



Undead Giant Octopus

large ♦ undead ♦ unaligned

TRAITS

◆ Condition Immunities

This creature cannot be blinded, charmed, frightened or paralysed.

◆ Hold Breath

While out of water, the octopus can hold its breath for 1 hour.

◆ Underwater Camouflage

The octopus has advantage on Dexterity (Stealth) checks made while underwater.

◆ Water Breathing

The octopus can breathe only underwater.

ABILITIES

◆ Tentacles

Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

◆ Slam!

If the octopus has two creatures grappled, it can slam them together. Make a single Tentacles attack roll and damage roll, but apply the results to both grappled creatures.

HIT POINTS 52	ARMOUR 11
INITIATIVE +1	SPEED 5
	FLY —
	SWIM 50
	BURROW —

+3	STRENGTH SAVE
+1	DEXTERITY SAVE
+1	CONSTITUTION SAVE
-4	INTELLIGENCE SAVE
-2	WISDOM SAVE
-5	CHARISMA SAVE

STR +3 17	DEX +1 13	CON +1 13
INT -4 2	WIS -2 6	CHA -5 1

PASSIVE PERCEPTION 8	
DARKVISION —	TREMORSENSE —
BLINDSIGHT 30	TRUESIGHT —

SKILLS

- +1** Acrobatics (Dex)
- 2** Animal Handling (Wis)
- 4** Arcana (Int)
- +3** Athletics (Str)
- 5** Deception (Cha)
- 4** History (Int)
- 2** Insight (Wis)
- 5** Intimidation (Cha)
- 4** Investigation (Int)
- 2** Medicine (Wis)
- 4** Nature (Int)
- 2** Perception (Wis)
- 5** Performance (Cha)
- 5** Persuasion (Cha)
- 4** Religion (Int)
- +1** Sleight of Hand (Dex)
- +1** Stealth (Dex)
- 2** Survival (Wis)

LANGUAGES