Tentacled Horror (Zargon)

**Huge Aberration**

**HD:** 12d8+36 (90 hp)

**Init:** -2 (Dex)

**Speed:** 30 ft.

**AC:** 20 (-2 size, -2 Dex, +14 natural)

**Attacks:** 6 tentacles +11 melee, bite +6 melee

**Damage:** Tentacle 1d6+4, bite 3d8+2

**Face/Reach:** 10 ft. × 10 ft./10 ft.

**Special Attacks:** Improved grab, constrict 1d6+6, rend 2d6+6

**Special Qualities:** Tremorsense, SR 15, reform body

**Saves:** Fort +7 Ref +2 Will +13

**Abilities:** Str 18 Dex 6 Con 17 Int 14 Wis 16 Chr 18

**Skills:** Bluff +12, Intimidate +11, Knowledge (arcana) +10, Listen +10, Sense Motive +10, Spot +10

**Feats:** Cleave, Great Cleave, Iron Will, Power Attack

**Climate:** Underground

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Always Chaotic evil

**Advancement:** 13-24HD (Huge); 25-36HD (Gargantuan)

Ancient and evil, a tentacled horror is a monstrosity from the unknown depths of the earth. Exuding a foul oily slime wherever it goes, a tentacled horror has a powerful humanoid torso that ends in six thick tentacles rather than legs. These tentacles enable it to move about with surprising speed and agility. Sprouting from the torso are an additional six whip-like tentacles tipped in cruel barbs. Most horrifying of all, however, is the face. A tentacled horror has a vaguely reptilian head with a single, huge eye. Above the eye is a glistening black 2-foot long horn - the very source of the tentacled horror’s essence. As long as its horn remains intact it is immortal. The mouth of a tentacled horror is a yawning chasm of sharp teeth eager to sink into living flesh.

Once ensonced as ruler-deity, a tentacled horror is content to remain in one place to be cared for by its subjects. A tentacled horror that has been in power for some time will be surrounded by a pool of its own slime and the scattered bones of its victims.

**COMBAT**

A tentacled horror attacks first with its tentacles, ripping and tearing at it’s opponent with the sharp barbs at the tip. Any grappled opponent is immediately bitten.

**Improved Grab (Ex):** To use this ability, the tentacled horror must hit a Medium-size or smaller opponent with at least two tentacle attacks. If it gets a hold, it can constrict, rend, or make an automatic bite attack the following round as a free action.

**Constrict (Ex):** A tentacled horror deals 1d6+6 points of damage with a successful grapple check against Medium-size or smaller creatures.

**Rend (Ex):** With a successful grapple check, a tentacled horror latches onto the opponent’s body and tears the flesh. This attack automatically deals an additional 2d6+6 damage.

**Reform Body (Su):** As long as its horn remains intact, a tentacled horror can completely regenerate its body over a period of time. If brought to -10 hit points, a tentacled horror’s consciousness enters its horn and remains there. The horn will regenerate the body at a rate of 1 hit point per week until the tentacled horror is back to full strength. A tentacled horror horn is practically indestructible, and can only be destroyed by sources of extreme heat such as molten lava. Obviously, the healing process of a tentacled horror is far too slow to be effective in combat.

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