

HECATONCHEIRES

Gargantuan • Giant (Titan) • Lawful Neutral

Armor Class 23

Initiative +14 (24)

Hit Points 425 (23d20 + 184)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	22 (+6)	27 (+8)	9 (-1)	19 (+4)	21 (+5)

Saving Throws Int +7, Wis +12, Cha +13

Skills Athletics +17, Intimidation +13, Perception +12

Damage Resistances cold, fire, lightning; bludgeoning, piercing, slashing

Damage Immunities psychic

Condition Immunities charmed, frightened, exhaustion, petrified, stunned

Senses blindsight 300 ft., truesight 60 ft., passive Perception 22

Languages Giant, telepathy 1000 ft.

CR 26 (XP 90,000 or 105,000 in lair; PB +8)



Blocking Resistance (4/Day, 5/Day in Lair). If the hecatoncheires fails a saving throw, it can choose to succeed instead. When it does so, the hecatoncheires makes one attack less as part of its Multiattack until it finishes a long rest.

Immutable Form. The hecatoncheires can't shape-shift.

Magic Resistance. The hecatoncheires has advantage on saving throws against spells and other magical effects.

Reactive. The hecatoncheires can take one reaction on every turn in a combat.

Regeneration. The hecatoncheires regains 20 hit points at the start of each of its turns.

Vigilant. The hecatoncheires can't be surprised.

ACTIONS

Multiattack. The hecatoncheires makes six attacks; only four can be of the same type. It can replace two attacks with a use of Spellcasting.

Strike. *Melee Weapon Attack:* +17, reach 15 ft. *Hit:* 20 (2d10 + 9) bludgeoning damage.

Throw Projectile. *Ranged Weapon Attack:* +17, range 150/600 ft. *Hit:* 18 (2d8 + 9) bludgeoning damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack.

Spellcasting. The hecatoncheires casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

At will: *fly (self only)*, *dispel magic*, *blade barrier*, *telekinesis* (range 300 feet)

REACTIONS

Deflect and Strike. *Trigger:* The hecatoncheires is hit by an attack roll. *Response:* The hecatoncheires adds 8 to its AC against that attack, possibly causing it to miss. It then makes one Strike or Throw Projectile attack against the attacker.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the hecatoncheires can expend a use to take one of the following actions. The hecatoncheires regains all expended uses at the start of each of its turns.

Strikes. The hecatoncheires makes two Strike or Throw Projectile attacks.

Frightening Stare. *Wisdom Saving Throw:* DC 21, each hostile creature in a 60-foot cone that can see the hecatoncheires. *Failure:* The target becomes frightened until the end of its next turn. Additionally, the target is paralyzed while frightened this way. *Success:* The target becomes immune to this ability for 1 hour.

Unstoppable Onslaught. The hecatoncheires moves up to its speed. Each creature within 15 feet of the hecatoncheires as it moves is targeted once by the following effect. *Dexterity Saving Throw:* DC 25. *Failure:* 25 (3d10 + 9) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The hecatoncheires can't take this action again until the start of its next turn.

HECATONCHEIRES — WEAKER

Armor Class 22

Initiative +12 (22)

Hit Points 385 (22d20 + 154)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	25 (+7)	9 (-1)	17 (+3)	19 (+4)

Saving Throws Int +5, Wis +10, Cha +11

Skills Athletics +15, Intimidation +11, Perception +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing, slashing

Damage Immunities psychic

Condition Immunities charmed, frightened, exhaustion, petrified, stunned

Senses blindsight 300 ft., truesight 60 ft., passive Perception 20

Languages Giant, telepathy 1000 ft.

CR 23 (XP 50,000, PB +7)



Blocking Resistance (3/Day, 4/Day in Lair). If the hecatoncheires fails a saving throw, it can choose to succeed instead. When it does so, the hecatoncheires makes one attack less as part of its Multiattack until it finishes a long rest.

Immutable Form. The hecatoncheires can't shape-shift.

Magic Resistance. The hecatoncheires has advantage on saving throws against spells and other magical effects.

Reactive. The hecatoncheires can take one reaction on every turn in a combat.

Regeneration. The hecatoncheires regains 20 hit points at the start of each of its turns.

Vigilant. The hecatoncheires can't be surprised.

ACTIONS

Multiattack. The hecatoncheires makes six attacks; only four can be of the same type. It can replace two attacks with a use of Spellcasting.

