

Baby Hecatoncheires

“You are a mere mortal. It is your very nature to die.”

This large abomination stands nearly 12 feet tall and, like a living tree bulging with knobby boles, has dozens of arms and nearly as many heads. Words fail to describe the monstrosity of its form, or the brutality of its many visages. Every hand appears to be armed with a weapon, either a fine sword or a small boulder. Its girth is so massive, that it can only ever bring a fraction of its weapons to bear at any given time. The monstrous eidolon wears magic half plate which, due to its amorphous nature, might well be part of the very creature itself.



Before it was even fully formed, this terrifying creature was wrenched from the realm of the Proteans by a young summoner who would bind it into service. Impressed with the monster he had cowed, the summoner swore to “raise” the young abomination until it became as strong as the legendary “hundred handed ones,” ancient beings which were known for slaying entire deific pantheons in legends of old. Only then would the insane summoner grant the abomination its freedom, unleashing doom upon the world.

In order to be played, Baby Hecaton requires an 11th-level summoner with at least 15 Evolution Points).

Baby Hecaton

Serpent Eidolon
CE Large outsider
Init +4; **Senses** darkvision 60 ft., Perception +20
Languages As summoner

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)
hp 83 (9 HD)
Fort +6, **Ref** +10, **Will** +6; +4 vs. enchantment effects
Defensive Abilities devotion, evasion; **Immunity** prone condition

OFFENSE

Speed 20 ft. (4 squares), climb 20 ft.
Melee mwk longsword +15/+10 (2d6+11/19-20) and
9 mwk longswords +15 (2d6+11/19-20) and
bite +14/+9 (1d8+5) and
tail slap +14 (1d8+5) with Multiweapon Fighting
Ranged rock +11 (1d8+11) and
9 rocks +11 (1d8+11) with Multiweapon Fighting and Throw Anything
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

STATISTICS

Abilities Str 32 (+11), Dex 18 (+4), Con 17 (+3), Int 7 (–2), Wis 10 (+0), Cha 11 (+0)
Base Atk +9; **CMB** +21; **CMD** 35 (immune to trip)
Feats Double Slice, Intimidating Prowess, Martial Weapon Proficiency (longsword), Multiweapon Fighting, Throw Anything
Skills Acrobatics +13 (+15 to balance), Climb +17, Intimidate +23, Perception +20, Stealth +9, Swim +17;
Racial Modifiers +2 Acrobatics to balance, +8 Perception
SQ darkvision 60 ft., devotion, evasion, evolutions, link, multiattack, share spells
Gear *bag of holding* (type I), *belt of giant strength* +6, masterwork longswords (10), throwing rocks
Encumbrance light 2,076 lb., medium 4,152 lb., heavy 6,240 lb.; **Weight Carried** 96 lb.

SPECIAL ABILITIES

Devotion (Ex) An eidolon receives a +4 morale bonus on Will saves versus enchantment spells and effects.
Evolutions bite^F, climb^F, large, limbs (arms) (5), reach (bite^F), skilled (perception), tail^F, tail slap^F
Link You and your eidolon share a mental link that allows for communication across any distance (as long as you are on the same plane). This communication is a free action, allowing you to give orders to your eidolon at any time. What’s more, magic items interfere with this link, so that you and your eidolon must share magic item slots. When both you and the eidolon are wearing a magic item in the same slot, your magic item continues to function while the eidolon’s becomes dormant. An eidolon must still have the appropriate magical item slot in order to be able to use of a given magic item.
Share Spells (Ex) You may cast a spell with a target of “You” on your eidolon (as a spell with a range of touch) instead of on yourself. You may cast spells on your eidolon even if the spells normally do not affect creatures of the eidolon’s type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow your eidolon to share abilities that are not spells, even if they function like spells.