

OCTOPUS

An octopus is an eight-tentacled invertebrate cephalopod closely related to squid. Though most smaller species of octopus are shy and inoffensive, there are exceptions. Furthermore, monstrous species of octopus exist and are terrors of the sea, known to snatch sailors from the decks of ships and drag them below the waves. There are a tremendous number of types of monstrous or dangerous octopus.

Although normal octopuses do not have a language or culture of their own, they are surprisingly intelligent. Aquatic races such as merfolk, locathah and selkies sometimes keep them as pets.

Guard Octopus

Small natural beast (aquatic)

Level 8 Minion Soldier

XP 88

A guard octopus is trained by aquatic races to serve as a guard. Though unable to destroy most serious threats, a group of guard octopuses is often used to slow the advance of enemies long enough for its trainers to prepare a stronger response.

HP 1; a missed attack never damages a minion

Initiative +11

AC 24; **Fortitude** 19; **Reflex** 22; **Will** 20

Perception +12

Speed 3, swim 6

TRAITS

Aquatic

The octopus can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Tentacle Rake * At Will

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 3 damage, and the target is slowed until the end of its next turn.

Flurry of Tentacles * At Will

Effect: The guard octopus uses *tentacle rake* three times.

TRIGGERED ACTIONS

(close) Ink Squirt * Usage

Trigger: The guard octopus falls to 0 hit points.

Attack (Immediate Reaction): Close burst 3 (one creature in burst); +11 vs. Reflex.

Hit: The target is blinded until the end of its next turn. If it is already blinded until the end of its next turn, it is instead blinded (save ends).

Str 14 **Dex** 20 **Wis** 16

Con 10 **Int** 4 **Cha** 12

Alignment unaligned

Languages -

Giant Octopus

Large natural beast (aquatic)

Level 9 Skirmisher

XP 400

HP 93; **Bloodied** 46

Initiative +7

AC 23; **Fortitude** 23; **Reflex** 21; **Will** 21

Perception +8

Speed 3, swim 8

TRAITS

Aquatic

The octopus can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Tentacle Rake * At Will

Requirement: The giant octopus may not have more than five creatures grabbed.

Attack: Melee 3 (one creature); +13 vs. AC.

Hit: 1d6+2 damage, and the target is grabbed (escape DC 20).

Flurry of Tentacles * At Will

Effect: The giant octopus uses *tentacle rake* three times.

(melee) Constrict * At Will

Attack: Melee 3 (each grabbed creature); +10 vs. Fortitude.

Hit: 3d6+12 damage.

MOVE ACTIONS

Jet * Recharge 5 6

Effect: The octopus shifts 10 squares.

MINOR ACTIONS

Ink Cloud (zone) * Recharge 6

Effect: The octopus creates a zone of black ink in a close burst 1 that lasts until the end of its next turn. The zone blinds all creatures within it and gives them total concealment. It also blocks line of sight from outside of it into or through it. The giant octopus then shifts 3 squares.

Str 22 **Dex** 17 **Wis** 18

Con 13 **Int** 4 **Cha** 12

Alignment unaligned

Languages -

Giant Octopus Mimic

Level 10 Lurker

Large natural beast (aquatic)

XP 500

HP 79; **Bloodied** 39

Initiative +14

AC 24; **Fortitude** 21; **Reflex** 23; **Will** 22

Perception +14

Speed 3, swim 8

TRAITS

Aquatic

The octopus can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(basic) Tentacle Rake * At Will

Attack: Melee 3 (one creature); +15 vs. AC.

Hit: 1d6+6 damage.

Flurry of Tentacles * At Will

Effect: The octopus uses *tentacle rake* twice.

(melee) Bite * At Will

Attack: Melee 1 (one creature that cannot see the giant octopus); +15 vs. AC.

Hit: 4d8+9 damage.

Camouflaged Escape * At Will

Effect: The giant octopus shifts up to its speed, gains total concealment until the end of its next turn and makes a Stealth check.

MOVE ACTIONS

Hidden Movement * At Will

Requirement: The giant octopus must have total concealment.

Effect: The octopus shifts up to its speed and makes a stealth check.

MINOR ACTIONS

Disguise * At Will

Effect: The octopus alters the way it holds its body and changes color, taking on the appearance of a rock, piece of coral, or other piece of debris. A creature that does not see the octopus transform must make an Insight or Nature check, DC 26, to discern the octopus' true nature. The octopus can maintain its disguise until it takes an action.

