Merfolk

Medium humanoid

AC: 11
HP: 11
Speed: 10 ft., swim 40 ft.
CR: 1/8

STR 10 · DEX 13 · CON 12 · INT 11 · WIS 11 · CHA 12

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.

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