

HAGUMEMNON

Source: 3e *Epic Level Handbook*.

A hagumemnon is the ultimate shapechanger, a blob of ever-morphing flesh, scales, feathers and organs that is in constant flux. It can mimic an amazing array of abilities by partially assuming the forms of other creatures, but it never fully assumes any one shape, instead constantly churning with the features of multiple creatures blended together.

A Sense Organ of the Far Realms: The hagumemnon is actually nothing more than a bizarre sensory organ thrust through the veils of reality from the senses-shattering Far Realms. It is only a piece of a much larger monster, a thing of such maddening appearance that the merest glimpse of it will drive most creatures mad. This immense entity is said to be infinite in size. The hagumemnon's shapechanging is actually the process of the monstrous mind apprehending reality. Whatever its intentions, this entity is inimical to wordly life, for a hagumemnon will try to slay and absorb intelligent creatures that it encounters.

Constant Flux: A hagumemnon's body gains and loses limbs, tentacles, heads and organs constantly. When characters meet a hagumemnon in battle, describe its constant changes in accordance with its polymorphic traits and the attacks it uses. For instance, if its polymorphic traits are +2 to AC and Will, you might describe it as having grown a stony hide and an illithid-like head. When it uses its *morphing blow* attack, you can describe it as a claw, bite, tentacle slap, smash, etc. Likewise, its *poisonous strike* might be a scorpion's tale, a serpent's fangs, etc.

Hagumemnon

Level 28 Solo Skirmisher

Large aberrant magical beast (shapechanger)

XP 65,000

HP 1,048; **Bloodied** 524

Initiative +24

AC 42; **Fortitude** 40; **Reflex** 40; **Will** 40

Perception +19

Speed 7

Darkvision, lowlight vision

Saving Throws +5; **Action Points** 2

TRAITS

Polymorphic Traits (polymorph)

At the start of each of the hagumemnon's turns, it gains two of the following traits until the start of its next turn: speed 12, burrow speed 4, climb speed 8, fly speed 8, swim speed 8, +1 reach with all melee attacks, threatening reach, +2 to AC, +2 to Fortitude, +2 to Reflex, +2 to Will, regeneration 10, resist 20 acid, resist 20 cold, resist 20 fire, resist 20 lightning, resist 20 poison, resist 20 psychic, resist 20 radiant, resist 20 thunder, immune disease, immune domination, immune stunning, blindsight 10, tremorsense 10, the ability to squeeze without suffering the normal penalties, the angel keyword, the demon keyword, the devil keyword, the dragon keyword, the elemental origin, the fey origin, the natural origin, the shadow origin or a +4 bonus to melee damage.

Polymorphic Weakness (polymorph)

At the start of each of the hagumemnon's turns, it gains one of the following traits until the start of its next turn: vulnerable 10 acid, vulnerable 10 cold, vulnerable 10 fire, vulnerable 10 lightning, vulnerable 10 poison, vulnerable 10 psychic, vulnerable 10 radiant, vulnerable 10 thunder, a -2 penalty to AC, a -2 penalty to Fortitude, a -2 penalty to Reflex, a -2 penalty to Will or a -2 penalty to all speeds. A creature within 5 squares of the hagumemnon can spend a minor action to identify its current polymorphic weakness with an Arcana or Insight check, DC 40.

STANDARD ACTIONS

(mbasic) Morphing Blow * At Will

Attack: Melee 2 (one creature); +33 vs. AC.

Hit: 4d10+14 damage.

Flurry of Attacks * At Will

Effect: The hagumemnon uses any combination of *morphing blow*, *destabilize form*, *poisonous strike*, *mobile attack* and *energy drain* two times, or three times if it is bloodied. (It must meet the normal requirements to use any of these powers.)

(melee) Destabilize Form * At Will

Attack: Melee 2 (one creature); +31 vs. Fortitude.

Hit: 3d10+10 damage and the target is slowed and takes ongoing 15 damage (save ends both).

(melee) Poisonous Strike (poison) * Recharge 5 6

Attack: Melee 2 (one creature); +33 vs. AC.

Hit: 4d10+14 damage and ongoing 20 poison damage (save ends).

Mobile Attack * Recharge 5 6

Effect: The hagumemnon moves up to its speed without triggering opportunity attacks. At any point during this movement, it makes a basic attack.

Energy Drain * Encounter

Requirement: The hagumemnon must be bloodied.

Attack: Melee 2 (one creature); +31 vs. Fortitude.

Hit: 3d10+10 damage and the target loses a healing surge.

MOVE ACTIONS

Excellent Movement * At Will

Effect: The hagumemnon shifts up to 3 squares, using any of its current movement modes.

Ghostly Form * At Will

Effect: The hagumemnon gains insubstantial and phasing until the end of its next turn and is weakened until the end of its next turn. These effects also end if it takes radiant damage.

MINOR ACTIONS

(close) Frightful Aura (fear) * Recharge 5 6

Attack: Close burst 5 (each creature in burst); +31 vs. Will.

Hit: The target moves its speed away from the hagumemnon and grants combat advantage (save ends).

(close) Petrifying Glare (gaze) * Recharge 5 6

Attack: Close blast 5 (each creature in blast); +31 vs. Fortitude.

Hit: The target is slowed (save ends).

First Failed Saving Throw: The target is petrified until an appropriate power or ritual is employed or the hagumemnon is slain and its ichor is poured upon the stony body of the victim.

(close) Breath Weapon (varies) * Recharge 5 6

Attack: Close blast 5 (each creature in blast); +31 vs. Reflex.

Hit: 3d12+8 acid, cold, fire, lightning or radiant damage.

(ranged) Psionic Attack (psychic) * Recharge 5 6

Attack: Ranged 10 (one creature); +31 vs. Will.

Hit: 4d10+14 psychic damage and the target is dazed (save ends).

First Failed Save: The target is instead stunned (save ends).

Str 26 Dex 26 Wis 20

Con 30 Int 20 Cha 26

Alignment evil

Languages -