

# CLERIC

## KAIJU DOMAIN

Clerics who devote themselves to the ways of the kaiju do so to strike a balance between embracing the destruction of the kaiju and repairing the world in its wake. They are most often neutral parties in a kaiju conflict, using their powers to defend and minister to the tiny mortals at the beast's feet. Though they may draw their power from their devotion to a single kaiju, many will cycle between the monsters, drawing their magic from whichever ones are nearest. The most powerful cleric may step directly into a kaiju fight, creating a temporary tag-team alliance with whatever kaiju is working most towards the cleric's desires. It is a tenuous relationship, drawing restorative magic from the worship of such destructive creatures, and the clerics often wrestle with the concept as much as the kaiju wrestle each other.



## KAIJU DOMAIN SPELLS

### Cleric Level Spells

1 <sup>st</sup>	<i>heroism, mage armor</i>
3 <sup>rd</sup>	<i>barkskin, enlarge/reduce</i>
5 <sup>th</sup>	<i>fear, fireball</i>
7 <sup>th</sup>	<i>dominate Beast, stoneskin</i>
9 <sup>th</sup>	<i>hold monster, awaken</i>

### BONUS CANTRIP

When you choose this domain at 1st level, you gain the *Kaijurip* cantrip if you don't already know it.

### KAIJU ENERGY

Also at 1<sup>st</sup> level, you can call upon the kaiju to add their innate powers to your spells. Choose a single damage type from acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. When you cast spells of that type, you can choose to empower them with this feature, dealing additional damage equal to your cleric level. You can use this feature a number of times equal to your Wisdom modifier (minimum of once) before finishing a long rest. If a spell deals multiple damage types, you only empower the type you have chosen.

At 6<sup>th</sup> level you can choose an additional damage type to empower, and a third at 17<sup>th</sup> level.

### CHANNEL DIVINITY: LEVEL THE FIELD

Starting at 2<sup>nd</sup> level, you can use your Channel Divinity to cast the spell *Enlarge/Reduce* on yourself without using a spell slot and requiring no components. At 8<sup>th</sup> level, you can grow or shrink yourself by a maximum of two size categories, causing your weapons to deal an additional 1d6 damage, and granting +2 to Strength checks and saving throws (in addition to advantage). At 17<sup>th</sup> level this increases to a maximum possible of three size categories, and additional 1d10 damage on weapon attacks, and +4 to Strength checks and saving throws. You can only augment this spell with Channel Divinity, following its original rules when cast normally.

At 17<sup>th</sup> level, when you use this feature on yourself, you can choose to target an allied creature within 60 feet of you to gain the benefits of this feature, at the cost of an additional use of Channel Divinity.

## LARGE SPIRIT

At 6<sup>th</sup> level, your body is empowered by the powerful strength within. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift (stacking with abilities like Powerful Build). Your melee attacks also deal an additional 1d4 damage based on the weapon you are using. This changes to a 1d6 at 17<sup>th</sup> level.

## OVERCHARGED BLAST

At 8<sup>th</sup> level, when you use the Kaiju Energy on a spell with an area of effect and the point of origin is you or within 5 feet of you, you can double the area of effect. Saving throws outside the original area of effect are made with advantage.

## TEMPORARY ASCENDANCE

At 17<sup>th</sup> level, you can cast the spell *True Polymorph* on yourself without expending a spell slot or requiring components. You can change into any Gigantic sized or larger creature of CR 30 or less. At the end of your turn, roll a d20. If the roll is equal to or higher than your cleric level, the spell ends. On each subsequent turn, you add a cumulative +4 to the roll. If there is another Gigantic sized or larger creature equal to or greater than the CR of the creature you polymorphed into within 300 feet of you when your turn ends, the increase to your roll is only +2 on that turn. Once you revert to your normal form, you suffer 2 levels of exhaustion. You must finish a long rest before you can use this feature again. You cannot use this feature if you have any exhaustion levels.

## KAIJURIP

*Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You cause a tiny tear from the Plane of Kaijus to appear, allowing a small claw, bite, or slam to come through. Choose one creature within range, they must succeed on a Dexterity saving throw or take 1d8 bludgeoning, piercing, or slashing damage (you choose when casting the spell). The damage is considered magical

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8)

## PLANE OF KAIJUS

This is a plane of balanced chaos and tranquility, where kaiju war with each other constantly. The magic of the realm spawns battlegrounds for the beast to fight in, from epic valleys to sprawling cities. These locations are created by the will of the kaiju and magically repair themselves when not in the monster's presence. It would seem incredibly foolish to live in such a place, but life has found a way to flourish. There is plentiful food, limitless housing, and amazing vistas; so long as you can deal with a few dozen giant monster fights a year, it is a surprisingly wonderful plane to inhabit.

This realm is presided over by an impossible god, the bizarre **Kamiju**. It is understood primarily to be an amalgamation of all dead kaiju, fused into a creature of titanous strength. Many who gain their strength from living kaiju take this as proof of the creatures' divinity, viewing them all as a shard of something much greater.

## CREST OF KAMIJU

*Wondrous item, rare (requires attunement, cleric only)*

This flat circle pendant has a reptilian eye inside that is shut tight. When the pendant is within 1 mile of a Gigantic sized or larger creature, it will open and look in the direction of the entity. If you are within 500 feet of the creature, the eye will become bloodshot and enraged. During this time, if you use this crest as a spell focus, you can use a bonus action to tap into the energy of the nearby creature, using its Wisdom modifier and Proficiency bonus instead of your own to determine the Spell Save DC or Attack roll and the spell damage or healing.

**Curse.** Each time you use this object as a spellcasting focus, you must succeed on a Constitution saving throw (DC 10) or gain a level of exhaustion.

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