

What was a man-sized chunk of rock, sand, and vegetation transforms into a flurry of deep maroon tentacles and hundreds of inch-wide suction cups, each sporting a tiny, toothy rasp. The creature's body is only about the size of a big dinner plate, but the tentacles ringing its chitinous beak stretch towards you, making it seem much larger.

The reclusive giant octopus is an intelligent predator that usually feeds on smaller mollusks. When agitated, hungry, or pressed into the service of others, however, they can be terrible adversaries known to kill just about anything they can wrap their tentacles around.

GIANT OCTOPUS

LEVEL 5 SOLDIER

Medium natural beast (aquatic)

XP 200

Initiative +7 **Senses** Perception +8; low-light vision

HP: 62; **Bloodied** 31

AC: 19; **Fortitude** 17, **Reflex** 17, **Will** 17

Speed 2; Swim 8

Tentacle Rake (standard; at-will)

Reach 2; +10 vs. Reflex; 1d6+3 damage, and the target is pulled 1 square.

Double Tentacle (standard; at-will)

The giant octopus makes two tentacle rake attacks. If both tentacles hit the target is grabbed (until escape).

Bite (minor; at-will, grabbed targets only)

+12 vs. AC; 1d10+3 damage, and the giant octopus makes a secondary attack against the same target. Secondary Attack: +10 vs. fortitude, ongoing 5 poison damage (save ends).

Tentacle Frenzy (standard; encounter)

The giant octopus makes 4 tentacle rake attacks.

Camouflage

A giant octopus is invisible until seen (perception DC 20) or until it attacks.

Alignment Unaligned

Languages /

Skills Insight +4, Stealth +10

Str 18 (+6)

Dex 18 (+6)

Wis 12 (+3)

Con 16 (+5)

Int 3 (-1)

Cha 8 (+1)

GIANT OCTOPUS TACTICS

Giant octopuses are swift swimmers and close in on the nearest prey under cover of their camouflage before pulling it close with tentacle rakes, grabbing it, and biting it to death. They usually use tentacle frenzy once bloodied, and are not above escaping from battle at best possible speed if reduced to less than 10 HP.

GIANT OCTOPUS LORE

A character knows the following information with a successful Nature check.

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DC 15: Giant Octopuses are natural, clever sea creatures that use their tentacles to grab prey before biting it with their poisonous beaks.

DC 20: Giant Octopuses have tiny convolutions and an ability to change their coloration to match their surroundings perfectly. Even while moving they are hard to spot, and usually use this ability to ambush their prey.

ENCOUNTER GROUPS

Giant octopuses are usually solitary hunters, but occasionally form relationships with other sea creatures that tame them or simply share their territories.

Level 5 Encounter (XP 1,000)

- ✦ 2 giant octopuses (level 5 soldier)
- ✦ 4 sahuagin guards (level 6 minion)
- ✦ 1 sahuagin priest (level 8 artillery)