

HrAR

Large Orc (Shepherd/Druid), Source: Primal

Armor Class 20 (natural armor)

Hit Points 116 (20d8 + 26)

Speed 60 ft., climb 60 ft., fly 60 ft. (hover), swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	13 (+1)	19 (+4)	13 (+1)

Saving Throws Str +6, Con +6, Int +4, Wis +7

Skills Animal Handling +10, Arcana +4, History +4, Insight +7, Medicine +7, Nature +7, Perception +7

Damage Vulnerabilities acid, fire

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 20 ft., darkvision 120 ft., tremorsense 20 ft., truesight 20 ft., passive Perception 17

Languages All

Challenge 5 (1,800 XP)

Call of the Wild. HrAR can magically command and speak with any animal or plant within 120 feet of it, using a limited telepathy or speech. The plant or animal can understand and respond as if they share a language. This feature is always active.

Lockpicking. HrAR has advantage on slight-of-hand ability checks and can add WIS modifier to the roll.

Intelligent Weapon. No one other than HrAR may hold the Depth Charge Spear. It cannot be disarmed should HrAR choose to keep holding it.

Water Breathing. HrAR can breathe underwater.

Water Walk. HrAR can walk on water if they choose.

Wind Step. HrAR doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Demiplane (Recharges after a Long Rest). HrAR uses a magic action to open a doorway to a private demiplane. They may select up to 10 creatures they can see and enter the doorway. The demiplane contains a grove with food water and resting places. It exists for a period of 24 hours and then any occupants are ejected where the doorway was placed. Anything created in the demiplane disappears once it exits the door or when the demiplane collapses.

ACTIONS

Depth Charge Spear Strike. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 90/300 ft., one target. *Hit:* (2d12 + 6) magical piercing damage and (1d6) cold damage.

Elemental Burst (Recharge 5–6). HrAR can use a magic action to exhale ice in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) ice damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Healing Touch (4/day). HrAR uses his bonus action to touch another creature. The target magically regains 13 (2d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Living Net. HrAR uses his bonus action to command his familiar to strike out and grapple a creature within 10 feet. The targeted creature must make a DC 12 Dexterity saving throw, On a failed save the creature is grappled and takes 2d4 poison damage. On a save the creature is not grappled and takes half as much poison damage.

REACTIONS

Launch Stride (Recharges after a Short or Long Rest). As a reaction HrAR may teleport to a spot it can see within 120 feet putting itself in between an attacker and another creature. The attack occurs against HrAR instead.

LEGENDARY ACTIONS

HrAR can take 3 legendary actions choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orc regains spent legendary actions at the start of its turn.

Abyssal Charm (Recharge 5–6). HrAR uses his legendary action to cast the charm spell on up to 3 humanoids they can see within 100 feet. Each target must make a Wisdom saving throw DC 13. If it fails the target is charmed until the end of HrAR's next turn or until it is damaged.

Shepherd's Command (Recharge 5–6). HrAR uses his legendary action to cast the command spell on up to 3 plants/creatures they can see within 100 feet. Each target must make a Wisdom saving throw DC 13. On a save nothing happens.

Call of the Elements (Recharge 5–6). HrAR uses a legendary action to create an ice storm with a 30 foot radius on a point they can see. Each creature in that area must make a DC 12 Dexterity saving throw, On a failed save the creature is knocked prone. The area becomes difficult terrain until the start of HrAR's next turn. Perception checks and concentration checks in this area have disadvantage.

Wave Of Thunder. HrAR uses a legendary action to cast the tidal wave spell.

Depth Stride. HrAR uses his legendary action to enter any body of water wide enough to fit him and magically teleport to another pool that he has visited before in the same realm.