



# KELPIE

Medium, Beast

## Lore

*For centuries, our creatures have been known and distrusted by humans. They are often thought to be mere threats and will come to any encounter with a wave of fear. However, That is not always the case, and some are exceptional and worthy.*

## Stats

Armor Class 11

Hit Points 50 (8d8 + 16)

Speed 30 ft., swim 30 ft.

Ability Scores

STR 16 (+3)

DEX 14 (+2)

CON 14 (+2)

INT 10 (+0)

WIS 12 (+1)

CHA 10 (+0)

## Abilities

**Darkvision:** The kelpie can see in dim light, out to 60 feet.

**Keen Senses:** The kelpie has advantage on Wisdom (Perception) checks, especially when hunting.

**Water Breathing:** The kelpie can breathe underwater.

**Swim:** The kelpie has a swim speed of 30 feet.

**Trample:** The kelpie can use its hooves to trample a target. It deals 1d8 + 3 bludgeoning damage, and the target is grappled if it has a Strength of 13 or less.

**Swallow Whole:** The kelpie can swallow a target whole if it can fit within its maw with a DC 15 Strength check.

## 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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