




# Cephalops

---

**D&D HOMEBREW**



Art Credit: François Dumoulin

## CEPHALOP

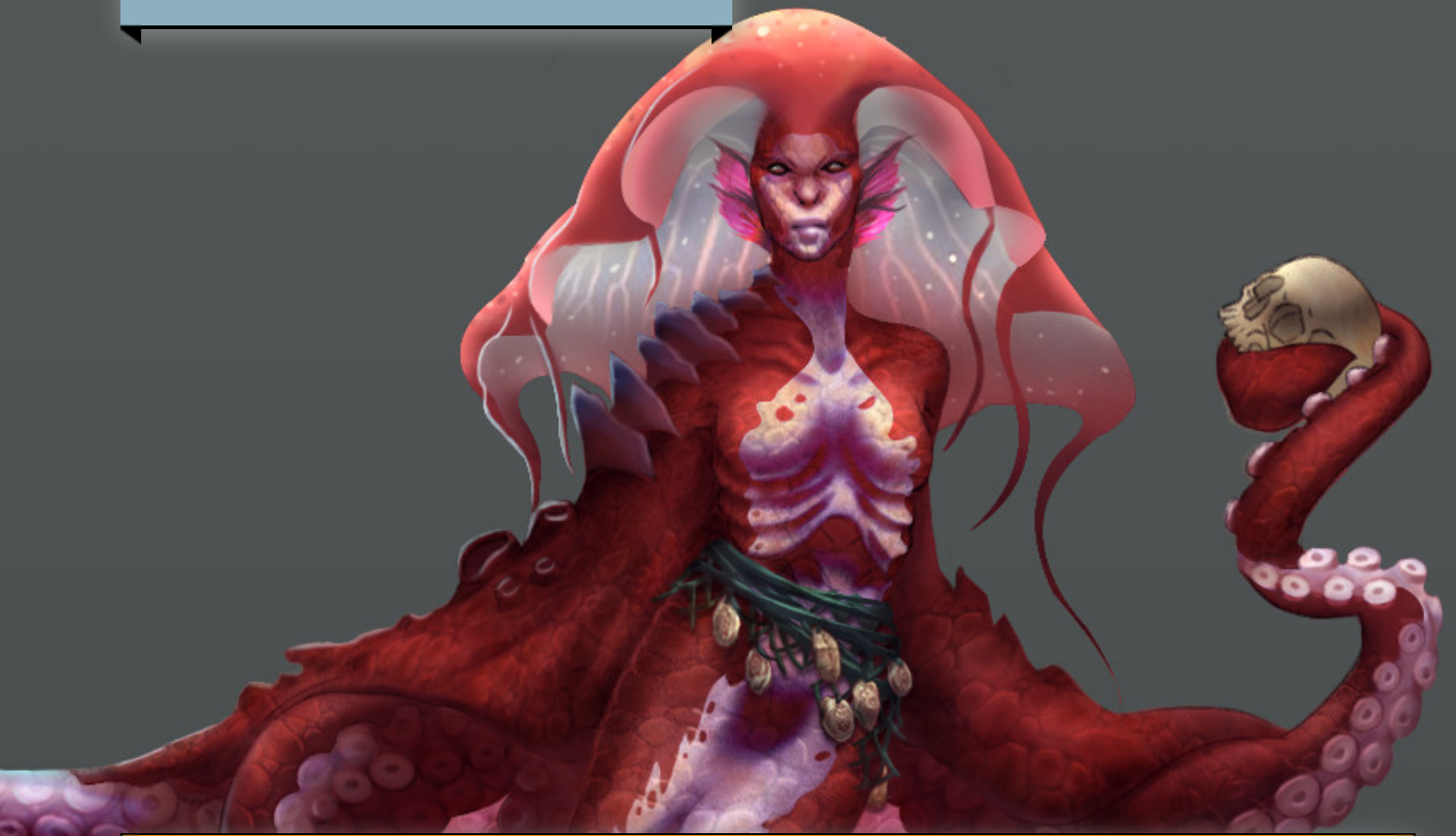
There are ancient things that dwell within the darkness of the ocean, watching those who live upon the surface of the world with curiosity and envy. Among them, there are creatures known as the Cephalop - hulking tentacled crustaceans that stares into the night sky with greed, for the light of the sun is painful to their sensitive eyes. Thus, they wait for a time when thunderstorms and squalls drench the shores and cloud the skies to emerge, ever hungry for the secrets once thought lost.

