

## MERFOLK REGENT

Small or Medium • Humanoid (Merfolk) • Any Alignment

**Armor Class** 17

**Initiative** +6 (16)

**Hit Points** 135 (18d8 + 54)

**Speed** 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	16 (+3)	18 (+4)	19 (+4)

**Saving Throws** Int +6, Wis +7, Cha +7

**Skills** History +6, Insight +7, Perception +7, Persuasion +7

**Gear** holy symbol

**Senses** blindsight 60 ft. (while submerged), passive Perception 17

**Languages** Common, Primordial (Aquan), Sylvan

**CR** 8 (XP 3,900 or 5,000 in lair, PB +3)

**Amphibious.** The merfolk can breathe air and water.

**Ocean's Resilience (1/Day, 2/Day in Lair).** If the merfolk fails a saving throw, it can choose to succeed instead. When it does so, its Wave Controller trait's area is reduced by 10 feet until it finishes a long rest.

**Siren's Majesty.** When the merfolk casts a spell or changes the effect of its *control water* spell, *Wisdom Saving Throw*: DC 15 each creature of the merfolk's choice in a 30-foot emanation originating from it that can see it. *Failure*: The target becomes charmed until the end of their next turn. *Success*: The target becomes immune to this effect for 24 hours.

**Wave Controller.** Ranged attacks against the merfolk and creatures of its choice in a 20-foot emanation originating from the merfolk have disadvantage. Creatures must be submerged in water to be affected.

### ACTIONS

**Multiattack.** The merfolk makes two attacks, using Wave Blade and Moon Ray in any combination.

**Wave Blade.** *Melee or Ranged Spell Attack*: +7, reach 5 ft or range 30 ft. *Hit*: 8 (1d8 + 4) slashing damage plus 4 (1d8) radiant damage.

**Moon Ray.** *Dexterity Saving Throw*: DC 15, one creature within 120 feet of the merfolk that it can see. *Failure*: 9 (2d8) radiant damage.

**Lunar Rejuvenation (1/Day, or 2/Day in Lair).** The merfolk regains 22 (5d8) hit points and ends the blinded, deafened, and poisoned conditions on itself.

## MERFOLK REGENT — WEAKER

**Armor Class** 15

**Initiative** +5 (15)

**Hit Points** 97 (15d8 + 30)

**Speed** 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	14 (+2)	16 (+3)	17 (+3)

**Saving Throws** Int +5, Wis +6, Cha +6

**Skills** History +5, Insight +6, Perception +6, Persuasion +6

**Gear** holy symbol

**Senses** blindsight 30 ft. (while submerged), passive Perception 16

**Languages** Common, Primordial (Aquan), Sylvan

**CR** 5 (XP 1,800 or 2,300 in lair, PB +3)



**Spellcasting.** The merfolk casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *control water*, *create or destroy water*, *water breathing*

1/day: *conjure elemental* (water only)

### LEGENDARY ACTIONS

**Legendary Action Uses:** 3 (4 in Lair). Immediately after another creature's turn, the merfolk can expend a use to take one of the following actions. The merfolk regains spent legendary actions at the start of its turn.

**Currents' Favor.** The merfolk chooses one creature within 120 feet of it. The target can use its reaction to move up to its speed, provided the target uses its speed to swim. Optionally, the merfolk chooses a hostile creature and halves its swim speed until the end of its next turn.

**Moon Ray.** The merfolk uses its Moon Ray.

**Rolling Wave.** The merfolk forms a rolling 30-foot-wide and 10-foot-high wave of water in front of it. The wave then moves 50 feet in the direction the merfolk chooses. *Strength Saving Throw*: DC 15, each creature in that area. *Failure*: The target takes 11 (2d10) bludgeoning damage and is knocked prone. *Success*: Half damage. *Failure or Success*: The merfolk can't take this action again until the start of its next turn.

**Amphibious.** The merfolk can breathe air and water.

**Ocean's Resilience (1/Day, 2/Day in Lair).** If the merfolk fails a saving throw, it can choose to succeed instead. When it does so, its Wave Controller trait's area is reduced by 10 feet until it finishes a long rest.

**Siren's Majesty.** When the merfolk casts a spell or changes the effect of its *control water* spell, *Wisdom Saving Throw:* DC 14 each creature of the merfolk's choice in a 30-foot emanation originating from it that can see it. *Failure:* The target becomes charmed until the end of their next turn. *Success:* The target becomes immune to this effect for 24 hours.

**Wave Controller.** Ranged attacks against the merfolk and creatures of its choice in a 20-foot emanation originating from the merfolk have disadvantage. Creatures must be submerged in water to be affected.

