

# MERFOLK TIDECALLER

Small or Medium • Humanoid (Merfolk) • Any Alignment

**Armor Class** 14

**Initiative** +2 (12)

**Hit Points** 66 (12d8 + 12)

**Speed** 10 ft., swim 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 12 (+1) | 12 (+1) | 16 (+3) | 12 (+1) |

**Saving Throws** Wis +5

**Skills** Arcana +3, Religion +3

**Gear** holy symbol

**Senses** passive Perception 12

**Languages** Common, Primordial (Aquan)

**CR** 3 (XP 700; PB +2)



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

**Flowing Movement.** While submerged in water, the merfolk doesn't provoke opportunity attacks.

**Water-Coated Skin.** The merfolk has advantage on checks to avoid and escape grapples or restraints.

## ACTIONS

**Multiattack.** The merfolk makes two Water Blast attacks. It can replace one of those attacks with an Aqua Bomb or Create Rapid.

**Water Blast.** *Melee or Ranged Spell Attack:* +5, reach 5 ft. or range 120 ft. *Hit:* 12 (2d8 + 3) bludgeoning damage.

**Aqua Bomb (2/Day).** *Constitution Saving Throw:* DC 13, each creature in a 15-foot-radius sphere centered on a point the merfolk can see within 60 feet. *Failure:* 10 (3d6) bludgeoning damage, and the target is pushed 10 feet away from the point. *Success:* Half damage.

**Create Rapid (2/Day).** The merfolk creates a 5-foot-wide and 5-foot-high rapid. It chooses a starting point it can see within 30 feet of it and an end point within 30 feet of the start point. *Strength Saving Throw:* DC 13, each creature in that line (a creature can voluntarily fail the save). *Failure:* The target is pushed as close to the endpoint as possible.

## REACTIONS

**Deflecting Flow.** *Trigger:* The merfolk or a creature within 10 feet of it is hit by a ranged attack roll while being submerged in water. *Response:* The merfolk adds 2 to its or the target's AC against that attack, possibly causing it to miss.

# MERFOLK TIDECALLER — WEAKER

**Armor Class** 13

**Initiative** +1 (11)

**Hit Points** 27 (6d8)

**Speed** 10 ft., swim 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 10 (+0) | 11 (+0) | 14 (+2) | 12 (+1) |

**Skills** Arcana +2, Religion +2

**Gear** holy symbol

**Senses** passive Perception 11

**Languages** Common, Primordial (Aquan)

**CR** 1/2 (XP 100; PB +2)



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

**Flowing Movement.** While submerged in water, the merfolk doesn't provoke opportunity attacks.

**Water-Coated Skin.** The merfolk has advantage on checks to avoid and escape grapples or restraints.

## ACTIONS

**Water Blast.** *Melee or Ranged Spell Attack:* +4, reach 5 ft. or range 90 ft. *Hit:* 6 (1d8 + 2) bludgeoning damage.

**Aqua Bomb (1/Day).** *Constitution Saving Throw:* DC 12, each creature in a 10-foot-radius sphere centered on a point the merfolk can see within 60 feet. *Failure:* 4 (1d8) bludgeoning damage, and the target is pushed 10 feet away from the point. *Success:* Half damage.

## REACTIONS

**Deflecting Flow.** *Trigger:* The merfolk or a creature within 10 feet of it is hit by a ranged attack roll while being submerged in water. *Response:* The merfolk adds 2 to its or the target's AC against that attack, possibly causing it to miss.

# MERFOLK TIDECALLER — STRONGER

**Armor Class** 16

**Initiative** +3 (13)

**Hit Points** 110 (17d8 + 34)

**Speed** 10 ft., swim 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 16 (+3) | 14 (+2) | 14 (+2) | 18 (+4) | 14 (+2) |

**Saving Throws** Dex +6, Int +5, Wis +7

**Skills** Arcana +5, Religion +5

**Gear** holy symbol

**Senses** passive Perception 13

**Languages** Common, Primordial (Aquan)

**CR** 6 (XP 2,300; PB +3)



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

**Flowing Movement.** While submerged in water, the merfolk doesn't provoke opportunity attacks.

**Water-Coated Skin.** The merfolk has advantage on checks to avoid and escape grapples or restraints.

## ACTIONS

**Multiattack.** The merfolk makes two Water Blast attacks. It can replace one of those attacks with an Aqua Bomb or Create Rapid.

**Water Blast.** *Melee or Ranged Spell Attack:* +7, reach 5 ft. or range 120 ft. *Hit:* 17 (3d8 + 4) bludgeoning damage.

**Aqua Bomb (2/Day).** *Constitution Saving Throw:* DC 15, each creature in a 20-foot-radius sphere centered on a point the merfolk can see within 60 feet. *Failure:* 18 (4d8) bludgeoning damage, and the target is pushed 10 feet away from the point. *Success:* Half damage.

**Create Rapid (2/Day).** The merfolk creates a 5-foot-wide and 5-foot-high rapid. It chooses a starting point it can see within 30 feet of it and an end point within 30 feet of the start point. *Strength Saving Throw:* DC 15, each creature in that line (a creature can voluntarily fail the save). *Failure:* The target is pushed as close to the endpoint as possible.

## REACTIONS

**Deflecting Flow.** *Trigger:* The merfolk or a creature within 10 feet of it is hit by a ranged attack roll while being submerged in water. *Response:* The merfolk adds 3 to its or the target's AC against that attack, possibly causing it to miss.