

# DECAPUS

**Source:** 2e *Mystara Monstrous Compendium Appendix*.

A decapus is a strange and hideous monster named for its ten limbs and slight resemblance to an octopus. However, a typical decapus lives on land (though there are exceptions). The land decapus looks like a hairy, bloated, four-foot-wide ball of rubbery flesh covered in dark hair. The monster's ten tentacles are about 10' long and spaced around its body, and the monster has a large, frightful-looking mouth with terrible breath. A marine decapus is similar, but with less hair. A land decapus is usually yellow, purple or green, while a marine decapus is green or blue in color.

**Widespread but Rare:** Though there are usually only a small number of decapuses in any given area, these monsters have spread into nearly every climate, and are found from the arctic wastes of the Frostfell to hot tropical rainforests. They favor forests, jungles and other areas with vegetation thick enough for them to attack from above.

**Savage Appetite:** A decapus will prey upon anything that it can catch, including both sentient creatures and other predators. Even if full, a decapus will typically guard the remains of a kill against scavengers, seeking to gorge itself again as soon as its stomach allows.

## Decapus

Large aberrant magical beast

HP 36; **Bloodied** 18

AC 16; **Fortitude** 16; **Reflex** 14; **Will** 14

**Speed** 3, climb 3 (spider climb), brachiate 7

## Level 2 Lurker

XP 125

**Initiative** +3

**Perception** +6

Darkvision

## TRAITS

### Hang from the Branches

The decapus gains combat advantage against a creature when the decapus is at a higher elevation than that creature.

## STANDARD ACTIONS

### (mbasic) Tentacle Slap \* At Will

*Attack:* Melee 2 (one creature); +7 vs. AC.

*Hit:* 1d6+2 damage.

### Flurry of Tentacles \* At Will

*Requirement:* The decapus must have combat advantage against each target.

*Effect:* The decapus uses *tentacle slap* three times.

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**Skills** Stealth +4

**Str** 18    **Dex** 6    **Wis** 11

**Con** 18    **Int** 14    **Cha** 14

**Alignment** chaotic evil

**Languages** Common

## Decapus Ventriloquist

Large aberrant magical beast

HP 36; **Bloodied** 18

AC 16; **Fortitude** 14; **Reflex** 14; **Will** 15

**Speed** 3, climb 3 (spider climb), brachiate 7

## Level 2 Controller

XP 125

**Initiative** -1

**Perception** +6

Darkvision

## STANDARD ACTIONS

### (mbasic) Tentacle Slap \* At Will

*Attack:* Melee 2 (one creature); +7 vs. AC.

*Hit:* 1d4+1 damage.

### Flurry of Tentacles \* At Will

*Effect:* The decapus uses *tentacle slap* three times. If it hits any creature more than once, it grabs that creature (escape DC 13).

## MINOR ACTIONS

**(area) Ventriloquist's Lure \* Recharge 5 6**

*Attack:* Area burst 1 within 10 (each enemy in burst); +4 vs. Will.

*Hit:* The decapus slides the target 2 squares.

*Miss:* The decapus slides the target 1 square.

**(close) Distracting Phantasms (illusion) \* Encounter**

*Attack:* Close burst 4 (each enemy in burst); +4 vs. Will.

*Hit:* The decapus is invisible to the target until the beginning of the target's next turn.

*Effect:* The decapus shifts 3 squares.

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**Skills** Stealth +4

**Str** 18    **Dex** 6    **Wis** 11

**Con** 12    **Int** 14    **Cha** 14

**Alignment** chaotic evil

**Languages** Common