**Long lost treasures.** Ships carrying artifacts and treasures often draw their attentions, as some of the Cephalops will invade the dreams of the captain and crew to drive them into their clutches. The Cephalops shall call forth a storm and rise from their homes, grasping the ships and dragging them down into the deep to add to their collection. Their society is littered with countless shipwrecks and ruins of civilizations long lost to time, and they decorates their homes with the weapons of those sent to slay them and the treasures they sought to protect. Some of the Cephalops uses magic to preserve the objects that cannot bear the terrible pressure of the ocean depths, and places the pieces of their collection that are still living in suspended animation, keeping them alive and aware of their surroundings even as they are trapped and unable to act, blinded by the dark. The horror of Cephalops are beyond description, driving even stalwart souls mad.

**Offerings.** All who interact with the Cephalops directly and live to tell the tale report that they are calculating and merciless, wise and regal in a twisted sense. Some communities along the coastline make offerings to them in an attempt to appease the appetites of their insatiable greed. Sacrifices of maidens and priests during moonlit nights are entertaining to these cruel nightmares, yet those that seek to bargain with them on equal terms often grant them offerings in an attempt to curry favor. Often, they are rewarded with little more than scraps and teasing hints of secrets once forgotten, but those who succeed are granted power over the ocean.

**Weakening Tentacles.** Each cephalop usually has six to ten tentacles along their bodies, through which they extrude that bond to whatever they touch. Each tentacle sends out needle sharp stings that penetrate a creature's flesh and sap its strength, so the victim can struggle only weakly as the cephalop reels it in. If a tentacle is cut through or broken, the cephalop produces a new one to replace it.

Art Credit: Genevieve Sy



## CEPHALOP CAPTAIN

*Large monstrosity, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 153 (18d10 + 54)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	16 (+3)	13 (+1)	14 (+2)

**Saving Throws** Str +6, Con +6, Cha +5

**Skills** Arcana +6, History +6, Perception +4, Stealth +8

**Damage Immunities** cold, psychic

**Condition Immunities** charmed, frightened

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 14

**Languages** Common, Cephalop, Void Speech, telepathy 120ft.

**Challenge** 8 (3,900 XP)

**Amphibious.** A cephalop captain can breathe air or water with equal ease.

**Grasping Tentacles.** The cephalop captain have eight tentacles at a time. Each tentacle can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the cephalop captain, which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 14 Strength check against it.

### Actions

**Multiattack.** The cephalop captain makes five attacks with its tentacles, uses Reel, and makes four attacks with its sting.

**Sting. Melee Weapon Attack:** +6 to hit, reach 0ft., one target. *Hit* 19 (3d10 + 3) poison damage. This sting attack can only be made when a creature is grappled by one of the tentacles.

**Tentacle. Melee Weapon Attack:** +6 to hit, reach 20 ft., one creature. *Hit.* The target is grappled (escape DC 14). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the cephalop captain can't use the same tentacle on another target.

**Reel.** The cephalop captain pulls each creature grappled by it up to 15 feet straight toward it.



Art Credit: Kevin Glint

## CEPHALOP SCOUT

Medium monstrosity, lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	15 (+2)	11 (0)	13 (+1)	17 (+3)

**Saving Throws** Str +2, Con +4, Cha +5

**Skills** Arcana +2, History +2, Perception +3, Stealth +7

**Damage Immunities** cold, psychic

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 13

**Languages** Common, Cephalop, telepathy 120ft.

**Challenge** 2 (450 XP)

**Amphibious.** A cephalop scout can breathe air or water with equal ease.

**Grasping Tentacles.** The cephalop scout have four tentacles at a time. Each tentacle can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the cephalop scout, which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 10 Strength check against it.

