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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)

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

Reposition ♦ **Requirements** The Tentamort has grabbed an immobile creature (paralyzed, unconscious or dying) beyond 5 feet.

Effect the creature is moved adjacent to the Tentamort.

Feast ♦ **Requirements** The Tentamort has grabbed an adjacent and 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** an adjacent creature is grabbed and immobile (paralyzed, unconscious or dying).

Effect the Tentamort lays eggs in that creature exposing it to the Tentamort disease, and then releases that creature..

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.