A chamrol is an elemental creature that seems to blend qualities of a plant, animal, and mineral. It is immobile, existing only in areas that border both the elemental plane of Earth and the Positive energy plane, where it spends all of its time feeding on positive energy. Anyone traveling to this border zone is likely to encounter one or more of these creatures, which grow profusely throughout this area.

The chamrol is a spindly thing, composed mostly of lead and other very dense metals. The creature's exterior is studded with crystalline outcroppings, and has mineral roots that extend deep into the minerals of the elemental plane. The chamrol's scaly central stalk is covered with dozens of writhing tentacles that protrude from between the mica-like scales. The creatures are very long, at least 5 feet in length and often as long as 100 feet.

**COMBAT**

Chamrols attack with their tentacles, slapping and attempting to grapple opponents.

**Energy Burst (Su):** Once per day, the chamrol can generate a cone of energy to a range of 100 feet. A creature caught in the area takes $1d4+5$ points of damage unless it makes a successful Reflex save (DC 14). A chamrol deals $+1$ point of damage per HD it possesses.

**Improved Grab (Ex):** To use this ability, the chamrol must hit an opponent of up to Medium-size with a tentacle attack. If it gets a hold, it can constrict.

**Constriction (Ex):** A chamrol deals $1d6$ points of damage with a successful grapple check against Medium-size or smaller creatures.

**Acid Vulnerability (Ex):** Chamrols take double damage from acid.

**Elemental:** Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

**GREATER CHAMROL**
The greater chamrol appears as the standard chamrol, only larger. It ranges in HD from 16 to 48 (16-24 HD are Large, 24-36 HD are Huge, and 37+ HD chamrols are Gargantuan). Use the chart in the front of the MM for advancing creatures by size.