Merfolk

Medium Humanoid, Neutral

Armor Class 11 (dex)

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 40 ft.

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

Skills Perception +2

Senses passive perception 12

Languages Aquan, Common

Challenge 1/8 (25 XP)

Traits

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.