



Image © Heather Frazier

[When this monster was originally written, there were only two images of a carcolh online, one of which was woefully inaccurate and the other was fetish art. Nowadays, with the growth of interest in obscure mythological creatures having somewhat expanded, there's several good images out there. But none I like as much as this one.]

Carcolh

What you thought was a hill moves, revealing itself to be the shell of an immense creature combining the features of a serpent and a snail. It has four beady eyes on stalks, and seven amazingly long tentacles surround its gaping maw. Rivers of thick slime pour from beneath its shell and along its body.

Carcolhs are enormous and voracious creatures combining the features of mollusks and snakes. Nearly mindless, these creatures spend most of their lives in wait for prey. Carcolhs lie still and tuck away their heads, disguising themselves as a grassy hill. From this "hill" they extend their tentacles to snatch up approaching creatures. When not hunting, carcolhs sleep in wide-mouthed caves, often carved from the rock by the acid they constantly secrete. Nothing natural survives for long near a carcolh's den.

Solitary creatures, carcolhs are never found in each other's company. Carcolhs reproduce asexually only once or twice in their immensely long life-spans. Carcolh eggs are laid in a gelatinous cocoon deep beneath the earth, and the young immediately attempt to consume their brothers and sisters upon hatching. Thus, only one or two of the strongest larvae survive and grow to their final immense proportions, a feat which takes centuries.

A carcolh grows to seventy feet long and its shell is 30 feet in diameter. Their shell and tentacles are covered in innumerable tiny filaments which serve as sensory organs, allowing the carcolh to feel vibrations in the ground and air. They are excellent swimmers and climbers despite their bulk,

and can burrow through even the toughest rock using their acidic slime.

Carcolh CR 20

XP 307,200

N Colossal aberration

Init +2; **Senses** blindsight 60 ft., darkvision 120 ft., Perception +19, tremorsense 200 ft.

Defense

AC 35, touch 0, flat-footed 35 (-8 size, -2 Dex, +35 natural)

hp 400 (32d8+256); fast healing 20

Fort +20, **Ref** +8, **Will** +20

DR 15/adamantine; **Immune** acid, disease, mind-influencing effects, poison; **Resist** cold 20, fire 20;

SR 31

Offense

Speed 30 ft., climb 20 ft., swim 40 ft., burrow 10 ft.

Melee bite +31 (4d6+14/19-20 plus 6d6 acid plus grab), 7 tentacles +29 (2d8+7 plus pull)

Space 30 ft.; **Reach** 30 ft. (120 ft. with tentacles)

Special Attacks acidic adhesive, breath weapon (120 foot cone, 20d6 acid damage, Reflex DC 34 half, once every 1d4 rounds), pull (tentacle, 80 feet), swallow whole (4d6+21 plus 6d6 acid damage, AC 27, hp 40)

Statistics

Str 38, **Dex** 7, **Con** 27, **Int** 3, **Wis** 14, **Cha** 6

Base Attack +24; **CMB** +46 (+50 grapple); **CMD** 62 (cannot be tripped)

Feats Cleave, Critical Focus, Defensive Combat Training, Great Fortitude, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Great Fortitude, Improved Vital Strike, Multiattack, Power Attack, Staggering Critical, Stunning Critical, Vital Strike, Weapon Focus (bite, tentacles)

Skills Climb +27, Perception +19, Stealth +19, Swim +27; **Racial Modifiers** +20 Stealth

Languages Terran (cannot speak)

SQ slime trail

Ecology

Environment any land or underground

Organization solitary

Treasure none

Special Abilities

Acidic Adhesive (Ex) any weapon that strikes a carcolh must succeed a DC 32 Reflex save or be stuck fast. Creatures striking a carcolh with natural weapons or touch spells must succeed a DC 32 Reflex save or be automatically grappled. Creatures so grappled do not cause the carcolh to be treated as grappling. Any creature or object stuck takes 6d6 points of acid damage per round. A DC 32 Strength check can pry a stuck weapon loose, as can *universal solvent*. The adhesive of a carcolh becomes brittle and useless a minute after the creature dies. The save DC is Constitution based

Slime Trail (Ex) a carcolh exudes an enormous quantity of sticky acidic slime, causing all land movement within a 40 foot radius of the carcolh to be reduced to one quarter normal speed. Any creature moving through or standing in a carcolh's slime takes 6d6 points of acid damage per round. A carcolh ignores all movement penalties exacted by its own slime. A carcolh's slime persists for one minute after the carcolh moves more than 40 feet away from it.