

# Grasping Tentacles:

When this chest is opened, 3 huge tentacles will burst forth and attack the one who opened it. The following is the stat sheet for the Grasping Tentacles:

# Encounter type: Grasping Tentacles

# Encountered: 3

Attacks per turn: 3 (one attack each).

Attack types / Damage per successful attack: 3 Tentacle Strikes, each causing 1-D12 x12 damage.  
See: "Special".

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x3

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x6

D20 roll needed to have **Treasure** / # of treasure items found: 14+ / 1-D6 +2

Defense: 17

Experience: 200 each.

Life-points: 600 each.

Offense: +7

Region: Volcanic Wilderland Tomb of Unrest.

Special: Clutching Doom: When a tentacle causes maximum damage, it will drag its victim into the chest. When this happens, the Grasping Tentacles will all attack the victim in the chest, gaining an additional +7 to strike (+14 offense total). To get free of the chest, the victim must kill one of the tentacles.