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[A colossal creature with a bonkers anatomy, said to be the scourge of God? Of course it's going to be a kaiju! I imagine that Aksar could be done with practical effects, using a suit actor holding crutches in his hands and the head and neck being controlled by puppetry a la King Ghidorah.]

Kaiju, Aksar

This enormous creature boggles the mind with both its size and anatomy. It is an unsettling chimera of animal parts, with antlers and fan-like ears on a head too large for its slender neck. Its body resembles that of a big cat, but its legs are long and gangly, ending in wide padded feet.

Aksar the Ultimate Animal is a chimera of stupendous power and size that is feared and respected as one of the dreadful kaiju. Aksar dwells in a cave inside a tremendous mountain in the desert, and awakens rarely to judge the creatures around it based on its inscrutable criteria. Although he is not good, Aksar trusts good creatures above others, and will spare cities from its rampages if they possess a large population of good creatures. Despite his dim intelligence, Aksar is a shrewd judge of character, and can be dissuaded from attacking by great sacrifices and heartfelt sincerity. Woe betide the insincere who try to appease Aksar.

Aksar's appearance is comprised of bits and pieces of many desert dwelling animals, and people who catch only glimpses of Aksar may describe him as being a massive version of any one of a dozen creatures. In combat with smaller opponents, Aksar rarely deigns to use physical force, blowing away opposition with his sandstorm breath and destroying the survivors with deadly rays from his eyes. Aksar delights in physical violence with an evenly matched opponent, but is relatively weak as far as kaiju are concerned. Aksar has been defeated in combat several times by other kaiju, and is eager for a rematch under better circumstances.

Aksar stands 100 feet tall at the shoulder, but his slender flexible neck can easily stretch to a height of 200 feet.

Aksar CR 26

XP 2,457,600

CN Colossal magical beast (earth, [kaiju](#))

Init +10; **Senses** darkvision 600 ft., low-light vision, Perception +33, see alignment, tremorsense 600 ft.

Defense

AC 43, touch 9, flat-footed 36 (-8 size, +6 Dex, +1 dodge, +34 natural)

hp 624 (32d8+448); fast healing 30

Fort +34, **Ref** +24, **Will** +20

DR 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear, negative energy; **Resist** acid 30, cold 30, fire 30, electricity 30, sonic 30

Defensive Abilities ferocity, recovery

Offense

Speed 100 ft., climb 50 ft.

Melee gore +41 (4d6+17/19-20 x2 plus bleed), bite +41 (4d6+17/19-20), 2 hooves +39 (2d8+8)

Ranged death beams +30 touch (20d6 negative energy)

Space 50 ft.; **Reach** 40 ft. (60 ft. with gore and bite)

Special Attacks death beams, hurl foe, sandstorm breath, trample (2d8+25, DC 43)

Statistics

Str 44, **Dex** 22, **Con** 38, **Int** 3, **Wis** 30, **Cha** 25

Base Atk +32; **CMB** +57; **CMD** 82 (86 vs. trip)

Feats Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Greater Vital Strike, Improved Critical (gore, bite), Improved Initiative, Improved Vital Strike, Mobility, Multiattack, Power Attack, Staggering Critical, Stand Still, Stunning Critical, Vital Strike

Skills Climb +25, Perception +33, Sense Motive +24, Stealth +3; **Racial Modifiers** +10 Perception

Languages Celestial (cannot speak)

SQ massive

Ecology

Environment warm mountains

Organization unique

Treasure incidental

Special Abilities

Death Beams (Su) As a standard action every round, Aksar can fire two rays from his eyes with a range of 1,200 feet. Each ray deals 20d6 negative energy damage on a successful hit.

Sandstorm Breath (Su) Once every 1d4 rounds, Aksar can breathe a 600 foot cone of slashing sand that deals 20d6 points of slashing damage (Reflex DC 40 half). Any creature that takes damage is also affected by Aksar's hurl foe special attack—Aksar makes one Combat Maneuver check and applies it to all creatures in the area. The save DC is Constitution based.

See Alignment (Su) Aksar can see the type and power of the alignment aura of all creatures, as if it were constantly under the effect of a *detect chaos*, *detect evil*, *detect good* and *detect law* spell.