## ACTIONS

**Multiattack.** The merfolk makes two attacks, using Wave Blade and Moon Ray in any combination.

**Wave Blade.** *Melee or Ranged Spell Attack:* +6, reach 5 ft or range 30 ft. *Hit:* 8 (1d10 + 3) slashing damage.

**Moon Ray.** *Dexterity Saving Throw:* DC 14, one creature within 120 feet of the merfolk that it can see. *Failure:* 7 (2d6) radiant damage.

**Lunar Rejuvenation (1/Day, or 2/Day in Lair).** The merfolk regains 13 (3d8) hit points and ends the blinded, deafened, and poisoned conditions on itself.

## MERFOLK REGENT — STRONGER

**Armor Class** 19

**Hit Points** 153 (18d8 + 72)

**Speed** 10 ft., swim 50 ft.

**Initiative** +8 (18)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+3)	18 (+4)	20 (+5)	21 (+5)

**Saving Throws** Int +8, Wis +9, Cha +9

**Skills** History +8, Insight +9, Perception +9, Persuasion +9

**Gear** holy symbol

**Senses** blindsight 60 ft. (while submerged), passive Perception 19

**Languages** Common, Primordial (Aquan), Sylvan

**CR** 11 (XP 7,200 or 8,400 in lair; PB +4)

**Spellcasting.** The merfolk casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *control water*, *create or destroy water*, *water breathing*

## LEGENDARY ACTIONS

**Legendary Action Uses:** 3 (4 in Lair). Immediately after another creature's turn, the merfolk can expend a use to take one of the following actions. The merfolk regains spent legendary actions at the start of its turn.

**Currents' Favor.** The merfolk chooses one creature within 120 feet of it. The target can use its reaction to move up to its speed, provided the target uses its speed to swim. Optionally, the merfolk chooses a hostile creature and halves its swim speed until the end of its next turn.

**Moon Ray.** The merfolk uses its Moon Ray.

**Rolling Wave.** The merfolk forms a rolling 30-foot-wide and 10-foot-high wave of water in front of it. The wave then moves 50 feet in the direction the merfolk chooses. *Strength Saving Throw:* DC 14, each creature in that area. *Failure:* The target takes 7 (2d6) bludgeoning damage and is knocked prone. *Success:* Half damage. *Failure or Success:* The merfolk can't take this action again until the start of its next turn.



**Amphibious.** The merfolk can breathe air and water.

**Ocean's Resilience (2/Day, 3/Day in Lair).** If the merfolk fails a saving throw, it can choose to succeed instead. When it does so, its Wave Controller trait's area is reduced by 10 feet until it finishes a long rest.

**Siren's Majesty.** When the merfolk casts a spell or changes the effect of its *control water* spell, *Wisdom Saving Throw*: DC 17 each creature of the merfolk's choice in a 30-foot emanation originating from it that can see it. *Failure*: The target becomes charmed until the end of their next turn. *Success*: The target becomes immune to this effect for 24 hours.

**Wave Controller.** Ranged attacks against the merfolk and creatures of its choice in a 30-foot emanation originating from the merfolk have disadvantage. Creatures must be submerged in water to be affected.

## ACTIONS

**Multiattack.** The merfolk makes two attacks, using Wave Blade and Moon Ray in any combination.

**Wave Blade.** *Melee or Ranged Spell Attack*: +7, reach 5 ft or range 30 ft. *Hit*: 14 (2d8 + 5) slashing damage plus 7 (2d6) radiant damage.

**Moon Ray.** *Dexterity Saving Throw*: DC 17, one creature within 120 feet of the merfolk that it can see. *Failure*: 10 (3d6) radiant damage.

**Lunar Rejuvenation (1/Day, or 2/Day in Lair).** The merfolk regains 22 (5d8) hit points and ends the blinded, deafened, and poisoned conditions on itself.

**Spellcasting.** The merfolk casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17):

At will: *control water*, *create or destroy water*, *water breathing*

2/day: *conjure elemental* (water only)

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the merfolk can expend a use to take one of the following actions. The merfolk regains spent legendary actions at the start of its turn.*

**Currents' Favor.** The merfolk chooses one creature within 120 feet of it. The target can use its reaction to move up to its speed, provided the target uses its speed to swim. Optionally, the merfolk chooses a hostile creature and halves its swim speed until the end of its next turn.

**Moon Ray.** The merfolk uses its Moon Ray.

**Rolling Wave.** The merfolk forms a rolling 40-foot-wide and 15-foot-high wave of water in front of it. The wave then moves 50 feet in the direction the merfolk chooses. *Strength Saving Throw*: DC 17, each creature in that area. *Failure*: The target takes 16 (3d10) bludgeoning damage and is knocked prone. *Success*: Half damage. *Failure or Success*: The merfolk can't take this action again until the start of its next turn.