

Mermaid (CR 3)

Slipping in and out of the crashing waves, this beautiful woman has the lower torso of a long, slender fish.

XP 1200

CN Medium Aberration

Init +6; **Senses** Low-Light Vision, Blindsight 120ft; Perception +13

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 36 (6d8+12)

Fort +4, **Ref** +4, **Will** +6

Weakness water-dependent

OFFENSE

Speed 5 ft., swim 80 ft.

Melee 2 claws +6 (1d4+1 plus grab)

Special Attacks grab (+1 melee 1d6+1 plus toxin), toxin

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +4; **CMB** +5; **CMD** 17

Feats Improved Initiative, Skill Focus (Perception), Weapon Finesse

Skills Perception +13, Swim +10

Languages Aquan, Common (understand only)

SQ aberration traits, blindsight 120ft, hold breath

SPECIAL ABILITIES

Grab (Ex) A mermaid's grab attack works against creatures of a size equal to or smaller than the mermaid. A mermaid can bite the same round it establishes a hold. On any round thereafter that it maintains its hold, the mermaid can choose to release or bite the grappled target.

Hold Breath (Ex) A mermaid can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Toxin (Ex) A mermaid's bite secretes an anesthetizing toxin. A target hit by a mermaid's bite attack must succeed on a DC 14 Fortitude save or be paralyzed for 3d6 rounds. The save DC is Constitution-based.

Water-Dependent A mermaid's body requires constant submersion in fresh or salt water. Mermaids who spend more than one day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death within 4d6 hours.

ECOLOGY

Environment: any oceans

Organization: solitary, pair, pod (3-16)

Treasure: standard

Mermaids are aquatic creatures known through all manner of legends and lore. Half-woman, half-fish, these creatures rise up from the waves to lure men into their arms.

Some stories depicted mermaids as perilous creatures associated with floods, storms, shipwrecks, and drowning. In other folklore (or sometimes within the same folk tradition) they can be benevolent, bestowing boons or falling in love with humans. The mermaids of Soril drag many sailors down to a watery grave. Drawn to the surface by man-made light, singing sailors, and hunger, these scintillating mermaids entrance their prey before dragging them to the depths to devour them.

On the night of the full moon, all mermaids undergo a transformation into human form. Their land speed increases to 30 ft. and they lose their swim speed. A mermaid also loses the following special qualities until dawn of the following day: grab, hold breath, low-light vision, toxin, and water-dependent.

Prior to a full moon, mermaid pods will migrate to islands and coastal areas in order to avoid being caught in open waters during a full moon, lest they drown. This is also a time when many mermaids step upon land to find a suitable individual to mate with before slipping back out to sea.

The average lifespan of a mermaid ranges from about 17 years to about 25 years, with no significant difference between the average mermaid and a pod leader. The gestation period is around 11 to 12 months, during which time the mermaid is unaffected by the rise of the full moon, remaining in the waters throughout the gestation period. Typically, mermaids give birth to a single calf, which is born tail first in most cases.

Occasionally, a pod of mermaids will grow too large to adequately sustain itself or a member of the pod will undergo the transformation into a pod leader after returning to the seas after a full moon. At this time, the pod will split with half of its number remaining with the old pod leader, while the other half sets out with the newly transformed pod leader to find suitable hunting grounds.

Misc Notes

Lead by a "pod leader" with shapechanger subtype (mermaid - Medium alternate form, guardian - Large true form), - advanced (CR 6 &). Telepathy 100 ft. with other mermaids. Acts as "protector" and leader of the pod; more intelligent).

Pod Leader

Special Attacks captivating song

Captivating Song (Su) A mermaid's song has the power to infect the minds of those that hear it, calling them to the mermaid's side. When a mermaid sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same mermaid's song for 24 hours. A victim under the effects of the captivating song moves toward the mermaid using the most direct means available. If the path leads them into a dangerous area, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the mermaid simply swims and offers no resistance to the mermaid's attacks. This effect continues for as long as the mermaid sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Image References

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