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MEDIUM

ABERRATION

Perception +14; darkvision, all-around vision

Skills Acrobatics +8, Athletics +15, Stealth +8

Str +6, **Dex** +2, **Con** +4, **Int** -5, **Wis** +2, **Cha** +2

AC 20; **Fort** +11, **Ref** +8, **Will** +11

HP 72

Speed 15 feet, climb 15 feet

Melee ♦ stinger +14 (reach 10 feet), **Damage** 2d6+5 piercing plus Tentamort Venom

Melee ♦ tentacle +14 (agile, reach 10 feet), **Damage** 2d6+5 bludgeoning plus grab (maximum one creature grabbed and tentacle cannot be used again while a creature is grabbed)

Constrict ♦ 1d6+5 bludgeoning, DC 21. Only one creature at a time can be grabbed and therefore constricted.

Feast ♦ **Requirements** The Tentamort has grabbed an immobile creature (paralyzed, unconscious or dying) that has taken poison damage

Effect The Tentamort drinks the liquified organs of that creature. The creature is drained 1 and takes 1d6+5 damage, and the Tentamort gains temporary Hit Points equal to the damage dealt. The drained condition persists until the creature receives any sort of healing.

Implant Eggs ♦ **Requirements** a creature is grabbed and immobile (paralyzed, unconscious or dying).

Effect the Tentamort lays eggs in that creature exposing it to the Tentamort disease.

Tentamort Venom Saving Throw DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round);

Stage 2 1d6 poison and drained 1. The tentamort venom liquifies the victim's internal organs into a rancid slurry.

Tentamort Disease Saving Throw Fortitude DC 18; **Stage 1** drained 1 (1 week); **Stage 2** drained 2 (1 week);

Stage 3 6d6 damage, 3d6 hand size tentamorts emerge (disease ends)

This dark blue creature has a conical body covered in angry red eyes and numerous tentacles, two of which are longer than the rest.

Tactics Once a tentamort has grabbed prey, it tends to focus entirely on that creature, ignoring attacks upon it from other sources. Once it has feasted on a prey and implanted eggs in it, it moves on to the next victim.