



KELPIE

Medium, Beast

Lore

Kelpies are often called the "water horses" because they have the ability to swim and run on land. They are intelligent and can speak many languages. They are known for their strength and agility.

Stats

Armor Class 12
Hit Points 50 (8d10 + 16)
Speed 20 ft., swim 40 ft.

HP 50
Saves DEX +6

Senses Perception +2

Challenge 5 (2,300 XP)

Skills Acrobatics +6, Perception +2, Swimming +6

Abilities

Water Shape. The kelpie can change its body shape to fit into spaces no more than 10 feet wide.

Swim. The kelpie has a swim speed of 40 feet.

Actions

Multiattack. The kelpie makes two attacks with its front hooves or one attack with its tail.

Front Hoof Strike. *An attack with the front hoof deals 12 (2d8 + 4) bludgeoning damage.*

Tail Strike. *An attack with the tail deals 15 (3d8 + 6) bludgeoning damage and the target is grappled (DC 13).*

Drag Along (Phasing Self). *Attempts to pull creatures it can reach to the water (DC 13). Strength save.*

Culinary Use

The meat is mild like a mix between mutton and horsemeat, a delicate delicacy if it can be obtained.

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