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[Not all of the monsters in Age of Worms are tied directly to Kyuss. These guys were the creations of a mind flayer in the original module, but I could easily see them being created by any given mad scientist.]

### **Octopin**

*This purple creature resembles an octopus with a single eye in the middle of its bulbous body. Two of its tentacles are larger than the others, and end in serrated pincers.*

Octopins are aberrant subterranean creatures, believed to be the product of fleshwarping by such entities as drow or [zern](#). They make for excellent guards and scouts, as they have the ability to see through walls and doors with ease, and can detect invisible creatures. Most octopins are zealous in their patrols and violent in their assaults against intruders, and octopins are seldom used if their masters want to take live prisoners.

Octopins are asexual creatures that lay a single ivory-hued egg approximately once a year. The young is typically raised by its parent, and it takes a month of voracious feeding for the creature to swell to full size. Octopins are carnivorous, but their mouth (located in the center of their tentacle mass) is small and unsuited for tearing flesh. The octopin compensates by shredding prey into tiny chunks for easy consumption.

An octopin is about five feet across, with its tentacles reaching another five feet. Their skin color ranges through the cooler end of the spectrum, and blue, green and violet octopins are all known.

**Octopin**                      **CR 6**

**XP 2,400**

LE Medium aberration

**Init** +7; **Senses** darkvision 60 ft., penetrating vision, Perception +14

Defense

**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

**hp** 67 (9d8+27)

**Fort** +6, **Ref** +6, **Will** +6

**Immune** electricity, *slow* effects, visual illusions

Offense

**Speed** 30 ft., climb 20 ft.

**Melee** 2 claws +10 (1d8+3)

**Space** 5 ft.; **Reach** 10 ft.

**Special Attacks** rend (1d8+4), slowing gaze

Statistics

**Str** 17, **Dex** 16, **Con** 17, **Int** 8, **Wis** 11, **Cha** 16

**Base Atk** +6; **CMB** +9; **CMD** 22 (30 vs. trip)

**Feats** Alertness, Combat Reflexes, Improved Initiative, Step Up, Weapon Focus (claw)

**Skills** Acrobatics +11, Climb +16, Escape Artist +11, Perception +14, Sense Motive +7, Stealth +11; **Racial Modifiers** +4 Perception

**Languages** Undercommon (cannot speak)

Ecology

**Environment** underground

**Organization** solitary or pod (2-7)

**Treasure** incidental

Special Abilities

**Penetrating Vision (Su)** An octopin can see through up to 2 feet of wood or earth, six inches of stone or metal, or one inch of lead as if it were not there. It is immune to the visual components of figments or glamor spells, and can see invisible creatures. It still requires line of effect in order to use its slowing gaze on an opponent.

**Slowing Gaze (Su)** *Slow* (as the spell) for 1d6 rounds, 30 ft., Will DC 17 negates. The save DC is Charisma based.