

KELPIE

Medium Beast

Lore

Kelpies are mythical water predators that can assume the appearance of any creature. They are usually thought to appear during and after storms, but some believe they can be summoned by witch magic.

Stats

Hit Points: 50 (HD=10)

Armor Class: 13

Speed: 30 ft., swim 40 ft.

Abilities

Amphibious. The kelpie can breathe underwater, swim, and use vision.

Intelligence. The kelpie is smart, but it is dumb when it comes to human (other people) body parts and uses them fairly smart.

Actions

Multiattack. The kelpie makes one bite attack and one tail attack.

Bite. The kelpie's bite is a bite attack that deals 1d12 (2d6 at 1st level) piercing damage.

Tail. The kelpie's tail is a tail attack that deals 1d12 (2d6 at 1st level) bludgeoning damage, and the target is grappled (escape DC 15).

Two-Handed (Pickup Self). The kelpie is able to pick up a creature it can reach (if that creature is 10' or less than the kelpie's DC 15 through here).

Culinary Use

The meat is said to be a mix between tuna and barman, a delicious delicacy if it can be obtained.



Delicious IN
DUNGEONS
& **DRAGONS**

Delicious IN
DUNGEONS
& **DRAGONS**

Delicious IN
DUNGEONS
& **DRAGONS**

Delicious IN
DUNGEONS
& **DRAGONS**

Delicious IN
DUNGEONS
& **DRAGONS**

Delicious IN
DUNGEONS
& **DRAGONS**

Delicious IN
DUNGEONS
& **DRAGONS**

Delicious IN
DUNGEONS
& **DRAGONS**

Delicious IN
DUNGEONS
& **DRAGONS**