

TEKENU

CREATURE 6

UNCOMMON

NE

SMALL

UNDEAD

Converted by VaranSL

Perception +12; lifesense 60 feet

Skills Acrobatics +15, Stealth +15

Str +1, **Dex** +5, **Con** +0, **Int** -4, **Wis** +2, **Cha** +4

AC 23; **Fort** +10, **Ref** +17, **Will** +12

HP 66 (negative healing); **Immunities** death effects, disease, grappled, paralyze, poison, prone, restrained, unconscious ; **Resistances** all 5 (except force or positive); **Weaknesses** positive 9

Speed 10 feet, fly 30 feet

Melee ♦ slam +17 [+13/+9] (agile, finesse), **Damage** 2d6+5 bludgeoning

Canopic Consumption ♦♦♦ (concentrate, manipulate) The tekenu consumes a single organ from the body of a helpless or dead humanoid. This organ must either be magically preserved, a living creature, or a creature that has been dead no longer than 3 days. Only one organ may be harvested from each body, with all others destroyed in the process. Each organ consumed grants the tekenu a unique ability as below. A tekenu typically has 1d4 of the following abilities, based on the most recent organs the creature had absorbed. Even when the tekenu has absorbed all four organs detailed below, it still hungers for more.

Intestines The tekenu can Grab when it makes a successful strike. In addition, the tekenu gains the action Constrict ♦ 1d6+5 bludgeoning, DC 23

Liver The tekenu's slam attacks inflict a poison.

Liver Poison (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 (1 round); **Stage 3** drained 3 (1 round).

Lungs The tekenu can spend a single action with the Interact trait and expel most of the air and moisture from its form, turning into a pile of desiccated viscera. While in this form, the tekenu gains a +3 status bonus to Hide checks. In addition, it's fly speed increases to 60 feet.

Stomach The tekenu's slam Strike deals an additional 1d6 acid damage.