GIANT SPYGLASS OCTOPUS

<div align="right">CREATURE 11</div>

| N | HUGE | ANIMAL | AQUATIC |

converted by VaranSL

Perception +19; low-light vision

Skills Acrobatics +22, Athletics +26, Stealth +22

Str +7, **Dex** +3, **Con** +5, **Int** -3, **Wis** +4, **Cha** -2

AC 31; **Fort** +22, **Ref** +20, **Will** +21

HP 195; **Resistances** cold 10

Speed 15 feet, swim 40 feet; compression

Melee ◆ arm +24 [+20/+16] (agile, reach 15 feet), **Damage** 2d8+12 bludgeoning plus Grab

Melee ◆ beak +24 [+19/+14], **Damage** 2d8+12 piercing plus giant octopus venom

Compression The octopus can move through a gap at least 2 feet wide without Squeezing, and can Squeeze through a gap at least 1 foot wide.

Constrict ◆ 1d8+12 bludgeoning

Giant Octopus Venom (poison); **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and flat-footed (1 round); **Stage 2** 3d6 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 3d6 poison damage, clumsy 2, and flat-footed (1 round)

Ink Cloud ◆ The octopus emits a cloud of black in a 30-foot emanation. This cloud has no effect outside of water. Creatures inside the cloud are undetected and can't use their sense of smell. The cloud dissipates after 1 minute. The octopus can't use Ink Cloud again for 2d6 rounds.

Jet ◆◆ (move) The octopus moves up to 200 feet in a straight line through the water without triggering reactions.

Writhing Arms ◆◆ The giant octopus makes up to four Strikes with different arms, each against a different target. Each attack counts separately for the octopus's multiple attack penalty, but the penalty doesn't increase the penalty until the octopus has made all the attacks. If the octopus subsequently uses the Grab action, it can Grab any number of creatures it hit with Writhing Arms.