Str 16 **Dex** 21 **Wis** 18

Con 13 **Int** 7 **Cha** 12

Alignment unaligned

Languages -

Emerald Octopus

Large fey beast (aquatic)

Level 13 Skirmisher

XP 800

The oceans of the Feywild teem with life. The emerald octopus is a fey octopus, as smart as a human and as curious as a cat. An emerald octopus shimmers with green radiance, from which it gains its name.

HP 124; **Bloodied** 62

Initiative +13

AC 27; **Fortitude** 25; **Reflex** 25; **Will** 25

Perception +10

Speed 3, swim 8

TRAITS

Distracting Shimmer * **Aura** 2

Creatures in the aura cannot take opportunity actions.

Aquatic

The octopus can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Tentacle Rake * **At Will**

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 1d8+3 damage.

Tentacle Flurry * **At Will**

Effect: The emerald octopus uses *tentacle rake* three times.

(ranged) Disorienting Squirt * **Encounter**

Attack: Ranged 5 (one creature); +16 vs. Reflex.

Hit: The target is blinded and dazed (save ends both).

Aftereffect: The target is dazed (save ends).

Effect: The emerald octopus shifts 3 squares and uses *tentacle rake*.

MOVE ACTIONS

Jet * **Recharge** 6

Effect: The emerald octopus shifts 12 squares.

Str 15 **Dex** 20 **Wis** 18

Con 12 **Int** 13 **Cha** 16

Alignment unaligned

Languages Aquan, Elven

Venomous Octopus

Huge natural beast (aquatic)

Level 25 Soldier

XP 7,000

A venomous octopus inhabits only the deepest, foulest waters, usually in the Underdepths of the ocean. These things have a cruel intelligence far exceeding that of their more mundane cousins, and in the darkness have made pacts with the demon prince Dagon.

HP 232; **Bloodied** 116

Initiative +21

AC 41; **Fortitude** 39; **Reflex** 37; **Will** 37

Perception +22

Speed 3, swim 10

TRAITS

Aquatic

The octopus can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Tentacle Rake * **At Will**

Requirement: The octopus may not have more than five creatures grabbed.

Attack: Melee 8 (one creature); +30 vs. AC.

Hit: 1d12+10 damage, and the target is grabbed (escape DC 33).

Tentacles * **At Will**

Effect: The octopus uses *tentacle rake* twice.

(melee) Constrict * At Will

Attack: Melee 8 (each grabbed creature); +26 vs. Fortitude.

Hit: 3d8+12 damage and the octopus pulls the target 4 squares.

(melee) Bite (poison) * At Will

Attack: Melee 1 (one creature); +30 vs. AC.

Hit: 3d8+9 damage, plus ongoing 20 poison damage (save ends).

MOVE ACTIONS

Jet * Encounter

Effect: The octopus shifts 5 squares.

Str 29 **Dex** 26 **Wis** 21

Con 24 **Int** 15 **Cha** 25

Alignment chaotic evil

Languages Abyssal, Green Speech

Ooze Octopus

Level 27 Controller

Huge elemental beast (aquatic)

XP 11,000

An ooze octopus is a huge octopus made of elemental mud. It is extremely malevolent and dangerous, and unlike the normal creatures which it resembles, an ooze octopus is quite capable out of the water.

HP 248; **Bloodied** 124

Initiative +21

AC 41; **Fortitude** 41; **Reflex** 39; **Will** 39

Perception +21

Speed 5 (swamp walk), swim 9

TRAITS

Pool of Muck * Aura 3

The ooze octopus constantly gives off large amounts of mud and ooze. Creatures without swamp walk in the aura treat the aura as difficult terrain and suffer a -2 penalty to Reflex.

Aquatic

The octopus can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

STANDARD ACTIONS

(mbasic) Tentacle Rake * At Will

Requirement: The octopus may not have more than five creatures grabbed.

Attack: Melee 8 (one creature); +35 vs. AC.

Hit: 1d12+5 damage, and the target is grabbed (escape DC 34).

Tentacles * At Will

Effect: The octopus uses *tentacle rake* three times.

(melee) Constrict * At Will

Attack: Melee 8 (each grabbed creature); +28 vs. Fortitude.

Hit: 3d8+13 damage and the octopus pulls the target 2 squares.

(area) Mud Spew * Encounter

Attack: Area burst 2 within 20 (each creature in burst); +30 vs. Reflex.

Hit: 3d12+14 damage and the target is immobilized (save ends).

Aftereffect: The target is slowed (save ends).

Miss: Half damage and the target is slowed (save ends).

Str 30 **Dex** 26 **Wis** 26

Con 24 **Int** 7 **Cha** 13

Alignment chaotic evil

Languages Primordial