## Merfolk

March 8, 2023



Medium humanoid (merfolk), neutral

Armor Class 11
Hit Points 11 (2d8 + 2)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	СНА
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Skills Perception +2 Damage Resistances Damage Immunities Condition Immunities Senses passive Perception 12 Languages Aquan, Common Challenge 44934 (25 XP)

Amphibious. The merfolk can breathe air and water.

## Actions

**Spear**. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4

(1d8) piercing damage if used with two hands to make a melee attack.