

# 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	CHA
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.