

# A MEASURE OF MERROWS

## BESTIARY

### Sharpscale Armourclad

*Large monstrosity, neutral evil*

**Armour Class** 16 (merrow half plate)

**Hit Points** 75 (10d10 + 20)

**Speed** 5 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	11 (+1)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Merrow

**Challenge** 4 (1100 XP)

**Amphibious.** The sharpscale armourclad can breathe air and water.

#### ACTIONS

**Multiattack.** The sharpscale armourclad makes three melee attacks: one with its bite and two with its weapon.

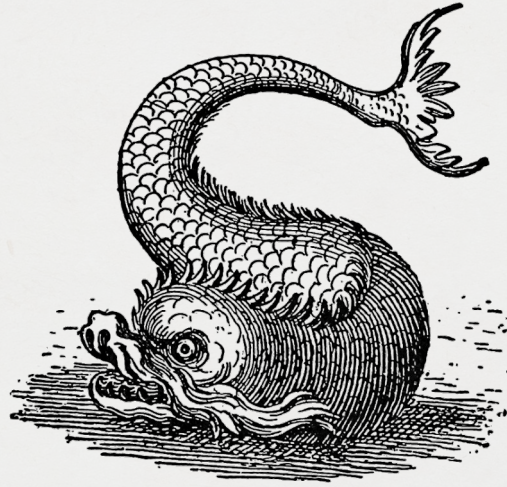
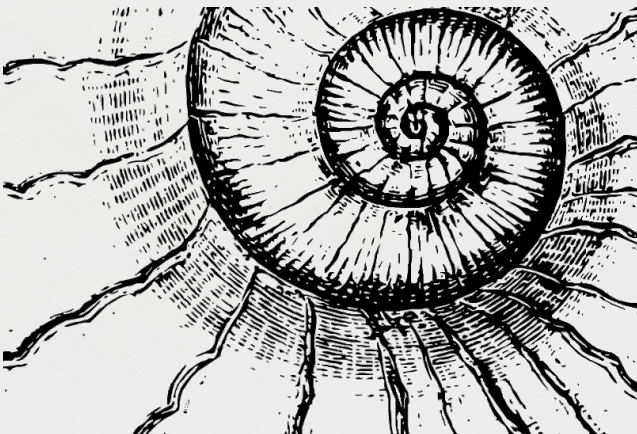
**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**Merrow Longsword.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

or

**Merrow Longaxe.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (2d4 + 4) slashing damage.

Even the merrows need to apply hard and direct force sometimes. This armoured terror of the depths brings their heaviest arms to the fray. Foolish the one to expect only squirming rogues or frail mages when traversing merrow controlled waterways. One is enough to be challenging, but when you meet three or four of them, be sure the merrows want you gone. It is fortunately rare to see more than one in one place.



### Inkspill Obscurer

*Large monstrosity, neutral evil*

**Armour Class** 14 (merrow light plate)

**Hit Points** 25 (3d10 + 8)

**Speed** 5 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	13 (+2)	12 (+1)	6 (-2)

**Skills** Stealth +3

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Common, Merrow

**Challenge** 2 (450 XP)

**Amphibious.** The inkspill obscurer can breathe air and water.

**Innate Spellcasting (1/Day).** The inkspill obscurer can innately cast darkness, requiring no material components. Its innate spellcasting ability is Intelligence. The darkness has a radius of 30 feet when cast underwater.

#### ACTIONS

**Multiattack.** The inkspill obscurer makes two melee attacks: one with its bite and one with its weapon.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

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

A blackhearted aquatic skulker, it casts about its inky blackness to conceal and confound. It's not often that it leaves the familiar gloom of the depths. All the more reason to take heed when sudden darkness descends on the pond where you wanted to water your steeds. In a fair fight the inkspill obscurer doesn't last long, and cowardly slithers into the murky depths before getting injured.

