

Meredith Nerissa

Female merfolk sorcerer 10 (wildblooded)

N Medium humanoid (aquatic)

Init +6; **Senses** blindsense 30 ft. (water only), low-light vision; Perception +0

Languages Aquan, Common; telepathy 100 ft.

DEFENSE

AC 31, touch 22, flat-footed 21 (+4 armor, +2 cover, +2 deflection, +6 Dex, +1 dodge, +1 insight, +5 natural); *mage armor*

hp 77 (10 HD)

Fort +9, **Ref** +13 (+12 outside *Celon*), **Will** +10

Resist cold 5

OFFENSE

Speed 30 ft. (6 squares), fly 40 ft. (good), swim 50 ft.; *Celon*

Melee by weapon +5

Ranged water blast +11 touch (knocked prone and pushed 5 feet, Ref DC 23 negates)

Special Attacks aquatic telepathy 8/day

Bloodline Spell-like Abilities (CL 10th; Concentration +18)

11/day – water blast

Sorcerer Spells Known (CL 11th; Concentration +19)

5th (4/day) – *dominate person*

4th (7/day) – *geyser*^{APG}, *rainbow pattern*, *wall of brine*^{ISR}

3rd (8/day) – *aqueous orb*^{APG}, *audiovisual hallucination*^{UI}, *slow*

2nd (8/day) – *defensive shock*^{UM}, *detect thoughts*, *invisibility*, *see invisibility*, *shatter*, *slipstream*^{APG}

1st (8/day) – *color spray*, *hydraulic push*^{APG}, *mage armor*, *magic missile*, *shield*, *unseen servant*

0 (at will) – *arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *ghost sound*, *light*, *mending*, *open/close*, *prestidigitation*

Bloodline aquatic (seaborn)

STATISTICS

Abilities Str 10 (+0), Dex 22 (+6), Con 16 (+3), Int 10 (+0), Wis 10 (+0), Cha 26 (+8)

Base Atk +5; **CMB** +5; **CMD** 32 (30 outside cauldron)

Feats Child of Two Worlds (completed), Craft Wondrous Item, Defensive Combat Training^B, Dodge, Eschew Materials^B, Improved Natural Armor (2)

Skills Knowledge (arcana) +8, Spellcraft +13, Swim +16 (may take 10), Use Magic Device +21

SQ amphibious, bloodline arcana (+1 CL in water)

Combat Gear elegant cane (carved from crystal, worth 200gp on that basis alone; functions as a *wand of cure light wounds*, 50 charges); **Other Gear** *amulet of natural armor* +1, assorted precious stones (collectively worth 50gp), *belt of incredible dexterity* +4, *Celon* (see below), *cloak of resistance* +3, *dusty rose prism ioun stone*, *headband of alluring charisma* +6, *lucky hair ribbons* (as *jingasa of the fortunate soldier*, but grants a +2 deflection bonus)

Encumbrance light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 10 lb.

SPECIAL ABILITIES

Aquatic Adaptation (Ex) You gain a swim speed of 30 feet, the amphibious special quality, and develop a fat layer that grants a +1 natural armor bonus and resist cold 5. When immersed in water, you gain blindsense 30 feet.

Aquatic Telepathy (Su) You gain telepathy (100 feet) and can communicate with creatures with a swim speed or the aquatic or water types regardless of intelligence. You may cast *suggestion* on such creatures a number of times per day equal to your Charisma modifier. This ability is telepathic and does not require audible or visual components.



Bloodline Arcana When you are in a body of water large enough to float in, your effective caster level is increased by 1.

Water Blast (Sp) As a standard action, you can fire a bolt of water at a foe within 30 feet as a ranged touch attack. The foe is knocked prone, and at your option may be pushed 5 feet directly away from you. A reflex save (DC 10 + $\frac{1}{2}$ your sorcerer level + your Charisma modifier) negates this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Celon

Created by Meredith to serve primarily as a transportation device in the lands of walkers, Celon is an intelligent glass chariot, made of nearly invisible glass shaped into a large sphere with an open top. Despite its fragile appearance, it is as hard and durable as thick iron. It functions in every way as a *cauldron of flying*. Celon exists only to serve, and lacks any special purpose or other motivation common to other intelligent magical items. Like other merfolk, Meredith does not like to be out of water for long, and so keeps it filled with clean water at all times. When not controlled by another, it can fly itself around independently, allowing it to be called into service from a distance. Not particularly loyal to anyone, Celon will come to the call of anyone who happens to be nearby (if not already controlled). In the event of conflicting orders, however, it always gives priority to creatures of the sea (such as merfolk) first, and to those with higher Charisma second.

The *flying cauldron*, Celon, possesses the following stats: AL N; Int 10, Wis 10, Cha 10; Empathy; Darkvision 120 ft.; Can cast *create water* at will; Ego score 5.