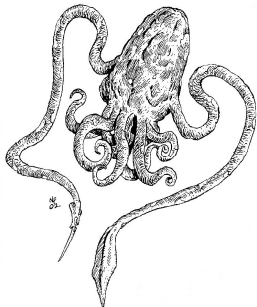


Tentamort – Knowledge(Dungeoneering) DC18



- Tentamorts are thought to have arrived on the Material Plane through a tear in the planar fabric. They are rarely encountered above ground, preferring the darkness of underground caverns and dungeons. The tentamort resembles a squid. Its body is a small, 3-foot diameter sphere of gray, hard flesh. Two 10-foot long tentacles protrude from the upper half of its body while eight 2-foot long tentacles hang from the bottom of its spherical body (it uses these for movement only). Of the two large tentacles, the left ends in a squid-like appendage and the right in a long, needle-sharp barb.
- Type: Medium aberration
- Weapons: Tentacle(10ft reach at least); Sting(plus liquefy organs)
- Special Qualities: Blindsight 30 ft.
- Special Attacks: Improved Grab; Liquefy Organs

Improved Grab(Ex): To use this ability, a tentamort must hit an opponent no larger than one size category larger than itself (Large foes for most tentamorts) with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it establishes a hold, it can constrict and gains a bonus on sting attacks made against the grappled foe. The tentacles can be attacked directly with slashing weapons in an attempt to release a held individual.

Liquefy Organs(Su): A creature stung by a tentamort is injected with an acidic enzyme that quickly dissolves internal organs. The victim must make a successful Average to Tough Fortitude save or take Constitution damage on the round he is stung, and again on the following round. A victim stung more than once never has to save more than once per round, and despite the total number of stings, the lingering danger persists only for one additional round.