## Surf Skirmisher

*Large monstrosity, neutral evil*

**Armour Class** 13

**Hit Points** 35 (5d10 + 7)

**Speed** 10 ft., Swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	17 (+3)	13 (+1)	12 (+1)	13 (+1)	10 (+0)

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Merrow

**Challenge** 2 (450 XP)

**Amphibious.** The surf skirmisher can breathe air and water.

**Vault.** While swimming the surf skirmisher can make triple the distance of a normal long jump or high jump, provided it moved at least 10 feet immediately before the jump.

### ACTIONS

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) piercing damage.

**Bident.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage or 6 (1d6 + 3) piercing damage if used with two hands in melee.

Swimming at top speed through the dusk-covered waters, only to break the surf and strike from above. Their wicked bidents gleam in the light of the hungry moon as they leave the confines of the waterways and spread the water hazards to the drylanders. Often encountered in groups of three or more, with other merrows close by.

## Merrow Splashlurker

*Large monstrosity, neutral evil*

**Armour Class** 13

**Hit Points** 24 (3d10 + 8)

**Speed** 10 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	17 (+3)	14 (+2)	13 (+1)

**Skills** Stealth +3

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Common, Merrow

**Challenge** 2 (450 XP)

**Amphibious.** The merrow splashmage can breathe air and water.

**Innate Spellcasting.** The merrow splashmage's spellcasting ability is Intelligence. It can innately cast the following spells without material components:

At will: splash

3/day each: hex, snapswell

1/day: hold person, suggestion

### ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

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

Creeping along the banks or below light's reach, this merrow commands a few spells to harass its prey. Though not as adept as some of its more refined counterparts, it still poses a threat that it eagerly uses to extort and steal. Whether on its own or supporting other merrow cutthroats, care should be taken not to fall prey to its magicks.



## Depraved Bottomfeeder

*Large monstrosity, chaotic evil*

**Armour Class** 13

**Hit Points** 46 (6d10 + 13)

**Speed** 10 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	7 (-2)	8 (-1)	6 (-2)

**Skills** Stealth +3

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Common, Merrow

**Challenge** 3 (700 XP)

**Amphibious.** The depraved bottomfeeder can breathe air and water.

**Nourishing Bites.** When the depraved bottomfeeder deals damage with its bite action, it gains temporary hit points equal to one half of the damage dealt. The temporary hit points last until depleted or up to four hours.

### ACTIONS

**Multiattack.** The depraved bottomfeeder makes three melee attacks: one with its bite and two other melee attacks.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

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

**Bone Cudgel (Use only out of water).** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Even among the wicked merrows there are individuals so vicious as to be ousted to the darkest depths. These exiles value no laws or codes whatsoever, and seek only to gorge on what the waters send their way. Never mind if it's not yet dead. That's what the claws and razor sharp teeth are for.

# ITEMS

## Weapons and Armour

The merrows use a variety of melee weapons, often made by craftsmen from other species. Those are made of steel and iron, and apart from the very sparse decorations they are not special in any way.

There are several weapons unique to the merrows, and these are made in a style closer to their own aesthetic values. The materials also vary, with steel often being replaced by bone, shell, or coral. Merrow weapons reflect their worldview in style. Organic yet with sharp edges, often with spikes that are more than decorative.

For ranged combat the merrows prefer throwing their trusted spears, javelins, or bidents.

As for armour, the merrows are limited by their unique morphology. Yet they sometimes wear armour or its parts to protect their vital bodyparts. Vambraces, pauldrons, and tassets are common even with magic users.

For heavier protection the merrows don their light breastplates (AC 12) or halfplates (AC 14), together with a light open helmet. Shields are seldom used, as they would get in the way while swimming.

Simple melee weapons	Damage	Weight	Properties
Merrow shiv	1d4 piercing	1 lb.	Finesse, light
Merrow bident	1d4 piercing	2 lb.	Finesse, light, thrown (range 20/60), versatile (1d6)
Martial melee weapons	Damage	Weight	Properties
Merrow barbed spear	1d6 piercing	4 lb.	Reach, thrown (range 20/60), versatile (1d8)
Merrow longaxe	2d4 slashing	6 lb.	Heavy, reach, two-handed

## Magical Items

### Inkleister

Weapon (javelin or trident), uncommon

Stuck on this crude looking javelin or trident is a bizarrely shaped squid of garish colours. It seems to be alive though ran through. The weapon functions normally, except it has three charges that can be used to cast darkness on hit. One charge regenerates each midnight.

