

# OPTIONAL WARLOCK FEATURE: SUMMON TENTACLES

Your patron grants you an additional boon. By mentally reaching out to your patron (as if concentrating on a spell), you gain the ability use an action to summon tentacles from another plane of existence. For a maximum duration of 1 minute, the tentacles manifest in an unoccupied space that you can see within a range of 30 ft. A tentacle disappears when it drops to 0 hit points or when the effect ends. The tentacle is an ally to you and your companions. In combat, the tentacle shares your initiative count, but it takes its turn immediately after yours. It obeys your mental commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger. Once you have used this feature, you cannot use it for three days.

At 3<sup>rd</sup> Warlock level, you gain the ability to summon 1d4 Tentacles. These tentacles each have 5 hit points. At 5<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup> Warlock level, each tentacle gains an additional 5 hit points. At eleventh Warlock level, you lose this ability. Instead, you gain the ability to summon 1 Greater Tentacle.



## Tentacle

*Small aberration, unaligned*

**Armor Class** 11

**Hit Points** 5 (1d6 + 2)

**Speed** 20 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (0)	1 (-5)	8 (-1)	3 (-4)

**Damage Immunities** psychic

**Condition Immunities** blinded, deafened, charmed, frightened, exhausted

**Senses** blindsight 10 ft, passive perception 10

**Languages** It understands one language you speak.

**Challenge** 1/4 (50 XP)

**Slam.** Melee Weapon Attack: +4 to hit, reach 5 ft, one

creature. Hit: 1d6 + 2 bludgeoning damage.

## Greater Tentacle

*Large aberration, unaligned*

**Armor Class** 12

**Hit Points** 50 (7d12 + 5)

**Speed** 30 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	1 (-5)	10 (0)	3 (-4)

**Damage Immunities** psychic

**Condition Immunities** blinded, deafened, charmed, frightened, exhausted

**Senses** blindsight 30 ft, passive perception 10

**Languages** It understands one language you speak.

**Challenge** 4 (1,100 XP)

**Multiattack.** The tentacle makes two slam attacks.

**Slam.** Melee Weapon Attack: +6 to hit, reach 15 ft, one creature. Hit: 1d10 + 4 bludgeoning damage.

On a hit, the Tentacle can use a bonus action to Constrict.

**Constrict.** Constrict. Grapple Attack. On a success, the target is grappled (escape DC 16). Until the grapple ends, the creature is restrained, and the tentacle cannot slam or constrict another target. A constricted target takes an additional 1d6 bludgeoning damage at the start of its turn.

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