



Kelpie

Medium, Beast

Stats			
Armor Class: 13	CON: 14 (+2)	Passive Perception 10	
Hit Points: 52 (6d10+16)	INT: 4 (-3)	Challenge: 3 (700 XP)	
Speed: 20 ft., swim 40 ft.	WIS: 12 (+1)		
STR: 16 (+3)	CHA: 6 (-2)		
DEX: 14 (+2)	Senses: Darkvision 60 ft.		

Abilities:
Amorphous: The ooze can occupy another creature's space and vice versa.

Transparent: Even when the ooze is in plain sight, it takes a successful Wisdom (Perception) check to spot an ooze that hasn't moved.

Actions

Multitask: The Kelpie makes one bite attack and one tail attack.

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Tail: Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13).

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