Strike. *Melee Weapon Attack:* +15, reach 15 ft. *Hit:* 14 (1d10 + 9) bludgeoning damage.

Throw Projectile. *Ranged Weapon Attack:* +15, range 150/600 ft. *Hit:* 13 (1d8 + 9) bludgeoning damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack.

Spellcasting. The hecatoncheires casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *fly (self only)*, *dispel magic*, *blade barrier*, *telekinesis* (range 300 feet)

REACTIONS

Deflect and Strike. *Trigger:* The hecatoncheires is hit by an attack roll. *Response:* The hecatoncheires adds 7 to its AC against that attack, possibly causing it to miss. It then makes one Strike or Throw Projectile attack against the attacker.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the hecatoncheires can expend a use to take one of the following actions. The hecatoncheires regains all expended uses at the start of each of its turns.

Strikes. The hecatoncheires makes two Strike or Throw Projectile attacks.

Frightening Stare. *Wisdom Saving Throw:* DC 19, each hostile creature in a 60-foot cone that can see the hecatoncheires.

Failure: The target becomes frightened until the end of its next turn. Additionally, the target is paralyzed while frightened this way. *Success:* The target becomes immune to this ability for 1 hour.

Unstoppable Onslaught. The hecatoncheires moves up to its speed. Each creature within 15 feet of the hecatoncheires as it moves is targeted once by the following effect. *Dexterity Saving Throw:* DC 23. *Failure:* 20 (2d10 + 9) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The hecatoncheires can't take this action again until the start of its next turn.

HECATONCHEIRES — STRONGER

Armor Class 24

Initiative +16 (26)

Hit Points 565 (29d20 + 261)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	29 (+9)	9 (-1)	21 (+5)	23 (+6)

Saving Throws Int +9, Wis +14, Cha +15

Skills Athletics +19, Intimidation +15, Perception +14

Damage Resistances cold, fire, lightning; bludgeoning, piercing, slashing

Damage Immunities psychic

Condition Immunities charmed, frightened, exhaustion, petrified, stunned

Senses blindsight 300 ft., truesight 60 ft., passive Perception 24

Languages Giant, telepathy 1000 ft.

CR 29 (XP 135,000, PB +9)



Blocking Resistance (4/Day, 5/Day in Lair). If the hecatoncheires fails a saving throw, it can choose to succeed instead. When it does so, the hecatoncheires makes one attack less as part of its Multiattack until it finishes a long rest.

Immutable Form. The hecatoncheires can't shape-shift.

Magic Resistance. The hecatoncheires has advantage on saving throws against spells and other magical effects.

Reactive. The hecatoncheires can take one reaction on every turn in a combat.

Regeneration. The hecatoncheires regains 20 hit points at the start of each of its turns.

Vigilant. The hecatoncheires can't be surprised.

ACTIONS

Multiattack. The hecatoncheires makes six attacks; only four can be of the same type. It can replace two attacks with a use of Spellcasting.

Strike. *Melee Weapon Attack:* +19, reach 15 ft. *Hit:* 25 (3d10 + 9) bludgeoning damage.

Throw Projectile. *Ranged Weapon Attack:* +19, range 150/600 ft. *Hit:* 22 (3d8 + 9) bludgeoning damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack.

Spellcasting. The hecatoncheires casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 23):

At will: *fly (self only)*, *dispel magic*, *blade barrier*, *telekinesis* (range 300 feet)

REACTIONS

Deflect and Strike. *Trigger:* The hecatoncheires is hit by an attack roll. *Response:* The hecatoncheires adds 9 to its AC against that attack, possibly causing it to miss. It then makes one Strike or Throw Projectile attack against the attacker.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the hecatoncheires can expend a use to take one of the following actions. The hecatoncheires regains all expended uses at the start of each of its turns.

Strikes. The hecatoncheires makes two Strike or Throw Projectile attacks.

Frightening Stare. *Wisdom Saving Throw:* DC 23, each hostile creature in a 60-foot cone that can see the hecatoncheires.

Failure: The target becomes frightened until the end of its next turn. Additionally, the target is paralyzed while frightened this way. *Success:* The target becomes immune to this ability for 1 hour.

Unstoppable Onslaught. The hecatoncheires moves up to its speed. Each creature within 15 feet of the hecatoncheires as it moves is targeted once by the following effect. *Dexterity Saving Throw:* DC 27. *Failure:* 31 (4d10 + 9) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The hecatoncheires can't take this action again until the start of its next turn.