

# 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).

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**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.

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**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****(mbasic) 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.

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

**Con** 13    **Int** 7    **Cha** 12

**Alignment** unaligned

**Languages** -

## Emerald Octopus

## Level 13 Skirmisher

Large fey beast (aquatic)

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.

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

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

**Alignment** unaligned

**Languages** Aquan, Elven

## Venomous Octopus

## Level 25 Soldier

Huge natural beast (aquatic)

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.

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**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).

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

**Con** 24    **Int** 7    **Cha** 13

**Alignment** chaotic evil

**Languages** Primordial