



“It’s mermay again!” © deviantArt user bruncikara, accessed at her gallery [here](#)

[Commissioned by [@wannabedemonlord](#), another creature from Arnhem Land. The yawkyawk or yawk yawk is one of the seemingly universal trope of mer-people in world mythology and folklore, as well as (now) in Pathfinder. There’s a lot of mechanical takes on them, but I figured that ambush predator was sufficiently unusual to warrant exploration.]

Yawkyawk

CR 5 CN Monstrous Humanoid

This creature is humanoid from the waist up, and has a long eely body from the waist down. Their hair is the color and texture of filamentous algae, and their skin is a mottled green. Their hands are clawed and their teeth a shark-like grin. Several long fins trail down its body.

Yawkyawks are freshwater kin to merfolk with shapeshifting powers and a hunger for flesh. They are not inherently evil, but are mercurial and temperamental. Many of them have no compunctions

about preying on humanoids, and use cunning and deceit to lure prey into their clutches.

Yawkyawks can take the form of a mundane humanoid, and often use this power to cajole and seduce a traveler into leaving the safety of a group before striking swiftly and lethally. They are most comfortable in the water, but can leave it. Indeed, yawkyawks may turn into birds and fly long distances if their ponds dry up or they feel likely to be attacked by their neighbors.

Yawkyawks enjoy creature comforts and the pleasures of the flesh. Much of their treasure is decorative, and they enjoy sweet talking or browbeating locals into making sacrifices to them to keep them in their preferred level of living. They often are seen as symbols of fertility due to their lascivious natures. Yawkyawks are reproductively compatible with humans—if the yawkyawk births the child, they are born as a yawkyawk. A yawkyawk's child borne of a human is treated as a changeling—changelings of all natures are possible yawkyawk offspring, and may be male or female.

In their natural form, a yawkyawk is about twelve to fifteen feet long. Their heads and torsos are the size of the corresponding human anatomy—in the rare instances where they wield weapons, they use those suited for Medium humanoids.

Yawkyawk **CR 5**

XP 1,600

CN Large monstrous humanoid (aquatic)

Init +7; **Senses** darkvision 60 ft., Perception +10

Defense

AC 17, touch 12, flat-footed 14 (-1 size, +3 Dex, +5 natural)

hp 52 (7d10+14)

Fort +6, **Ref** +8, **Will** +6

SR 16

Offense

Speed 20 ft., swim 50 ft.

Melee bite +8 (1d6+2), 2 claws +8 (1d4+2 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d8+3), shifting strike, sneak attack +1d6

Statistics

Str 15, **Dex** 17, **Con** 14, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +7; **CMB** +9 (+13 grapple); **CMD** 22 (cannot be tripped)

Feats Deceitful, Great Fortitude, Improved Initiative, Stealthy

Skills Bluff +10, Disguise +10, Escape Artist +11, Perception +10, Stealth +10 (+18 underwater),

Swim +18; **Racial Modifiers** +8 Stealth when underwater

Languages Aquan, Common, Sylvan

SQ amphibious, change shape (animal or humanoid, *polymorph*), undersized weapons

Ecology

Environment warm and temperate freshwater

Organization solitary, pair or bed (3-8)

Treasure standard

Special Abilities

Shifting Strike (Ex) When a yawkyawk uses change shape to return to its normal form, it may make a single melee attack as a swift action. If it hits with this attack, it deals sneak attack damage.