

MERFOLK WAVEHUNTER

Small or Medium • Humanoid (Merfolk) • Any Alignment

Armor Class 12

Initiative +2 (12)

Hit Points 32 (5d8 + 10)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills Perception +3

Gear trident

Senses passive Perception 13

Languages Common, Primordial (Aquan)

CR 1 (XP 200; PB +2)

Amphibious. The merfolk can breathe air and water.

ACTIONS

Multiattack. The merfolk makes two Trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +4, reach 5 ft or range 20/60 ft. *Hit:* 7 (1d10 + 2) piercing damage. *Hit or Miss:* When the merfolk throws its trident, it magically swims back to it, provided the trident is in water.

Tidal Surge (Recharges after a Rest). *Strength Saving Throw:* DC 12, each creature in a 30-foot cone submerged in water. *Failure:* The target is pulled or pushed (the merfolk's choice) up to 15 feet.

REACTIONS

Tail Counter. *Trigger:* The merfolk is hit by an attack from a creature within 5 feet of it. *Response - Dexterity Saving Throw:* DC 12, the attacker. *Failure:* The target is knocked prone, if it was swimming and can't get up this turn anymore.



MERFOLK WAVEHUNTER — WEAKER

Armor Class 11

Initiative +1 (11)

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Gear trident

Senses passive Perception 12

Languages Common, Primordial (Aquan)

CR 1/8 (XP 25; PB +2)

Amphibious. The merfolk can breathe air and water.

ACTIONS

Trident. *Melee or Ranged Weapon Attack:* +3, reach 5 ft or range 20/60 ft. *Hit:* 5 (1d8 + 1) piercing damage. *Hit or Miss:* When the merfolk throws its trident, it magically swims back to it, provided the trident is in water.

Tidal Surge (1/Day). *Strength Saving Throw:* DC 11, each creature in a 30-foot cone submerged in water. *Failure:* The target is pulled or pushed (the merfolk's choice) up to 10 feet.

REACTIONS

Tail Counter. *Trigger:* The merfolk is hit by an attack from a creature within 5 feet of it. *Response - Dexterity Saving Throw:* DC 11, the attacker. *Failure:* The target is knocked prone, if it was swimming and can't get up this turn anymore.



MERFOLK WAVEHUNTER — STRONGER

Armor Class 13

Initiative +3 (13)

Hit Points 75 (10d8 + 30)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	11 (+0)	15 (+2)	12 (+1)

Skills Perception +4

Gear trident

Senses passive Perception 14

Languages Common, Primordial (Aquan)

CR 4 (XP 1,100; PB +2)



Amphibious. The merfolk can breathe air and water.

ACTIONS

Multiattack. The merfolk makes two Trident attacks. The merfolk can replace one of these attacks with a use of Tidal Surge if available.

Trident. *Melee or Ranged Weapon Attack:* +5, reach 5 ft or range 20/60 ft. *Hit:* 14 (2d10 + 3) piercing damage. *Hit or Miss:* When the merfolk throws its trident, it magically swims back to it, provided the trident is in water.

Tidal Surge (Recharges after a Rest). *Strength Saving Throw:* DC 12, each creature in a 30-foot cone submerged in water. *Failure:* The target is pulled or pushed (the merfolk's choice) up to 20 feet.

REACTIONS

Tail Counter. *Trigger:* The merfolk is hit by an attack from a creature within 5 feet of it. *Response - Dexterity Saving Throw:* DC 13, the attacker. *Failure:* The target is knocked prone, if it was swimming and can't get up this turn anymore.