

Abandoned Arts Presents:

Spell Power

Black Tentacles



Feats and plot hooks for the *Black Tentacles* spell.

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SPELL POWER: BLACK TENTACLES

Presented below are several feats and exciting plot hooks centered around a unifying theme: the black tentacles spell. These spells were first featured in the Pathfinder® Roleplaying Game: Core Rulebook and is referenced [here](#) for your convenience.

SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

DISARMING TENTACLES [SPELL POWER]

Tentacles that you conjure may thrash opponents' weapons away.

Prerequisites: ability to cast *black tentacles*, caster level 11th

Benefit: Creatures that begin their turns grappled by a *black tentacles* spell that you cast may be disarmed by the spell's tendrils. At the start of each grappled creature's turn, the *black tentacles* may attempt to disarm that creature of a single randomly-determined held object, such as a wand, weapon, or shield. The tentacles' combat maneuver bonus for this attempt is unchanged.

GRASPING TENTACLES [SPELL POWER]

Tentacles that you conjure draw opponents toward the center of the mass.

Prerequisites: ability to cast *black tentacles*, caster level 11th

Benefit: Large or smaller creatures that begin their turns grappled by a *black tentacles* spell that you cast are automatically pulled 5 ft. toward the center of the spell's area of effect (unless the intervening space is blocked or occupied by another creature or object).

TAME TENTACLES [SPELL POWER]

You can exert a limited form of control over your black tentacle spell.

Prerequisites: ability to cast *black tentacles*

Benefit: You can exert control over a *black tentacles* spell that you cast, prohibiting the tentacles from attacking or grappling you until the end of your next turn. Taming the *black tentacles* in this way is a move action. This action automatically fails if you are already being grappled by the tentacles when you attempt to exert this control. You may not exempt other creatures from the *black tentacles*' attacks, nor may you command the tentacles to take specific actions.

TRACTABLE TENTACLES [SPELL POWER]

Your control over the black tentacles spell is near-complete.

Prerequisites: ability to cast *black tentacles*, Tame Tentacles

Benefit: As a move action, you can command a *black tentacles* spell that you cast to release a grappled creature, depositing the creature at the edge of the spell's radius. The creature to be deposited must be willing – a creature that chooses to struggle or resist remains grappled.

Additionally, whenever you use your Tame Tentacles feat to exempt yourself from the tentacles' attacks, you may also ignore the difficult terrain imposed by the radius of the

spell until the end of your next turn, tentacles writhing out of your path to allow you passage through the squirming mass.

VICIOUS TENTACLES [SPELL POWER]

Tentacles that you conjure are especially destructive.

Prerequisites: ability to cast *black tentacles*, caster level 9th

Benefit: At your option, the damage that a *black tentacles* spell that you cast deals to creatures that it succeeds in grappling is increased to 1d8+4.

BLACK TENTACLES PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *black tentacles* spell into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

- A cursed *ring of freedom of movement* bears a deceitful purpose of alien design: the ring functions normally until the wearer enters the area of a *black tentacles* spell – at which point magic of the ring is suppressed!
- A devious gauntlet of deadly traps and hazards includes a *black tentacles* trap accompanied by *cloudkill* and *stinking cloud* spells. Gauntlet-runners are ensnared by the indestructible tentacles as the acrid and poisonous cloud spells slowly melt the flesh from their bones.
- A villainous conjurer uses *dazing black tentacles* (see the *Dazing Spell* feat in the *Pathfinder® Roleplaying Game: Advanced Player's Guide*) to utterly confound and debilitate his opponents.
- A mysterious merchant from a far-off dimension sells strange black seeds to market-goers. When planted, the seeds sprout writhing *black tentacle* vines overnight. Though haz-

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