



## Queen Leviathan

In the age-old annals of maritime lore, the ominous shadow of dread cast by the formidable death whale remains etched in the minds of sailors and scholars alike. This enigmatic leviathan of the depths has woven its name into the fabric of countless seafaring legends, its very presence sending shivers down the spines of even the most seasoned mariners. The merghoul, an enigmatic and reclusive aquatic civilization, hold a closely guarded secret, a pact with the death whale that has granted them an unparalleled dominion over the tempestuous waves.

Yet, it is a kingdom besieged by the relentless march of time. Death whale numbers are dwindling, their species stands at the precipice of oblivion; their once teeming numbers now reduced to a mere handful. The merghoul, recognizing the precariousness of this delicate balance, stand as steadfast custodians of their realm. The merghoul's alliance with the death whale extends beyond their own interests; it is a testament to their reverence for the interconnected web of life that thrives beneath the surface.

As the eons pass and the tides of fate continue their eternal ebb and flow, the merghoul endure with an unyielding resolve, their presence serving as an unwavering beacon of guardianship in a realm where the tapestry of life is intricately woven through alliances formed between the most disparate of creatures. This sacred truth is not merely etched in the annals of lore but resonates through every droplet of the ocean's expanse, every current that whispers secrets and stories as it dances along the underwater pathways. The merghoul understand, as if it were written in the very currents they navigate, that the threads of existence are bound together in a delicate ballet, where the fate of a single entity reverberates through the grand orchestra of the underwater world.

## Queen Leviathan

*Gargantuan whale, Chaotic evil*

**Armor Class** 14  
**Hit Points** 150 (11d20+60)  
**Speed** 0 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	19 (+4)	8 (-1)	12 (+1)	3 (-4)

**Senses** Blindsight 120 ft., Passive Perception 14  
**Languages** Common  
**Challenge** 9 (5000 XP)

**Echolocation.** The whale can't use its blindsight while deafened.

**Keen Hearing.** The whale has advantage on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Multiattack.** The whale makes two attacks: one with its bite and one with its tail.

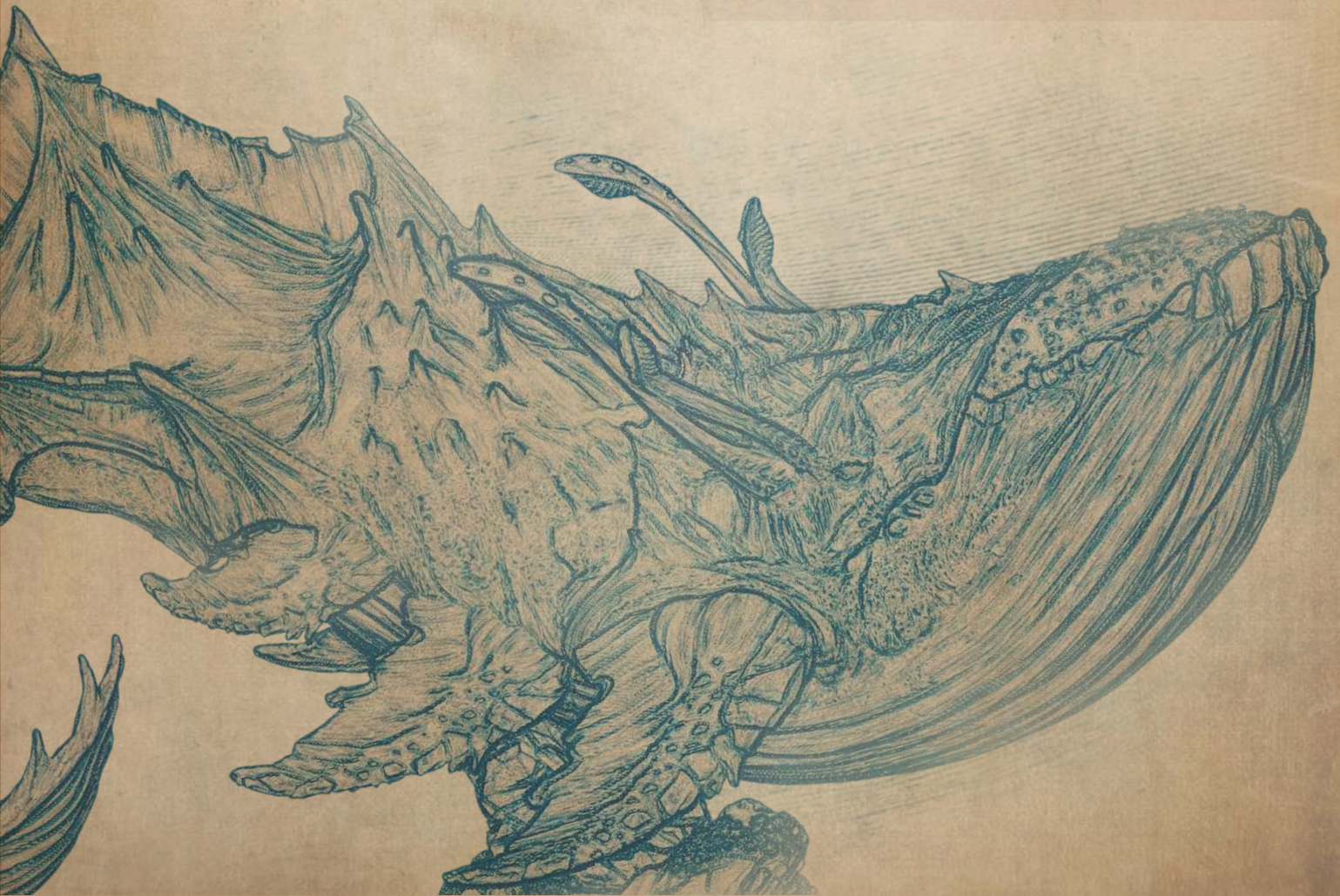
**Bite.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

