



Kelpie

Medium, Beast

Lore

Kelpies are territorial water predators that use cunning and deception to lure prey. They are intelligent enough to assess threats and will attempt to drag creatures into water where they have advantage. Their fat is valuable for hair oils and soaps of exceptional quality.

Stats

Armor Class: 13
Speed: 20 ft., swim 40 ft.
DEX: 14 (+2)

Hit Points: 52 (6d10+16)
STR: 16 (+3)
CON: 16 (+2)

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 Kestrel makes one bite attack and one tail attack.

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 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 knocked prone on DC 13.

Drag Into Water (Recharge 5-6):

Culinary Use

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

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& DRAGONS**

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