

OCTOSCORP

Medium • Beast • Unaligned

Armor Class 13

Initiative +1 (11)

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	4 (-3)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +5

Damage Resistances acid, poison

Senses passive Perception 13

Languages -

CR 3 (XP 700, PB +2)



Amphibious. The octoscorp can breathe air and water.

Camouflage. The octoscorp has advantage on Dexterity (Stealth) checks while it doesn't move.

ACTIONS

Multiattack. The octoscorp makes two Tentacles attacks. It can replace one of those attacks with a Beak attack.

Tentacles. *Melee Weapon Attack:* +5 (with advantage during the first round of each combat), reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). While grappled this way, the target is restrained.

Beak. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) piercing damage.

BONUS ACTIONS

Ink Shot. *Dexterity Saving Throw:* DC 12, one creature within 30 feet of the octoscorp that it can see. *Failure:* The target becomes blinded until it uses an action to remove the ink. A creature that doesn't see the octoscorp has disadvantage on this save.

Neurotoxic Excretion (1/Day). *Constitution Saving Throw:* DC 12, each creature grappled by the octoscorp or grappling it. *Failure:* The target becomes poisoned until the end of its next turn. While poisoned this way, the target is paralyzed.

OCTOSCORP — WEAKER

Armor Class 12

Initiative +1 (11)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +2, Stealth +5

Damage Resistances acid, poison

Senses passive Perception 12

Languages -

CR 1/2 (XP 100, PB +2)



Amphibious. The octoscorp can breathe air and water.

Camouflage. The octoscorp has advantage on Dexterity (Stealth) checks while it doesn't move.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 (with advantage during the first round of each combat), reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). While grappled this way, the target is restrained.

Beak. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) piercing damage.

BONUS ACTIONS

Ink Shot. *Dexterity Saving Throw:* DC 11, one creature within 30 feet of the octoscorp that it can see. *Failure:* The target becomes blinded until it uses an action to remove the ink. A creature that doesn't see the octoscorp has disadvantage on this save.

OCTOSCORP — STRONGER

Armor Class 15

Initiative +2 (12)

Hit Points 105 (14d8 + 42)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	4 (-3)	14 (+2)	4 (-3)

Skills Perception +5, Stealth +8

Damage Resistances acid, poison

Senses passive Perception 15

Languages -

CR 6 (XP 2,300, PB +3)



Amphibious. The octoscorp can breathe air and water.

Camouflage. The octoscorp has advantage on Dexterity (Stealth) checks while it doesn't move.

ACTIONS

Multiattack. The octoscorp makes two Tentacles attacks. It can replace one of those attacks with a Beak attack.

Tentacles. *Melee Weapon Attack:* +7 (with advantage during the first round of each combat), reach 5 ft. *Hit:* 17 (3d8 + 4) bludgeoning damage, and the target is grappled (escape DC 15). While grappled this way, the target is restrained.

Beak. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 23 (3d12 + 4) piercing damage.

BONUS ACTIONS

Ink Shot. *Dexterity Saving Throw:* DC 14, one creature within 30 feet of the octoscorp that it can see. *Failure:* The target becomes blinded until it uses an action to remove the ink. A creature that doesn't see the octoscorp has disadvantage on this save.

Neurotoxic Excretion (1/Day). *Constitution Saving Throw:* DC 14, each creature grappled by the octoscorp or grappling it. *Failure:* The target becomes poisoned until the end of its next turn. While poisoned this way, the target is paralyzed.