**Tail.** Melee Weapon Attack: +13 to hit, reach 20 ft., one target. Hit: 16 (3d8 + 4) bludgeoning damage.

### LEGENDARY ACTIONS

The whale can take two ram attacks per battle at the end of another creature's turn.

**Ram.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 30 (4d8 + 12) bludgeoning damage.



## The Siren Queen

Beneath the ebony waves of the ocean realm, the merghouls find their inscrutable leader in the malevolent Siren Queen. Her presence is as beguiling as it is foreboding; a force of darkness that has guided her submerged kin through epochs of rebirth and conquest. The Siren Queen's origins trace back to a pivotal moment of perilous alchemy, when she orchestrated the crafting of the potion that would usher in a new era for her people. Her motives remain garbed in secrecy.

The Siren Queen is the embodiment of cunning and calculation, navigating the treacherous currents of power and war. Unlike rulers, who contently remain secluded in opulent chambers, the queen strolls into the very heart of battle, her siren song echoing through the tumult of the fight. Her laughter intermingles with the clash of weapons and the cries of those who oppose her, as if each battle is a symphony composed for her ears alone.

## QUEEN'S MOUNT

*Large beast, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 50 (8d12+5)

**Speed** 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

**Skills** Perception +2, Stealth +4

**Senses** Blindsight 10ft., Passive Perception 12

**Languages** -

**Challenge 2** (450 XP)

**Charge.** If the mount moves at least 15 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Water Breathing.** The mount can breathe only underwater.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one creature. Hit: 11 (2d6 +4) piercing damage.

## THE SIREN QUEEN

*Medium Undead, Lawful Evil*

**Armor Class** 17 (Half Plate)

**Hit Points** 72 (13d8+30)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	16 (+3)	12 (+1)	18 (+4)

**Saving Throws** Cha +4

**Skills** Arcana +6, Deception +9, Insight +3, Medicine +3, Perception +6, Performance +6, Sleight of Hand +7, Stealth +7, Survival +6

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Passive Perception 11

**Languages** Merghoul, Common

**Challenge 8** (3900 XP)

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

**Spellcasting.** The Queen is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The Queen has the following spells prepared

Cantrips (at will): light, mage hand, minor illusion, prestidigitation

1st level (4 slots): detect magic, protection from evil and good, magic missile, shield

2nd level (3 slots): locate object, mirror image, suggestion

3rd level (3 slots): dispel magic, clairvoyance, magic circle

4th level (1 slot): greater invisibility

### ACTIONS

**Multiattack.** The queen makes three attacks with her +1 spear.

**Spear.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 10 (1d12 + 4) piercing damage, or 12 (1d12 + 6) piercing damage while mounted.

**Undead Wail (1/Day).** The queen releases a mournful wail, provided that she is underwater. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 14 Intelligence saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.



## Deep Sea Valkyries

Amidst an encircling siege, the Aequor denizens sought salvation in a mystical elixir, hoping to triumph over adversaries. Yet, the brew's promise led to demise for most, birthing undead merghouls from survivors.

From beneath, these spectral beings arose, thirsting for dominion. No longer allies of the deep, their goal turned to enfolding all in their newfound darkness. Driven by vengeance and their undead nature, they swarmed the seas, leaving carnage. The ocean floor witnessed their march—a symphony of dread. The survivors bore this curse, reminders of the price for their quest. Thus, the merghouls spread their tenebrous campaign, beckoning all into their shadowed embrace.

A subtle yet fierce rebellion, orchestrated by nature, showcased resilience. The ocean's ecosystem, with its interconnected relationships, unveiled its power. And so, a new chapter unfolded—a dance between darkness and light that determined the submerged realm's fate.

## Deep Sea Valkyries

*Medium Undead, Lawful evil*

**Armor Class** 17 (Half plate)

**Hit Points** 42 (8d8+22)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	12 (+1)	12 (+1)	9 (-1)

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

**Skills** Perception +3

**Senses** Passive Perception 13

**Languages** Merghoul, Common

**Challenge** 4 (450 XP)

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

### ACTIONS

**Spear.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage, or 11 (1d12 + 5) piercing damage while mounted.

## SEA HORSE MOUNT

*Large beast, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 22 (3d10+6)

**Speed** 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

**Senses** Passive Perception 11

**Languages** -

**Challenge** 1/2 (100 XP)

**Charge.** If the mount moves at least 15 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Water Breathing.** The mount can breathe only underwater.

### ACTIONS

**Ram.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

