

ORCHAMUS

CREATURE 10

UNIQUE**N****LARGE****BEAST**

Converted by VaranSL

Perception +21; darkvision, tremorsense (imprecise) 60 feet

Languages Common, Girtablilu, Osiriani

Skills Athletics +23, Crafting +17, Intimidation +20, Nature +19, Religion +17, Stealth +19, Survival +19, Osirion Lore +17

Str +7, **Dex** +5, **Con** +7, **Int** +3, **Wis** +5, **Cha** +4

Items +1 *striking glaive*, leather armor

AC 31; **Fort** +23, **Ref** +19, **Will** +19

HP 221

Hunting Stalker 🔄 The girtablilu keeps pace with its enemies. When a foe within the girtablilu moves, the girtablilu Strides up to its speed, following the foe and keeping it in reach throughout its movement until it stops moving or the girtablilu has moved its full Speed.

Speed 40 feet

Melee ♦️ glaive +24 [+19/+14] (deadly d8, forceful, reach), **Damage** 2d8+15 slashing

Melee ♦️ pincer +23 [+19/+15] (agile), **Damage** 2d8+13 piercing plus Grab

Melee ♦️ stringer +23 [+18/+13] (reach 10 feet), **Damage** 2d6+13 piercing plus girtablilu venom

Constrict ♦️ 2d8+8 bludgeoning, DC 27

Desert Stride A girtablilu ignores natural difficult terrain in the desert.

Girtablilu Venom (poison); **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and enfeebled 1 (1 round); **Stage 2** 4d6 poison damage and enfeebled 1 (1 round); **Stage 3** 4d6 poison damage and enfeebled 2 (1 round)