### Actions

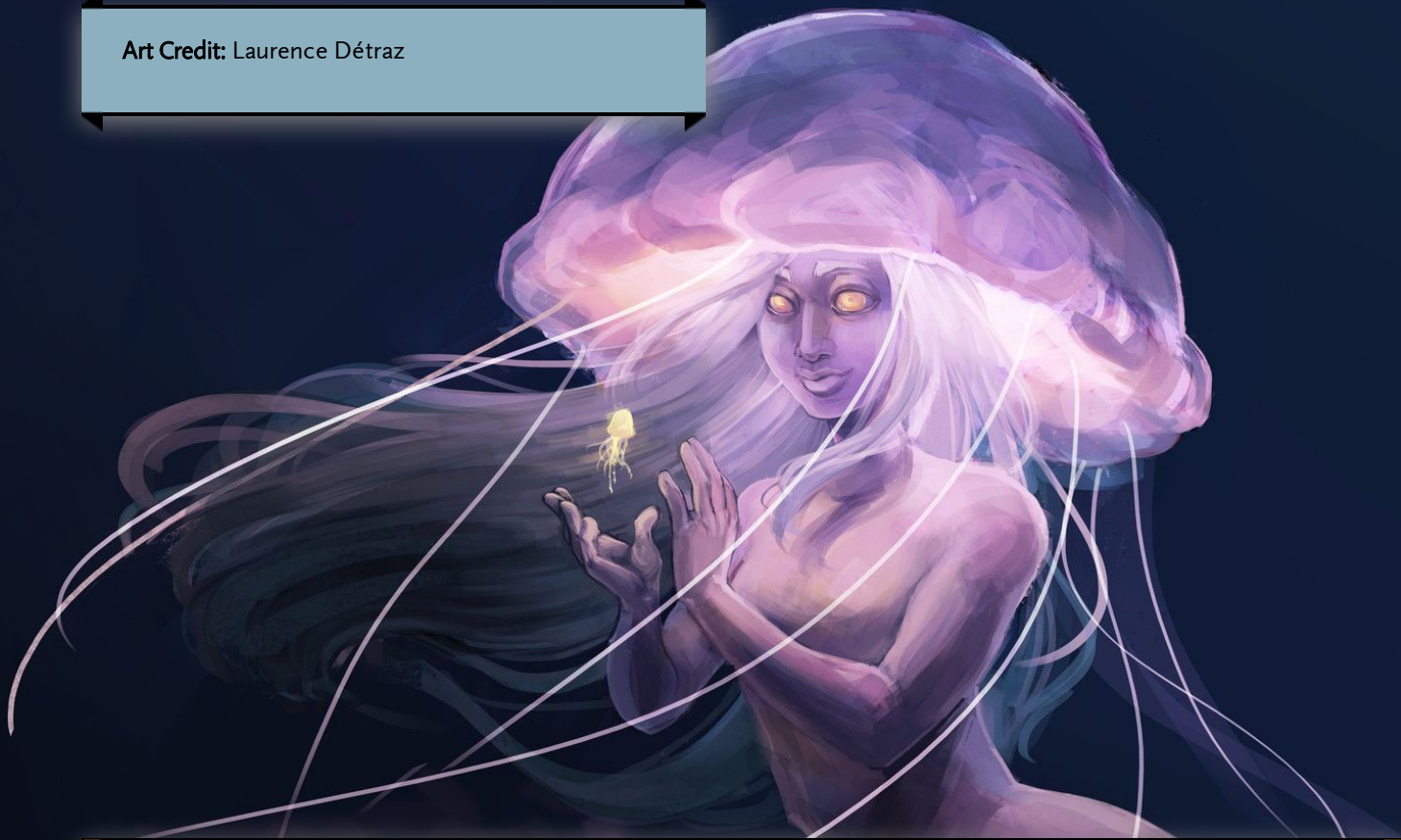
**Multiattack.** The cephalop scout makes three attacks with its tentacles, uses Reel, and makes one attack with its sting.

**Sting.** *Melee Weapon Attack:* +2 to hit, reach 0ft., one target. *Hit* 19 (3d10 + 2) poison damage. This sting attack can only be made when a creature is grappled by one of the tentacles.

**Tentacle.** *Melee Weapon Attack:* +2 to hit, reach 15 ft., one creature. *Hit.* The target is grappled (escape DC 10). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the cephalop scout can't use the same tentacle on another target.

**Reel.** The cephalop scout pulls each creature grappled by it up to 10 feet straight toward it.

Art Credit: Laurence Détraz



## CEPHALOP SCREAMER

Medium monstrosity, lawful neutral

**Armor Class** 14 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	16 (+3)	11 (0)	13 (+1)	17 (+3)

**Saving Throws** Str +2, Con +5, Cha +5

**Skills** Arcana +2, History +2, Perception +3, Stealth +4

**Damage Immunities** cold, psychic

**Condition Immunities** charmed, frightened

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 13

**Languages** Common, Cephalop, telepathy 120ft.

**Challenge** 4 (1,100 XP)

**Amphibious.** A cephalop screamer can breathe air or water with equal ease.

**Grasping Tentacles.** The cephalop screamer have four tentacles at a time. Each tentacle can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the cephalop screamer, which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 10 Strength check against it.

