



## Mermaids

No monstrosity of the sea is as famous as the mermaid. This vile atrocity's charming song has served as a death sentence to countless crews. One by one, all hear the song and succumb to its call. What may originally look like a beautiful maiden to a gullible eye quickly turns to a horrid sight once the song is drowned out. But by the time the song is drowned out, the lungs are too...

**Ruthless Tricksters.** Very similar in their behavior to fey, mermaids love to play tricks on any sailing vessel they encounter. However, the nature of their pranks is much more dangerous than that of most fey beings. Mermaids find that the most entertaining of tricks is driving men mad, either by making themselves look too beautiful to ever forget or by feasting upon the bodies of sailors eager to swim towards them. Either way, they never return home to their wives, a fact which most mermaids delight upon.

**Devoid on the Inside.** Though they may find joy from acts of violence or cruelty, the mermaids hardly have an emotional or mental process. Rather, this joy is an instinct, a physical response. At their core, mermaids are unredeemable and soulless creatures. They thrive on charming, tricking, killing, but their mental process is akin to that of an animal, despite their otherwise humanoid appearance.

## MERMAID

Medium monstrosity (mermaid), chaotic evil

**Armor Class** 14 (natural armor)

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

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	18 (+4)

**Skills** Deception +6, Performance +6, Persuasion +6

**Damage Resistances** thunder

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Aquan, Common, Deep Speech

**Challenge** 3 (700 XP)

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

**Devouring Love.** The mermaid has advantage on attack rolls against creatures that are charmed by it and scores critical hit against them on a roll of 19 or 20.

### ACTIONS

**Multiattack.** The merrow makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

**Enthralling Song (Recharge 5-6).** The mermaid hums a debilitatingly beautiful song. Each creature within 120 feet that can hear it must succeed on a DC 14 Wisdom saving throw or be charmed by the mermaid. While charmed the target is incapacitated and must use all its movement on its turn to move closer to the mermaid, regardless of hazards. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The song lasts for 10 minutes or until the mermaid ends it willingly (no action required), falls unconscious, or loses concentration (as if concentrating on a spell).

**Evermist, Ever Stronger.** Even before the Evermist rose over the sea, mermaids were a massive threat to most sailors. Creatures such as these, charming, brutal, and relentless, were the main reason people kept watch at sea. Now, with the Evermist laying itself over lifeless waters, the powers of the monstrosities have only grown. Some have gotten corrupted, turned into even more vile versions of themselves, while others simply enjoy the plethora of fog that hides their true nature.

**Paranoia and Prize.** As most sailors have heard of entire ships brought down below due to maybe one or two mermaids, crews have begun taking precautions. As such, the mermaids have evolved, often pairing up and attacking ships in large numbers. If one's song is not alluring enough, maybe another will be just good enough. The chances of finding a single mermaid are slim, and even when found, it is easy to apprehend. Then, once captured, it can be sold as a means of torture or interrogation to particularly cruel mages or nobles.



ONE MERMAID IS BAD,  
BUT ONE WITH TWO HEADS  
IS A LOT WORSE



## TWO-HEADED MERMAID

Large monstrosity (mermaid), chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 119 (14d10 + 42)

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	12 (+1)	13 (+1)	21 (+5)

**Skills** Deception +8, Performance +11, Persuasion +8

**Damage Resistances** cold, thunder

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Aquan, Common, Deep Speech

**Challenge** 6 (2,300 XP)

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

**Devouring Love.** The mermaid has advantage on attack rolls against creatures that are charmed by it and scores critical hit against them on a roll of 19 or 20.

**Twin-Headed Magic.** The mermaid has advantage on saving throws made to maintain concentration on spells.

**Two Heads.** The mermaid has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, frightened, stunned, and knocked unconscious.

**Wakeful.** When one of the mermaid's heads is asleep, its other head is awake.

### ACTIONS

**Multiattack.** The mermaid makes two attacks: one with its bite and one with its claw. If at least 1 creature is currently charmed by its Enthralling Song, it can replace one attack with its Harmonious Control.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

**Enthralling Song (Recharge 4-6).** The mermaid hums a debilitatingly beautiful song. Each creature within 120 feet that can hear it must succeed on a DC 16 Wisdom saving throw or be charmed by the mermaid. While charmed the target is incapacitated and must use all its movement on its turn to move closer to the mermaid, regardless of hazards. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The song lasts for 10 minutes or until the mermaid ends it willingly (no action required), falls unconscious, or loses concentration (as if concentrating on a spell).

**Harmonious Control (Recharges on a Short or Long rest).** The mermaid's second head begins to sing on a magical key, affecting all creatures charmed by its Enthralling Song. The mermaid can give all charmed creatures a single order (the same for all creatures) which is a sentence. The order can continue for the duration of the charm. If the order can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. While obeying the order creatures aren't incapacitated by the Enthralling Song and can move freely. The command can be anything, regardless of if it brings harm to the charmed creature or has other negative effects.

### REACTIONS

**Enhancing Harmony.** When a creature within 120 feet of the two-headed mermaid makes a successful saving throw against any mermaid's Enthralling Song's ability, the mermaid's second head can amplify that mermaid's song. The creature must instead repeat the saving throw, only succeeding the saving throw if this second roll also succeeds.