Kelp Devil

Huge Plant
Hit Dice: 8d8+32 (68 hp)
Initiative: +0
Speed: 30 ft, swim 50 ft
AC: 20 (-2 size, +12 natural)
Attacks: 6 fronds +12 melee
Damage: Frond 1d6+8
Face/Reach: 10 ft by 20 ft/10 ft
Special Attacks: Charm, improved grab
Special Qualities: Plant, electricity immunity, fire resistance 20, weapon immunity, blindsight
Saves: Fort +10, Ref +2, Will +3
Abilities: Str 26, Dex 10, Con 19, Int 5, Wis 12, Cha 10
Skills: Hide +0*

Climate/Terrain: Temperate and warm aquatic and underground
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral evil
Advancement: 9-15 HD (Huge); 17-24 HD (Gargantuan)

Kelp devils are the weird mutation of kelpies and contaminants left by Keraptis in the waters under White Plume Mountain. A kelp devil appears as a mass of floating seaweed about 20 feet in diameter. Six 10-foot long fronds (pseudopodia) extend from the kelp devil’s body.
A kelp devil can regrow severed fronds over a period of 10 days.

COMBAT
Kelp devils lie in wait, floating amongst seaweed, until their prey draws near. Once its opponent is in range, a kelp devil lashes out with its fronds attempting to grapple a foe. The main body of the devil remains underwater when attacking, thereby granting the kelp devil three-quarters concealment against all attacks (30% miss chance).
A creature tangled up in the kelp devil’s fronds will be dragged into the water and drowned. Drowned victims are taken back to the kelp devil’s lair to be devoured.
Charm (Su): Twice per day, with a successful hit the kelp devil can affect any creature as by charm monster cast by a 12th-level sorcerer (save DC 14).
Improved Grab (Ex): To use this ability, the kelp devil must hit an opponent of up to Large size with two fronds. If it gets a hold, it will drag its opponent in the water and attempt to drown it.
Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.
Electricity Immunity (Ex): Kelp devils are immune to all electrical effects.
Weapon Immunity (Ex): Kelp devils take no damage from bludgeoning weapons.
Blindsight (Ex): Kelp devils have no visual organs but an ascertain all foes within 30 feet using sound, scent, and vibration.
Skills: Kelp devils receive a +12 bonus to Hide checks when amidst natural seaweed.
The Kelp Devil first appeared in the *Return to White Plume Mountain* (Bruce Cordell, 1999).