



KALKA-KYLLA

Adventurers who get inside the halls of the Hidden Shrine of Tamoachan are likely to find a unique opportunity—the chance to communicate with a crustacean that can speak. If Kalka-Kylla is coaxed out of its hiding place and not attacked, it might provide visitors with a bit or two of possibly useful information.

KELPIE

A kelpie (*White Plume Mountain*) is a form of intelligent, aquatic plant life that resembles a pile of wet seaweed. It is able to shape its body into various forms, often assuming the aspect of a beautiful humanoid in order to lure people into deep water.

KALKA-KYLLA

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	15 (+2)	16 (+3)	12 (+1)

Skills Deception +3, Insight +5, Stealth +3

Senses blindsight 30 ft., passive Perception 13

Languages Olman

Challenge 3 (700 XP)

Amphibious. Kalka-Kylla can breathe air and water.

False Appearance. While Kalka-Kylla remains motionless and hidden in its shell, it is indistinguishable from a polished boulder.

Shell. Kalka-Kylla can use a bonus action to retract into or emerge from its shell. While retracted, Kalka-Kylla gains a +4 bonus to AC, and it has a speed of 0 and can't benefit from bonuses to speed.

ACTIONS

Multiattack. Kalka-Kylla makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) bludgeoning damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 13).

Until this grapple ends, the target is restrained. Kalka-Kylla has two claws, each of which can grapple only one target.

KELPIE

Medium plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Damage Resistances bludgeoning, fire, piercing

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Amphibious. The kelpie can breathe air and water.

Seaweed Shape. The kelpie can use its action to reshape its body into the form of a humanoid or beast that is Small, Medium, or Large. Its statistics are otherwise unchanged. The disguise is convincing, unless the kelpie is in bright light or the viewer is within 30 feet of it, in which case the seams between the seaweed strands are visible. The kelpie returns to its true form if takes a bonus action to do so or if it dies.

False Appearance. While the kelpie remains motionless in its true form, it is indistinguishable from normal seaweed.

ACTIONS

Multiattack. The kelpie makes two slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 10 ft., one target.

Hit: 11 (2d8 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12).

Drowning Hypnosis. The kelpie chooses one humanoid it can see within 150 feet of it. If the target can see the kelpie, the target must succeed on a DC 11 Wisdom saving throw or be magically charmed while the kelpie maintains concentration, up to 10 minutes (as if concentrating on a spell).

The charmed target is incapacitated, and instead of holding its breath underwater, it tries to breathe normally and immediately runs out of breath, unless it can breathe water.

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.

Before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the kelpie or drowning, 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 hypnosis for the next 24 hours.