

## CHOKING KELP

Huge or Gargantuan • Plant • Unaligned

**Armor Class** 7

**Initiative** -3 (7)

**Hit Points** 68 (8d12 + 16)

**Speed** 0 ft., swim 10 ft.

| STR     | DEX    | CON     | INT    | WIS    | CHA    |
|---------|--------|---------|--------|--------|--------|
| 14 (+2) | 4 (-3) | 12 (+1) | 1 (-5) | 1 (-5) | 1 (-5) |

**Damage Resistances** bludgeoning; fire, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond), passive Perception 5

**Languages** -

**CR** 2 (XP 450; PB +2)



**Amphibious.** The kelp can breathe air and water.

**False Appearance.** If the kelp is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the kelp move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the kelp is animate.

**Constricting.** *Dexterity Saving Throw:* DC 12, a creature grappled by the kelp that starts its turn. *Failure:* The target becomes restrained (escape DC 12). While restrained this way, a creature can't breathe, speak, or form verbal components. Additionally, it takes 7 (2d6) bludgeoning damage at the end of its turn.

## CHOKING KELP — WEAKER

**Armor Class** 7

**Initiative** -3 (7)

**Hit Points** 26 (4d12)

**Speed** 0 ft., swim 10 ft.

| STR     | DEX    | CON     | INT    | WIS    | CHA    |
|---------|--------|---------|--------|--------|--------|
| 12 (+1) | 4 (-3) | 10 (+0) | 1 (-5) | 1 (-5) | 1 (-5) |

**Damage Resistances** bludgeoning; fire, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond), passive Perception 5

**Languages** -

**CR** 1/4 (XP 50; PB +2)



**Amphibious.** The kelp can breathe air and water.

**False Appearance.** If the kelp is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the kelp move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the kelp is animate.

**Constricting.** *Dexterity Saving Throw:* DC 11, a creature grappled by the kelp that starts its turn. *Failure:* The target becomes restrained (escape DC 11). While restrained this way, a creature can't breathe, speak, or form verbal components. Additionally, it takes 3 (1d6) bludgeoning damage at the end of its turn.

**Plant Mass.** The kelp can occupy another creature's space and vice versa, and the kelp can move through any opening large enough for a Tiny plant. A creature inside the kelp's space is heavily obscured by it.

**Unusual Nature.** The kelp doesn't require air or sleep.

### ACTIONS

**Vines.** *Melee Weapon Attack:* +4, reach 15 feet. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a creature, it is grappled (escape DC 12) and pulled into the space of the kelp.

**Plant Mass.** The kelp can occupy another creature's space and vice versa, and the kelp can move through any opening large enough for a Tiny plant. A creature inside the kelp's space is heavily obscured by it.

**Unusual Nature.** The kelp doesn't require air or sleep.

### ACTIONS

**Vines.** *Melee Weapon Attack:* +3, reach 15 feet. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the target is a creature, it is grappled (escape DC 12) and pulled into the space of the kelp.

# CHOKING KELP — STRONGER

**Armor Class** 7

**Initiative** -3 (7)

**Hit Points** 102 (12d12 + 24)

**Speed** 0 ft., swim 10 ft.

| STR     | DEX    | CON     | INT    | WIS    | CHA    |
|---------|--------|---------|--------|--------|--------|
| 16 (+3) | 4 (-3) | 14 (+2) | 1 (-5) | 1 (-5) | 1 (-5) |

**Damage Resistances** bludgeoning; fire, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond), passive Perception 5

**Languages** -

**CR** 5 (XP 1,100; PB +3)



**Amphibious.** The kelp can breathe air and water.

**False Appearance.** If the kelp is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the kelp move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the kelp is animate.

**Constricting.** *Dexterity Saving Throw:* DC 14, a creature grappled by the kelp that starts its turn. *Failure:* The target becomes restrained (escape DC 14). While restrained this way, a creature can't breathe, speak, or form verbal components. Additionally, it takes 10 (3d6) bludgeoning damage at the end of its turn.

**Plant Mass.** The kelp can occupy another creature's space and vice versa, and the kelp can move through any opening large enough for a Tiny plant. A creature inside the kelp's space is heavily obscured by it.

**Unusual Nature.** The kelp doesn't require air or sleep.

## ACTIONS

**Vines.** *Melee Weapon Attack:* +6, reach 20 feet. *Hit:* 17 (4d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 12) and pulled into the space of the kelp.