TENTAMORT

Small Aberration
Hit Dice: 4d8+4 (22 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 5 ft, climb 5 ft
AC: 19 (+1 size, +1 Dex, +7 natural)
Attacks: 2 tentacle slaps +4 melee
Damage: Tentacle slap 1d4+2
Face/Reach: 5 ft by 5 ft/5 ft (10 ft with tentacle)
Special Attacks: Improved grab, constrict, liquefy organs
Special Qualities: Blindsight
Saves: Fort +2, Ref +2, Will +4
Abilities: Str 15, Dex 12, Con 12, Int 1, Wis 10, Cha 6
Skills: Climb +10, Hide +10, Move Silently +6
Feats: Improved Initiative
Climate/Terrain: Any marsh and underground
Organization: Solitary or brood (2-5)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-7 HD (Small); 8-12 HD (Medium-size)

Tentamorts are weird, alien creatures distantly related to squids. They make their homes deep within the confines of dismal swamps or dungeon corridors near doorways and overhangs.

The tentamort appears as a small, 3-foot sphere of gray-green flesh covered in a chitinous shell. Two 10-foot long tentacles protrude from the upper body. The leftmost tentacle resembles that of a squid. The rightmost tentacle ends in an ivory, needle-like projection. Eight smaller tentacles protrude from the lower body (these are used for movement only). Tentamorts have no eyes, ears, or mouth, but instead, use their entire body to detect living creatures near that come near it.

COMBAT
A tentamort clings to the ceiling waiting for its prey to pass nearby. When a living creature comes within 10 feet, the tentamort attacks. It uses its leftmost tentacle to grab an opponent and its rightmost tentacle to inject a deadly acid into the victim that dissolves the victim’s internal organs.

A tentamort that loses a tentacle will attempt to retreat unless it is extremely hungry.

Improved Grab (Ex): To use this ability, the tentamort must hit an opponent of up to Large size with a tentacle attack. If it gets a hold it can constrict or deal Constitution damage depending on which tentacle hits.

Constrict (Ex): A tentamort deals 1d4+2 points of damage with a successful grapple check against Large or smaller creatures when using its leftmost tentacle. A tentamort will constrict its prey until either it or its prey is killed or the tentacle is severed.

A single attack with a slashing weapon that deals at least 10 points of damage severs a tentacle (AC 17). A severed tentacle regenerates in one week.

Liquefy Organs (Su): On a successful grapple check that does not provoke an attack of opportunity, the tentamort grabs and holds its prey with its rightmost tentacle and inserts the needle-like projection into the victim, injecting its acidic-saliva into the wound. The saliva liquefies the
victim’s muscles and organs allowing the tentamort to suck them through the hollow needle.

This attack deals 1d6 points of temporary Constitution each round the hold is maintained and for 1d3 rounds after the needle is removed. At Constitution 0 the creature dies. A heal, lesser restoration, miracle, remove disease, restoration, or wish will halt the Constitution damage after the needle has been removed.

A tentamort will hold its prey until either it or its prey is killed or the tentacle is severed (see above).

**Blindsight (Ex):** Tentamorts have no visual organs but can ascertain all foes within 30 feet using body heat and vibration.

The Tentamort first appeared in the 1e FF (1981).