



## Kelpie

Medium Beast

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### Stats

Armor Class:	13	CON: 14 (+2)	Passive Perception: 10
Hit Points:	52 (8d10+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.	

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### 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.

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### ACTIONS

**Multiaction:** 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).

