



WEEKLY CRITTER CRATE

You realize with horror that the color-shifting water is actually an enormous sea creature. Many tentacles radiate out from a bullet shaped central mass. They rise out of the water—each nearly as wide as a dwarf—and flush crimson before your eyes. You see the underside of each tentacle is covered with pale, quivering circles dripping sea water, like thousands of straining, screaming mouths. In the centre of each sucker is an amber claw inches long. In the water below an alien, unsympathetic white eye as big as the moon focuses on you.

GIANT SQUID

Gargantuan Natural Beast

LEVEL 20 ELITE CONTROLLER

XP 5600

Initiative +14 **Senses** Perception +21; low-light vision

HP 428; **Bloodied** 214

AC: 35; **Fortitude** 33, **Reflex** 30, **Will** 35

Immune Charm; **Resist** 5 all damage

Speed 2; Swim 8

Saving Throws +2

⚔ **Tentacle Sweep** (standard; at-will)

A tentacle flushed crimson and as wide as your body sweeps forward, suckers and rasps straining.

Reach 4; +24 vs. Reflex; 3d6+8 damage and target is grabbed (until escape) and held 2 squares aloft. The giant squid can only have grabbed as many creatures as it has tentacles (8). Tentacles grabbing a creature can be attacked and have the same defenses as the giant squid. Damage dealt to tentacles apply to the giant squid's total HP. A tentacle is destroyed and becomes useless in combat if it is dealt 30 points of damage in a single round.

⚔ **Double Attack** (standard; at-will)

The giant squid makes two tentacle sweep attacks.

Crush (free action at the beginning of the giant squid's turn)

Targets all creatures and items held by the giant squid; +20 vs. Fortitude; 3d6+8 damage.

⚔ **Fling** (minor; at-will; large or smaller held creature only)

Target is thrown (slid through the air) 10 squares, dealt 2d6+8 damage if a solid object is struck, and knocked prone.

Threatening Reach

The giant squid can make opportunity attacks against all enemies within its reach (4 squares).

Alignment Unaligned

Languages -

Skills Stealth +19

Str 26 (+18)

Dex 19 (+14)

Wis 23 (+16)

Con 23 (+16)

Int 4 (+7)

Cha 17 (+13)



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GIANT SQUID TACTICS

A giant squid begins combat by spending its action point to make two double attacks to grab as many creatures as possible. It continues making double attacks until all eight of its tentacles are filled, with prey or prey-sized objects if no living creatures present themselves, and crushes creatures to death before passing them to its beak to feed. Problematic foes are thrown into nearby rocks or ships, or simply away.

GIANT SQUID LORE

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

DC 22: Giant squid are natural creatures that can nevertheless grow to absolutely monstrous sizes. They are secretive creatures that usually hunt in the deep ocean. Their habit of attacking ships from below—their tentacles rising on all sides—has fuelled stories of sea monsters for centuries.

DC 27: A giant squid's rubbery flesh resists most attack forms, and their alien minds are immune to charm effects. They hunt almost entirely by sight, and just being within range of their tentacles is an invitation to be grabbed, crushed, and flung aside by the creature.

ENCOUNTER GROUPS

Giant squid usually hunt alone, but are sometimes befriended by other marine creatures.

Level 18 Encounter (XP 10,150)

- ✦ 1 giant squid (level 20 elite controller)
- ✦ 1 kuo-toa whip (level 16 controller [L])
- ✦ 9 kuo-toa guards (level 16 minion)

Level 21 Encounter (XP 16,066)

- ✦ 1 giant squid (level 20 elite controller)
- ✦ 7 aquatic grimlock followers [swim 6;greatspear] (level 22 minion)
- ✦ 2 aboleth slime mages (level 17 artillery [L])