Kelpie
Medium-Size Plant (Aquatic)
Hit Dice: 5d8+5 (27 hp)
Initiative: +2 (Dex)
Speed: 20 ft, swim 30 ft
AC: 17 (+2 Dex, +5 natural)
Attacks: Slam +5 melee
Damage: Slam grapple
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Charm, improved grab
Special Qualities: Plant, reshape form, amphibious, telepathy, fire resistance 20
Saves: Fort +5, Ref +3, Will +2
Abilities: Str 15, Dex 14, Con 13, Int 8, Wis 13, Cha 17
Climate/Terrain: Any aquatic and underground
Organization: Solitary or bed (1-4)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral evil
Advancement: 6-10 HD (Medium-size); 11-15 HD (Large)

Kelpies in their true form are indistinguishable from normal seaweed. However, when prey is detected (males only as a kelpie’s charm doesn’t affect females), the kelpie alters her shape and attempts to lure her prey in. They are found in saltwater and freshwater, swamps, fens, and stagnated underground pools and lakes. Sages and scholars believe the kelpies to have been created by Olhydra, the Princess of Evil Water Creatures.

Combat
Kelpies lie in wait for their foes (most often males) and when a target moves within range, the kelpie reshapes her form to appear human (in most cases she takes the form of a drowning woman) so as to lure the target closer. If the ruse is not detected and the opponent moves within 5 feet of the kelpie, she attacks, attempting to drown her victim. Drowned foes are taken back to the kelpie’s lair and devoured.

Charm (Su): Once per day, as charm monster cast by a 9th-level sorcerer (Will save DC 15). If the save fails, the victim believes the kelpie to be a very beautiful and attractive creature. The kelpie can automatically grapple a charmed foe (no grapple check is required). Charmed victims are drowned. Female creatures are immune to the kelpie’s charm ability; only males can be affected. The charm is negated if the victim dies, the kelpie dies, or dispel magic, greater dispelling, miracle, or wish is cast on the victim.

Improved Grab (Ex): To use this ability, the kelpie must hit with both slam attacks. If it gets a hold, it drags the foe underwater and attempts to drown him. If the victim is charmed, the kelpie automatically grapples the victim. The kelpie has a grapple bonus of +5.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Reshape Form (Su): A kelpie’s natural form is that of a mass of dark green seaweed. It can assume three other forms. The first is a Small or
Medium-size female humanoid. The second form is a hippocampus (q.v.). The third form is a Large, green horse. In each form, the kelpie retains all of her special abilities. She doesn't truly alter her form (like shapechangers do), she simply reshapes her body. In all of her forms, the kelpie's skin/fur is dark green and her features are grotesque and slightly distorted. The kelpie's ruse can be detected if an opponent succeeds at a Spot check (DC 5).

**Amphibious (Ex):** Kelpies can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 85 in the *DMG*).

**Telepathy (Su):** Kelpies can communicate telepathically with any creature she has touched.