**Innate Spellcasting.** The cephalop screamer's innate spellcasting ability is Charisma (spell save DC 13, spell attack bonus +5). He can innately cast the following spells, requiring no material components:

At will: dancing lights, detect magic

3/day each: eldritch blast (3 beams), black tentacles

### Actions

**Multiattack.** The cephalop screamer makes three attacks with its tentacles, uses Reel, and makes one attack with its sting.

**Sting. Melee Weapon Attack:** +2 to hit, reach 0ft., one target. *Hit* 19 (3d10 + 3) poison damage. This sting attack can only be made when a creature is grappled by one of the tentacles.

**Tentacle. Melee Weapon Attack:** +2 to hit, reach 15 ft., one creature. *Hit.* The target is grappled (escape DC 10). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the cephalop screamer can't use the same tentacle on another target.

**Reel.** The cephalop screamer pulls each creature grappled by it up to 10 feet straight toward it.

**Wail (1/Day).** The cephalop screamer releases a hydroacoustic wail, provided that it isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 10 feet of it that can hear its wail must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 5 (1d8) psychic damage.

Art Credit: Zhiyang Yin



## KING CEPHALOP

*Large fiend, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 276 (24d10 + 144)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	22 (+6)	16 (+3)	18 (+4)	19 (+4)

**Saving Throws** Str +9, Con +11, Cha +9

**Skills** Arcana +15, History +15, Perception +9, Stealth +12

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, psychic

**Condition Immunities** charmed, frightened

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 15

**Languages** Common, Cephalop, Void Speech, telepathy 120ft.

**Challenge** 14 (11,500 XP)

**Amphibious.** The king cephalop can breathe air or water with equal ease.

**Innate Spellcasting.** The king cephalop's innate spellcasting ability is Charisma (spell save DC 17, spell attack bonus +9). He can innately cast the following spells, requiring no material components:

At will: armor of agathys, darkness, dissonant whispers, fear

3/day each: eldritch blast (3 beams), bestow curse, black tentacles

1/day each: bones of the earth, negative energy flood, maelstrom

**Multiple Snake Tentacles.** the king cephalop has ten snake tentacles. While he has more than one snake tentacle, the king cephalop has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious. Whenever the king cephalop takes 20 or more damage in a single turn, one of his snake heads dies, and the tentacle falls off his body. If all of his snake heads die, the king cephalop dies. At the end of his turn, he grows another snake tentacle for each of his snake heads that died since his last turn, unless he has taken radiant damage since his last turn. The king cephalop regains 10 hit points for each snake tentacle regrown in this way.

**Wakeful.** While the king cephalop sleeps, at least one of his snake heads is awake.

### Actions

**Multiattack.** The king cephalop makes as many bite attacks as he has snake tentacles.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage plus 4 (1d6) poison damage.



Art Credit: Maxapostrophe

## MIND CEPHALOP

*Large monstrosity, lawful evil*

**Armor Class** 16 (natural armor)  
**Hit Points** 136 (16d10 + 48)  
**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	18 (+4)	16 (+3)	14 (+2)

**Saving Throws** Str +6, Con +6, Cha +5  
**Skills** Arcana +7, History +7, Perception +6, Stealth +7  
**Damage Immunities** cold, psychic  
**Condition Immunities** charmed, frightened  
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 16  
**Languages** Common, Cephalop, Void Speech, telepathy 120ft.  
**Challenge** 6 (2,300 XP)

**Amphibious.** A mind cephalop can breathe air or water with equal ease.

**Grasping Tentacles.** The mind cephalop have six tentacles at a time. Each tentacle can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the mind cephalop, which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 14 Strength check against it.

**Innate Spellcasting.** The mind cephalop's innate spellcasting ability is Wisdom (spell save DC 14, spell attack bonus +6). It can innately cast the following spells, requiring no material components:

At will: darkness, detect magic, fear

3/day each: eldritch blast (3 beams), black tentacles

1/day each: phantasmal force, reverse gravity

### Actions

**Multiattack.** The mind cephalop makes four attacks with its tentacles, uses Reel, and makes one attack with its sting.

