

# GHELARN

## CREATURE 2

RARE N LARGE ABERRATION EXTRATERRESTRIAL

**Perception** +11; darkvision, tremorsense 30 feet

**Skills** Athletics +8, Stealth +5 (+15 in deserts)

**Str** +4, **Dex** +1, **Con** +3, **Int** -4, **Wis** +2, **Cha** -4

**Hibernate** When food is scarce, a ghelarn can burrow into the sand and fill its porous carapace with sticky secretions that quickly harden to seal the creature from the elements. While nestled like this a ghelarn doesn't have to eat or drink, and remains in a hibernating state until it senses another living creature within 10 feet, at which point it dissolves the seals over its carapace over one minute.

**AC** 17; **Fort** +8, **Ref** +5, **Will** +11

**HP** 32; **Resistances** fire 5; **Weaknesses** sonic 5

**Carapace** The ghelarn's shell can be sundered to prevent it from using the Retract action. The shell has Hardness 5, 40 HP and a BT of 20.

**Speed** 20 feet, burrow 5 feet

**Melee** ♦ tentacle +11 (reach 10 feet), **Damage** 1d6+3 bludgeoning plus Grab

**Retract** ♦ The tentacles retract into its hardened carapace, giving the ghelarn a +4 circumstance bonus to AC. The only actions the ghelarn can take during this time is to Burrow downwards, and Interact to leave its shell.

**Ensnaring Tendrils** ♦♦ The ghelarn secretes a sticky fluid a few feet below itself and in a 10 foot emanation, turning the ground into difficult terrain for one round. When a creature starts its turn in this area, it must make a DC 16 basic Reflex save or take 2d6 acid damage as feeder stalks attempt to digest its prey.