

ORMANDAR

CREATURE 8

UNIQUE

NE

MEDIUM

HUMANOID

AQUATIC

MERFOLK

converted by VaranSL

Perception +16; low-light vision

Languages Aquan, Common

Skills Athletics +18 (+20 to Swim), Nature +14, Survival +16

Str +6, **Dex** +4, **Con** +5, **Int** +2, **Wis** +4, **Cha** +3

Items +1 striking trident

AC 26; **Fort** +17, **Ref** +14, **Will** +18

HP 138

Speed 5 feet, swim 30 feet

Melee ♦ trident +20 [+15/+10] (magical), **Damage** 2d8+11 piercing

Ranged ♦ trident +18 [+13/+8] (magical, thrown 20 feet), **Damage** 2d8+11 piercing

Melee ♦ jaws +22 [+17/+12], **Damage** 2d12+15 piercing plus Grab

Primal Prepared Spells DC 24, attack +16 ; **3rd** *crashing wave, fear, heal, wall of wind*;

2nd *barkskin, dispel magic (×2), enlarge*; **1st** *fleet step, heal, magic fang, tether*;

cantrips (3rd) *electric arc, detect magic, guidance, light, read aura*

Change Shape ♦ (concentrate, polymorph, primal, transmutation) Ormandar changes into his humanoid or animal shape. In humanoid shape, Ormandar uses his original humanoid size and loses his jaws attack. In animal shape, he becomes a large great white shark and his size changes to Large, he gains the jaws attack, and loses his weapon Strikes and spellcasting ability.

His equipment is absorbed into his animal shape, and if he dies while in animal shape, he reverts back to his humanoid shape.