Bite, two attacks with Tyrant Maul, and one attack with Tail Slam. Alternatively, it can make one attack with Atomic Breath and one attack with Tail Slam.

Tyrant Bite. Gudeitzal the Tyrant Dinosaur uses its massive jaws to strike its target with overpowering force. *Melee Weapon Attack:* +19 to hit, 43 (5d10 + 10) piercing damage.

Tyrant Maul. Gudeitzal swings its massive claws in a devastating attack. *Melee Weapon Attack:* +19 to hit, 37 (6d8 + 10) slashing damage.

Tail Slam. Gudeitzal the Tyrant Dinosaur swings its powerful tail in a crushing blow. *Melee Weapon Attack:* +19 to hit, 45 (10d6 + 10) bludgeoning damage. The target must make a DC 20 Strength saving throw or be knocked prone.

Atomic Breath. Gudeitzal unleashes a destructive blast of atomic energy from its jaws in a 30 ft. cone or a 90 ft. straight line. *Breath Weapon:* +15 to hit, 58 (8d12 + 6) necrotic (atomic) damage. The target must make a DC 20 Dexterity saving throw or be inflicted with Lesser Radiation Sickness for 1 minute. A creature with Lesser Radiation Sickness takes 5 (2d4) radiation (necrotic) damage at the start of each of its turns, ending the effect on a successful DC 20 Con save. This effect can be removed with a lesser restoration spell or similar magic.

Legendary Actions

Gudeitzal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gudeitzal regains spent legendary actions at the start of its turn.

Adaptation (Costs 1 Action). Gudeitzal can adapt to environmental conditions, turning one of its damage resistances (Acid, Cold, Fire, Lightning) into an immunity until the end of its next turn. This legendary action cannot be chosen if it is already in effect.

Earthshaker Stomp (Costs 1 Action). Gudeitzal slams its massive foot into the ground, causing tremors around it. This action does not deal damage, but the ground within a 30-foot radius of Gudeitzal becomes difficult terrain.

Mighty Roar (Costs 1 Action). Gudeitzal the Tyrant Dinosaur emits a deafening roar that shakes the ground, causing tremors within 30 feet. Creatures in the area must succeed on a DC 23 Strength saving throw or be knocked prone and deafened until the start of Gudeitzal's next turn.

Atomic Wrath (Costs 2 Actions). The creature infuses its breath with intense atomic energy, unleashing a devastating Atomic Wrath. *Melee Attack:* +19 to hit, 65 (10d10+10) necrotic (atomic) damage. The target must make a DC 23 Dexterity saving throw or be inflicted with Radiation Sickness for 1 minute. A creature with Radiation Sickness takes 9 (2d6 + 2) radiation (necrotic) damage at the start of each of its turns, ending the effect on a successful DC 20 Constitution saving throw. This effect can be removed with a lesser restoration spell or similar magic.

Nuclear Pulse (Costs 3 Actions). The creature releases a powerful Nuclear Pulse that engulfs a 30-foot radius around it in necrotic (atomic) energy. Creatures in the area must make a DC 23 Dexterity saving throw, taking 32 (4d12 + 6) necrotic (atomic) damage on a failed save or half as much on a successful one. In addition, creatures hit by this pulse are pushed back 20 feet and knocked prone.

Note: You can have Lesser Radiation Sickness and Radiation Sickness at the same time.