

Kelpie

Medium fey, chaotic neutral. **AC** 13 (natural armor); **hp** 65 (10d8 + 20); **Speed** 40 ft., swim 40 ft.; **Str** 15 (+2), **Dex** 16 (+3), **Con** 15 (+2), **Int** 8 (-1), **Wis** 12 (+1), **Cha** 17 (+3); **Skills** Deception +5, Insight +3, Stealth +5; **Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made with silvered weapons; **Senses** darkvision 60 ft., passive Perception 11; **Languages** Aquan, Common, Sylvan; **CR** 3 (700 XP); **Proficiency Bonus** +2.

Amphibious. The kelpie can breathe air and water.

Action: Multiattack. The kelpie makes two slam attacks.

Action: Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12).

Action: Allure (Humanoid Form Only). The kelpie targets one humanoid or giant that can see it within 120 feet of it that can see the kelpie. The target must succeed on a DC 13 Wisdom saving throw or be charmed by the kelpie for 1 minute. While charmed by the kelpie, a target is incapacitated and ignores the allure of other kelpies. If the charmed target is more than 5 feet away from the kelpie, the target must move on its turn toward the kelpie by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain other than water, such as lava or a pit, and whenever it takes damage from a source other than the kelpie, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this kelpie's allure for the next 24 hours.

Action: Change Shape. The kelp can use its action to polymorph into a horse-humanoid hybrid or into a humanoid, or back into its true form, which is a horse-humanoid hybrid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Pine Doom

Huge plant, neutral. **AC** 16 (natural armor); **hp** 172 (15d12 + 75); **Speed** 30 ft.; **Str** 20 (+5), **Dex** 7 (-2), **Con** 21 (+5), **Int** 11 (+0), **Wis** 16 (+3), **Cha** 12 (+1); **Skills** Nature +8, Perception +7; **Damage Vulnerabilities** fire; **Damage Resistances** bludgeoning, piercing; **Senses** passive Perception 17; **Languages** Druidic, Sylvan; **Challenge** 9 (5,000 XP); **Proficiency Bonus** +4.

False Appearance. While the pine doom remains motionless, it is indistinguishable from an ordinary pine tree.

Sticky Pine Tar. A creature that touches the pine doom is grappled (escape DC 16). Until this grapple ends, the creature is restrained. In addition, when a creature hits the pine doom with a bludgeoning or piercing weapon while within 5 feet of it, the creature must succeed on a DC 16 Strength saving throw or the weapon becomes stuck to the tree. A stuck weapon can't be used. A creature can take its action to remove one stuck weapon from the pine doom by succeeding on a DC 16 Strength check. Splashing the pine doom with a gallon of alcohol frees all creatures and objects stuck to it and suppresses this trait for 1 minute.

Siege Monster. The pine doom deals double damage to objects and structures.

Action: Multiattack. The pine doom makes three slam attacks. Alternatively, it can use Sap-filled Pinecone twice.

Action: Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Action: Sap-filled Pinecone. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. The target and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw

or be restrained by sap. A creature can be free if it or another creature takes an action to make a DC 16 Strength check and succeeds.

Action: Flurry of Pinecones (Recharge 6).

Each creature within 30 feet of the pine doom must make a DC 16 Dexterity saving throw, taking 15 (6d4) slashing damage on a failed save, or half as much damage on a successful one.

Swarm of Awakened Shrubs

Gargantuan swarm of Small plants, unaligned. **AC** 9; **hp** 210 (20d20); **Speed** 20 ft.; **Str** 19 (+4); **Dex** 8 (-1); **Con** 10 (+0); **Int** 10 (+0); **Wis** 10 (+0); **Cha** 6 (-2); **Damage Vulnerabilities** fire; **Damage Resistances** bludgeoning, piercing, slashing; **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned; **Senses** passive Perception 10; **Challenge** 8 (3,900 XP); **Proficiency Bonus** +3.

False Appearance. While the shrubs remain motionless, they are indistinguishable from normal shrubs.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small shrub. The swarm can't regain hit points or gain temporary hit points.

Action: Multiattack. The swarm makes a rake attack against every creature in the same space as it.

Action: Rake. *Melee Weapon Attack:* +7 to hit, reach 0 ft.; one target in the same space as the swarm. *Hit:* 14 (4d4 + 4) slashing damage, or 9 (2d4 + 4) slashing damage if the swarm starts its turn with half its hit points or fewer.