**Sting. Melee Weapon Attack:** +6 to hit, reach 0ft., one target. **Hit** 19 (3d10 + 3) poison damage. This sting attack can only be made when a creature is grappled by one of the tentacles.

**Tentacle. Melee Weapon Attack:** +6 to hit, reach 20 ft., one creature. **Hit:** The target is grappled (escape DC 14). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the mind cephalop can't use the same tentacle on another target.

**Reel.** The mind cephalop pulls each creature grappled by it up to 15 feet straight toward it.

Art Credit: Steve Argyle

## QUEEN CEPHALOP

*Large monstrosity, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 253 (22d10 + 132)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	22 (+6)	20 (+5)	18 (+4)	19 (+4)

**Saving Throws** Str +9, Con +11, Cha +9

**Skills** Arcana +15, History +15, Perception +9, Stealth +12

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, psychic

**Condition Immunities** charmed, frightened

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 15

**Languages** Common, Cephalop, Void Speech, telepathy 120ft.

**Challenge** 13 (10,000 XP)

**Amphibious.** The queen cephalop can breathe air or water with equal ease.

**Grasping Tentacles.** The queen cephalop have ten tentacles at a time. Each tentacle can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the queen cephalop, which can extrude a replacement tentacle on her next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 17 Strength check against it.

**Innate Spellcasting.** The queen cephalop's innate spellcasting ability is Charisma (spell save DC 17, spell attack bonus +9). She can innately cast the following spells, requiring no material components:

At will: armor of agathys, darkness, dissonant whispers, fear

3/day each: eldritch blast (3 beams), black tentacles, lightning bolt

1/day each: call lightning, maelstrom

### Actions

**Multiattack.** The queen cephalop makes four attacks with her tentacles, uses Reel, and makes one attack with her sting and one attack with her spear.

**Sting. Melee Weapon Attack:** +9 to hit, reach 0ft., one target. *Hit* 22 (3d10 + 6) poison damage and 9 (2d8) necrotic damage. This sting attack can only be made when a creature is grappled by one of the tentacles.

**Spear. Melee or Ranged Weapon Attack:** +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 28 (2d6 + 4 plus 4d8) piercing and lightning damage, or 38 (4d8 + 4 plus 4d8) piercing and lightning damage if used with two hands to make a melee attack.

**Tentacle. Melee Weapon Attack:** +9 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 17). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the queen cephalop can't use the same tentacle on another target.

**Reel.** The queen cephalop pulls each creature grappled by her up to 15 feet straight toward her.



Art Credit: Jason Engle

## VOID CEPHALOP

*Large monstrosity, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 184 (16d10 + 96)

**Speed** 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	22 (+6)	16 (+3)	13 (+1)	14 (+2)

**Saving Throws** Str +7, Con +10, Cha +6

**Skills** Arcana +7, History +7, Perception +5, Stealth +7

**Damage Immunities** cold, psychic

**Condition Immunities** charmed, frightened

**Senses** blindsight 60 ft., darkvision 120 ft., truesight 60 ft., passive Perception 15

**Languages** Common, Cephalop, Void Speech, telepathy 120ft.

**Challenge** 9 (5,000 XP)

**Amphibious.** A void cephalop can breathe air or water with equal ease.

**Grasping Tentacles.** The void cephalop have seven tentacles at a time. Each tentacle can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the void cephalop, which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

**Innate Spellcasting.** The void cephalop's innate spellcasting ability is Charisma (spell save DC 14, spell attack bonus +7). It can innately cast the following spells, requiring no material components:

At will: armor of agathys, arms of hadar, darkness, fear

3/day each: eldritch blast (3 beams), black tentacles, shadow of moil

1/day each: contact other plane, maelstrom

### Actions

**Multiattack.** The void cephalop makes five attacks with its tentacles, uses Reel, and makes one attack with its sting.

**Sting. Melee Weapon Attack:** +7 to hit, reach 0ft., one target. **Hit** 22 (3d10 + 6) poison damage and 9 (2d8) necrotic damage. This sting attack can only be made when a creature is grappled by one of the tentacles.

**Tentacle. Melee Weapon Attack:** +7 to hit, reach 20 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, and the mind cephalop can't use the same tentacle on another target.

**Reel.** The void cephalop pulls each creature grappled by it up to 15 feet straight toward it.