### Mindweir

Wondrous item, rare (requires attunement)

An unassuming wicker basket, tapering to a point on one end, the common shape of fish traps everywhere. When activated by its command word from up to 100 feet, the mindweir attempts to absorb a prepared spell from the nearest spellcaster in a radius of up to 15 feet. On a failed Wisdom saving throw one 2nd-level prepared spell is absorbed by the mindweir. If the target doesn't have any 2nd-level prepared spells, a 1st-level prepared spell is absorbed instead. The spell is chosen by the target. The mindweir can store exactly one spell of any level that can be used to cast spells instead of a corresponding spell slot. The stored spell dissipates at the next dawn.

### Oysterglint

Wondrous item, rare (requires attunement)

The oysterglint is worn on a byssus string around the neck. The nacre surface of the polished shell gleams with faint light even when there's no light source. Each day the oysterglint has one charge that can be used to cast blur on yourself, or blindness on up to three targets (as if cast using a 4th-level slot). The charge resets at dawn.

### Yokefin

Wondrous item, very rare

A severed and dried fin of a giant fish, the cut still caked with clumped blood. It is wound in tatters of a barbed fishing net. When activated it allows the user to cast dominate beast as a 5th-level spell once. The spell can target only aquatic beasts, whether it's fish, reptiles, or others. After use the fin crumbles into acrid dust or dissolves into smelly gunk. The merrows sometimes use such cruel devices to turn the wildlife against powerful foes.

# SPELLS

## Splash

1st-level conjuration

**Casting Time:** 1 action

**Range:** Self (15-foot cylinder)

**Components:** V, S

**Duration:** Instantaneous

You call upon the depths and conjure a ring of waves around yourself. Creatures in a 15-foot cylinder with you in its centre must make a Constitution saving throw. Those who fail take 1d8 bludgeoning and 1d6 cold damage, and are pushed 10 feet away. Succeeding halves the damage and the creatures aren't pushed. Loose objects in the effect cylinder are pushed away 15 feet. Everything in the area of 25 feet around you is soaked and any flames are extinguished. This distance is doubled on a solid surface, such as bedrock, paving, bricks, etc.

**At Higher Levels.** When cast using a spell slot of 2nd level or higher, the bludgeoning damage increases by 1d8 for each slot level above 1st.

## Snapswell

2nd-level conjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a cupful of water)

**Duration:** Instantaneous

With a swift upward swing you summon a powerful swell of water. It travels in a line 30 feet long and 5 feet wide in a direction of your choosing. Creatures in the line must make a Dexterity saving throw. Those who fail take 2d6 bludgeoning and 1d6 cold damage, and are knocked prone. Loose objects in the line of effect are pushed away 10 feet, everything is soaked and any flames are extinguished.

**At Higher Levels.** When cast using a spell slot of 2nd level or higher, the bludgeoning damage increases by 1d6 for each slot level above 2nd.

## Brainmuddle

3rd-level enchantment

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a tangle of strings)

**Duration:** Instantaneous

You start making kneading motions with your hands directed at the target. The target must make a Wisdom saving throw or have its brain scrambled. On failure it takes 2d6 psychic damage and loses one prepared 1st-level spell. The spell is chosen by the target. Succeeding halves the damage and no spell slot is lost.

**At Higher Levels.** When cast using a spell slot of 5th level or higher, the psychic damage increases by 1d6 and the spell targets spell slots one level higher for each two slots level above 3rd. If the target doesn't have any 2nd-level prepared spells, a 1st-level prepared spell is lost instead. Brainmuddle cast as a 7th-level spell will cause 4d6 psychic damage and target 3rd-level spell slots first.



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