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[Since 100 tentacle attacks is too many, I've borrowed some mechanics from the [hekatonkheries](#) to represent its many, many attacks. This would probably be a good monster to use the mythic rules with, except that I hate the mythic rules.]

### **Centipus**

*This immense cephalopod-like creature has a glaring face on its bulbous white body. It has more tentacles than anatomy or sanity should allow.*

The centipus is a monstrous, and thankfully rare, deep sea predator. Like the name suggests, they have a hundred tentacles instead of the usual eight or ten possessed by cephalopods, and they have a dim but capricious intelligence. A centipus spends most of its life deep within ocean trenches and other extremely deep places, hunting whales, sea serpents and other giants of the deep. Due to their ravenous hunger, they are much feared by aquatic humanoids and those that live near a centipus' territory are always on the lookout for the stirrings of the beast.

The origins of the centipus are obscure, and multiple hypotheses have been put forward by scholars and sages. A cabal of krakens has claimed to have created them in the distant past, but a centipus

will kill and eat a kraken as eagerly as any other large sea life. Other sources suggest the influence of demons, qliphoths or the Great Old Ones. Whatever their origins, there are rarely more than a single centipus per ocean basin, and fewer than a dozen likely exist on any given planet.

A centipus is a straightforward combatant, but no less deadly for it. It attacks with both a crushing bite and its many tentacles. Fortunately, it can only bring a handful of tentacles to bear on a single opponent, but it can lash out at as many foes as it can reach. A centipus can grapple a ship's entire crew at once without penalty. If badly injured, a centipus will attempt to flee, first using its breath weapon as a lethal approximation of an octopus' ink to blind and burn opponents before jetting away.

## **Centipus**            **CR 20**

**XP 307,200**

CN Gargantuan aberration (aquatic)

**Init** +11; **Senses** blindsight 60 ft., darkvision 120 ft., Perception +20

**Defense**

**AC** 37, touch 14, flat-footed 29 (-4 size, +7 Dex, +23 natural, +1 dodge)

**hp** 375 (30d8+240), fast healing 10

**Fort** +18, **Ref** +17, **Will** +24

**DR** 15/cold iron and magic; **SR** 31

**Offense**

**Speed** 10 ft., swim 60 ft., jet 250 ft.

**Melee** bite +33 (2d10+15), tentacles +32 (2d6+7 plus grab)

**Space** 20 ft.; **Reach** 15 ft. (30 ft. with tentacles)

**Special Attacks** breath weapon (120 ft. cone, 20d8 acid damage, Ref DC 33 half), constrict (2d6+22), flurry of tentacles, superior reflexes

**Statistics**

**Str** 40, **Dex** 25, **Con** 27, **Int** 4, **Wis** 24, **Cha** 15

**Base Atk** +22; **CMB** +41; **CMD** 58 (cannot be tripped)

**Feats** Combat Reflexes (B), Dazzling Display, Dodge, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Intimidating Prowess, Mobility, Multiattack, Power Attack, Shatter Defenses, Spring Attack, Stand Still, Step Up, Vital Strike, Weapon Focus (tentacles)

**Skills** Intimidate +30, Perception +20, Swim +36

**Languages** Aquan

**SQ** amphibious, deep diver

**Ecology**

**Environment** any oceans

**Organization** solitary

**Treasure** standard

**Special Abilities**

**Breath Weapon (Su)** Any creature that takes damage from a centipus' breath weapon must succeed a DC 33 Fortitude save or be blinded for one minute. The breath weapon of a centipus functions as well underwater as it does in air. The save DC is Constitution based.

**Deep Diver (Ex)** A centipus does not take damage from pressure effects at any level of ocean depth. It can change its depth rapidly without taking damage.

**Flurry of Tentacles (Ex)** Although a centipus has 100 tentacles, it does not make 100 tentacle attacks. Instead, a centipus makes three tentacle attacks against all opponents within its reach when it uses its tentacles. Creatures of Huge size or larger can be targeted with an additional three tentacle attacks per size category above Large.

**Jet (Ex)** A centipus can jet backward once per round as a full-round action, at a speed of 250 feet.

It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

**Superior Reflexes (Ex)** A centipus gains Combat Reflexes as a bonus feat, and can make any number of attacks of opportunity in a round. It can maintain any number of grapples against Large or smaller opponents as a swift action, and does not gain the grappled condition if it is grappling only Large or smaller opponents.