

# Species, Breed: Mer, Vishna

Type: Not applicable.

Class: Monster (mammal)

Align: Good.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 3-D10

Experience points: 100 x level.

## Characteristics:

Awareness: 45

Charisma: 30

Constitution: 40

Coordination: 40 / 0 out of water (can only roll % dice to defend). See: "Special Abilities"

Dexterity: 30

Intelligence: 25

Mental-strength: 30

Strength: Males: 35, Females: 30

Wisdom: 25

## Movement:

Flying: 30      Flight can only be accomplished if this creature has the ability, spell, or item to do so.

Grounded:      2      If on land in natural form, movement will be difficult, and is accomplished by the Mer pulling him or herself along the ground. Many of the Mer will focus on abilities and spells that will allow them to change shape. This will allow them to not only move upon dry land, but mingle with strange societies, which they are ever curious and friendly with.

Swimming: 30      12      In humanoid form, while on land, movement will be normal.

Luck: 150

Oxygen-points: 90 This creature can breathe both air and water.

Blood-points: 120

### Attack descriptions:

Trident: 3

Damage: 3-D6 +3 (males) +2 (females)

Range: 1 space (5')

Attack type: Sharp

Defense: 40 Look at the note for "Coordination".

Offense: 30

Damage-Points: Roll 4-D12 +3 x level.

**Treasure: %Roll needed to have money and treasure:**

Copper: 10+ to have 1-D20

Bronze: 15+ to have 1-D20

Silver: 20+ to have 1-D20

Electrum: 30+ to have 1-D20

White-gold: 45+ to have 1-D20

Yellow-gold: 60+ to have 1-D20

Black-gold: 80+ to have 1-D20

Treasure item(s):

Common: 30+ to have 1-D4

UnCommon: 50+ to have 1-D6

Rare: 70+ to have 1-D4

Legendary: 90+ to have 1

Note:

The Vishna Mer will use all the items it possesses.

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature is half humanoid, half amphibian (from the waist down).

**Eye color:** Emerald-green.

**Eye shape:** Similar to an elf, though not quite so sharply slanted. The gaze of the Mer has been known to capture the hearts of a person deeply. Within the eyes of the Mer there seems to burn a calm energy.

**Hair color:** White, black, brown, etc. (discretion of the Game Master). The hair of this creature is fine, like soft strands of the finest silk. It is naturally straight and very long. Mer never cut their hair. A Mer's hair length often exceeds the entire length of their body.

**Height:** Females: 5'-4" / Males: 6'-0"

**Length:** Same as "Height".

**Skin color:** Emerald-green from the waist down. Beige above the waist

**Skin texture:** Scaly from the waist down. As a human above the waist.

**Posture:** Amphibian / Humanoid.

**Weight:** Females: 120 lbs. / Males: 140 lbs.

**Dislikes:** Disrespect for their environment. The Mer are ever at war with Veleighen and the Zendahr. Their hatred and malice knows no bounds. Since the Age of War, these two species have been the most bitter enemies.

**Disposition:** The Vishna Mer are a sea-race of humanoid, fish-like, creatures. They are very delightful to be around as their disposition is bright and cheery (almost as cheerful as the Water Nymph). The women are especially friendly, and will cautiously attempt to make friends with those not of their kind.

Vishna Mer will often times keep watch on ships from the depths, especially those that they are familiar with, and are on friendly terms with. If a ship sinks, the Vishna Mer will often rescue persons and take them to a safe place. If a shoreline is nearby they will take them there, and deliver them to the land. If there is no land nearby, they will be taken to a Vishna Mer civilization in the depths below until healing and safe transport can be arranged.

Vishna Mer care neither for the philosophy of following good or evil. They are unbiased. In plain words: Vishna Mer just simply are.

**Fears:** None.

**Habitat:** Ocean (Temperate).

**Immunities:** Water abilities and spells have no effect upon this creature.

**Life-span:** 500 years.

**Likes:** The Mer will often times (90% chance) have a Dolphin ally that will go with them everywhere they do. They love the open sea, and the endless exploration it offers.

**Needs:** Basic needs of life (food, water, shelter, etc.)

**Note:** None.

**Special Abilities: Breath of Life:** By a simple kiss, a Vishna Mer can give oxygen to a non-aquatic creature. This will last for 24 hours. Also, the cold of the sea, and the intense pressures of the deep will have no effect upon the creature who is currently under the influence of Breath of Life.

Vishna Mer can swim to incredible depths without the pressure of the sea hindering him or her. How deep is unknown to land-dwellers (and most sea inhabitants).

**Communion:** This creature can speak to all forms of sea-life (i.e., stingray, dolphin, eel, fish, shark, whale, etc.).

**Modification-points:** Each Mer will have modification-points as follows: 3-D20 +9 (for level 0), and then 2-D6 +1 modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

Special Defenses: None.

**Special Offenses:** None.

**Susceptibilities:** Electricity will cause x2 damage upon this creature.

**Weapon Susceptibility:** Rank-0 (or better) weapon to harm.