

Hrarr

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 60 ft.

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

Saving Throws Str +5, Con +5, Int +3, Wis +6

Skills Animal Handling +8, Arcana +3, History +3, Insight +6, Medicine +6, Nature +5, Perception +6

Damage Vulnerabilities fire

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 20 ft., darkvision 60 ft., tremorsense 60 ft., truesight 20 ft., passive Perception 16

Languages All

Challenge 3 (700 XP)

Call of the Wild. Hrarr 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. Hrarr has advantage on slight of hand ability checks and can add WIS modifier to the roll.

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

Resilient Hide. Hrarr receives a plus 10 bonus to its armour class when it is not wearing any armour.

Water Breathing. Hrarr can breathe underwater.

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

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

ACTIONS

Depth Charge Spear. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 90/300 ft., one target. *Hit:* (3d12 + 6) magical piercing damage and (1d8) cold damage.

Elemental Burst (Recharge 5-6). Hrarr exhales 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.

Call of the Elements. Hrarr can use a magic action to create an ice storm within 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 Hrarr's next turn. Perception checks and concentration checks in this area have disadvantage.

BONUS ACTIONS

Depth Stride (Recharge 5-6). Hrarr can use its bonus action can enter any body of water wide enough to fit it and magically teleport to another pool that it has visited before in the same realm.

Healing Touch (4/day). The Hrarr or its familiar touches another creature. The target magically regains 26 (4d8 + 8) hit points and is freed from any curse, disease, poison, blindness, or deafness.

REACTIONS

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

LEGENDARY ACTIONS

Hrarr 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 (Recharges after a Short or Long Rest). Hrarr casts the charm spell on 1-3 plants/creatures/humanoids they can see within 100 feet. It must make a Wisdom saving throw DC 13. If it fails the saving throw, it is charmed by you until the spell ends or until it is damaged by Hrarr ally. The charmed creature regards you as a friend. When the spell ends, the creature knows it was charmed by you.

Demiplane (Recharges after a Short or Long Rest). Hrarr may 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.

Primal Transformation (Recharges after a Short or Long Rest). Hrarr transforms using polymorph into any CR 6 or lower animal that it has seen before. Hrarr gains the use of that animal's actions and abilities and loses the ability to use Hrarr's weapon actions. It uses Hrarr's HP and gains 40 temp HP when in this form. Any equipment it is wearing or carrying is transformed along with it. It reverts to its true form if it dies or is knocked unconscious or uses a bonus action to drop the form. Hrarr can speak and communicate and use its magical abilities while in this form.