

# TENTAMORT

## CREATURE 4

**N****MEDIUM****ABERRATION**

**Perception** +14; darkvision

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

**Str** +3, **Dex** +2, **Con** +5, **Int** -5, **Wis** +2, **Cha** +2

**AC** 20 (all-around vision); **Fort** +11, **Ref** +8, **Will** +11

**HP** 72

**Speed** 15 feet, climb 15 feet

**Melee** ♦ strike +14 (reach 10 ft.), **Damage** 2d6+5 piercing plus tentamort venom

**Melee** ♦ strike +14 (agile, reach 10 ft.), **Damage** 2d6+5 bludgeoning plus Grab

**Constrict** ♦ 1d6+5 bludgeoning, DC 21

**Blood Drain** ♦ **Requirements** The Tentamort has a creature grabbed with the restrained or immobilized condition that has taken damage from Tentamort Venom **Effect** The Tentamort drinks the blood and liquified organs of the grabbed creature. The creature takes 1d6+5 damage and is drained 1, and the Tentamort gains temporary Hit Points equal to the damage dealt. The drained condition persists until the creature receives healing of any kind or amount.

**Implant Eggs** ♦ **Requirements** The Tentamort has a creature grabbed with the immobilized condition **Effect** The Tentamort implants eggs under the skin of the grabbed creature, exposing it to Tentamort Disease.

**Tentamort Venom** (poison)

**Saving Throw** DC 18 Fortitude;

**Maximum Duration** 6 rounds;

**Stage 1** 1d6 poison (1 round);

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

**Tentamort Disease** (disease)

**Saving Throw** Fortitude DC 18

**Stage 1** drained 1 (1 week);

**Stage 2** drained 2 (1 week);

**Stage 3** 6d6 piercing damage as 3d6 hand size Tentamorts emerge from within the victims body. The disease then ends.

The drained condition cannot be removed until the disease is cured or runs its course.