



# KELPIE

## Medium, Beast

### Lore

*Kelpies are powerful, mysterious, and dangerous. They are often thought to be very clever and will come to any encounter with a wave of icy destruction. Their hide is dark blue, hairless, and ice cold, and they exude a cold, ethereal quality.*

### Stats

Armor Class 11

Hit Points 50 (8d10)

STR 16

SHP 10

CON 12

DEX 14

INT 10

WIS 10

CHA 10

**Abilities**  
**Darkvision:** The kelpie can see in dark conditions as if it were day. It can see up to 60 feet away.

**Water Breathing:** The kelpie can breathe underwater without difficulty.

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

**Actions**  
**Multiattack:** The kelpie can make two attacks: one with its bite and one with its trample.

**Bite:** **Melee Weapon Attack:** +5 to hit, 1d8 + 3 bludgeoning damage, and the target is grappled (DC 15). The kelpie can make this attack again if it is still within 5 feet of the target.

**Trample:** **Melee Weapon Attack:** +5 to hit, 1d8 + 3 bludgeoning damage, and the target is knocked prone (DC 15). The kelpie can make this attack again if it is still within 5 feet of the target.

### Culinary Use

*The meat is much like a mix between tuna and horsemeat, a delicate delicacy if it can be obtained.*

*Delicious IN*  
**DUNGEONS  
& DRAGONS**

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