

HECATON ARTHROPOD

An amalgamation created by the slime entity known as Hecaton. This arthropod is comprised not only of the ooze that makes up Hecaton—but the corpses of three unsuspecting humanoid victims, creating a grotesque totem of fear and terror.

GM NOTES

Hecaton Arthropod is a challenging encounter that was fought by 6 level 5 adventurers—you can watch this session on the World of Io YouTube Channel (<http://www.youtube.com/worldofio>) at the campaign: Deadbeats - Season 2 - Session 9.

GMinig this encounter requires a lot of control on the GM's part, as they can easily overpower the party if they go all out. Hecaton Arthropod is supposed to be a terrifying encounter, but not a hopeless one. Here are a couple of pointers you can do when running this encounter for your table.

- Adaptable Vulnerability is a fun mechanic, allowing you to play a guessing game with your players. Suggest some traits the Hecaton Arthropod would do depending on the Adaptable Vulnerability (The Hecaton Arthropod dries up a little...maybe try fire to finish up the job?). Remember when choosing vulnerabilities to keep within the damage types that your players can deal.

- Radiation Regeneration is a great way to punish failed mechanics with Radiation Burst—but not fun when dealing with Artificial Nova's aftermath of radiation soaked earth, or having Hecaton Arthropod attack themselves with their own radiation move.
- Alternate Lair Actions, and take breaks from them as well. Start the encounter without a Lair Action (feel free to not do one at the second round as well). This lets players experience what Hecaton Arthropod can do without overwhelming them with Lair Actions. What I like to do is the following: Round 1 : No Lair Action. Round 2 : Radiation Burst.. Round 3 : Artificial Nova. Round 4 : Repeat from Round 1.
- Roll one initiative for Hecaton Arthropod first, and once you've recorded everyone's initiative count, as a surprise to your players, roll two more d20s, and reveal the Multiple Entities trait.
- Targeted Ooze is a great way to shut down spellcasters for a limited time, but don't use this action until you see a player cast a spell—you want the Hecaton Arthropod to learn from their opponents.
- You will want Hecaton Arthropod fighting the tankiest player with anything involved with the Arthropod Slam/Multiattack action. Your player chose this defensive style for a reason—let them shine in this fight.
- ...but feel free to terrify your weakest athletic character with Maw of Hecaton.



HECATON ARTHROPOD
BY STORMRIDER

HECATON ARTHROPOD

Huge Ooze

Armor Class 14

Hit Points 150 (12d12+72)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	22(+6)	14(+2)	13(+1)	16(+3)

Senses Blindsight 60ft, Tremorsense 120ft

Languages Guttural Suffering

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Adaptable Vulnerability. When Hecaton Arthropod would be dealt damage they are vulnerable to, their Damage Vulnerability changes to a different damage type.

Condition of Sacrifice. At the beginning of their round, Hecaton Arthropod can end any ongoing condition or magical effect. In doing so, Hecaton Arthropod takes 10 points of True Damage for every condition or magical effect ended in this way.

Hecaton Oblivion. Hecaton Arthropod has special rules for dealing a Critical Hit. Once per round, if Hecaton Arthropod were to deal a Critical Hit, instead of dealing additional damage, they are able to move up to their movement speed, and may attack with Arthropod Slam up to 8 times. If Hecaton Arthropod lowers a character to 0 or below hit points during this attack, they stop their attacks and increase their proficiency score by 1 for each remaining attack that was available, until the end of Hecaton Arthropod's next round. Hecaton Arthropod gains True Movement during Hecaton Oblivion.

Multiple Entities. Hecaton Arthropod consists of multiple consciousnesses, and has 3 initiative rolls. Hecaton Arthropod cannot use an action or bonus action more than once per round.

Radiation Regeneration. For every source of radiation dealt to Hecaton Arthropod, they increase their temporary hit points by 2.

Temporary Hit Points. Hecaton Arthropod starts with 300 temporary hit points. For every 150 temporary hit points lost, Hecaton Arthropod becomes paralyzed and becomes vulnerable to all damage sources while paralyzed this way. This cannot be removed through the Condition of Sacrifice feature. The paralyzed condition is removed after the end of the next initiative count, or if Hecaton Arthropod is dealt damage.

True Movement. Some features grant Hecaton Arthropod True Movement. While this is granted, Hecaton Arthropod cannot have their movement speed lowered in any way, does not provoke opportunity attacks, and can move through areas of effect without being considered as entering them.

ACTIONS

Arthropod Slam. *Melee Weapon Attack* : +6 to hit, reach 5ft., one target. *Hit*: 11 (1d12+5) bludgeoning damage. Hecaton Arthropod is limited with how often they can use Arthropod Slam. No matter the condition, Hecaton Arthropod can only attack with Arthropod Slam no more than 8 times per round.

Maw of Hecaton. Hecaton Arthropod makes a melee attack roll as an action. On a successful hit, the target creature is restrained. Hecaton Arthropod can only restrain one creature at a time in this way. As a bonus action, Hecaton Arthropod deals 4d8 piercing damage to creatures restrained this way. The restrained creature may attempt to escape at the beginning of their turn with an Athletics check (DC 15). Other creatures can spend their action in an attempt to pull a restrained creature out of the maw, with a successful Athletics check (DC 15). This can be done at an advantage.

Radiation Blast. Hecaton Arthropod can cast 2 Radiation blasts as an action. *Ranged Spell Attack* : +6 to hit, range 120ft., one target. *Hit*: 8 (1d10+3) radiation damage.

Targeted Ooze. *Ranged Weapon Attack* : +6 to hit, range 120ft., one target. *Hit*: 8 (1d8+4) radiation damage. The targeted creature is silenced—a creature silenced this way can use their action to remove the slime covering their mouth, ending the silenced condition early.

Variable Multiattack. Roll a 1d4. Hecaton Arthropod attacks with Arthropod Slam a number of times equal to the dice roll. If Hecaton Arthropod rolls a 1, they attack twice with Arthropod Slam.

REACTIONS

Desire of Demise. If Hecaton Arthropod drops a creature to 0 hit points, as a reaction, Hecaton Arthropod strikes the creature while downed. The downed creature suffers 1 Failed Death Saving Throw.

LAIR ACTIONS

Artificial Nova. At the top of the initiative order, Hecaton Arthropod burrows underground, leaving a focused burst of volatile radiation energy. At the end of the initiative order, all creatures within a 60 foot radius of the focused burst must succeed a Dexterity save (DC 15). A target takes 8d6 radiation damage on a failed save, or half as much damage on a successful one. The area is soaked with radiation for 1 minute. Those who enter the area or end their turn in it are dealt 3 points of radiation damage. Hecaton Arthropod takes no other actions when using this Lair Action this round.

Radiation Burst. At the top of the initiative order, every creature of Hecaton Arthropod's choice gets targeted with a Radiation Burst. At the end of initiative order, all creatures within 10 feet of each target creature (except the target creatures themselves) is dealt 2d8 Radiation Damage.