

GIANT LAND OCTOPUS

"I spent many years at sea so I recognized, but never expected, the tentacles that came from the sands..."

A natural predator that is feared across the oceans, the giant octopus is the perfect apex predator. It is extremely adaptable to its environment and eventually found a way to survive on land. Capable of burrowing through the earth and sand, the giant land octopus is not limited by the boundaries of the ocean shores like its ocean-going brethren.

A solitary creature by nature, it prefers to lie in wait for its prey, sitting in pools of quicksand or swamp mud until a fresh meal stumbles across its path.

Feel the Vibrations. The giant land octopus does not have eyes and relies on its mastery of interpreting vibrations to sense its prey. It will grapple its meal, killing it with poison excreted through its tentacles, and reel it into its maw.

Liquid Earth. By using powerful vibrations, the giant land octopus can cause solid rock to disintegrate down to minute grains, creating a large pool of quicksand. A favorite tactic is to lie inside the quicksand along a natural pathway and ambush its victims.

Regeneration. If eight massive tentacles weren't frightening enough, the giant land octopus can regrow any lost tentacle in a matter of seconds. This regenerative power makes the blood of the octopus extremely valuable to alchemists who can use it to amplify healing potion effects.

GIANT LAND OCTOPUS

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 10 ft., burrow 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +3, Stealth +7

Condition Immunities blinded

Senses tremorsense 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Poisoned Tentacles. The octopus can have up to eight tentacles at a time. Each tentacle can be attacked (AC 20; 30 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the octopus. A tentacle can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Amphibious. The octopus can breathe air and water.

ACTIONS

Quicksand (1/Day). The octopus turns a 20-foot cube patch of rock, dirt, or sand centered on itself into quicksand. When the quicksand appears each creature standing in its area must make a DC 15 Strength (Athletics) saving throw or become restrained. A creature that enters the area or ends its turn there must also make a DC 15 Strength (Athletics) saving throw or become restrained. A restrained creature can repeat the saving throw at start of its turns. The quicksand is considered difficult terrain. The octopus is immune to the effects of quicksand.

Multiattack. The octopus makes four attacks with its tentacles.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tentacle. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws. The grappled creature must make a DC 15 Constitution saving throw at the start of each of its turns, taking 10 (3d6) poison damage on a failed save or half as much damage on a successful one. The octopus can only use a tentacle on a single target.

Reel. The octopus pulls each creature grappled by it up to 25 feet straight toward it.

Regrow Tentacle. The octopus regrows one missing tentacle.