Dungeons and Dragons / The Peallaidh



Name: The Peallaidh
Large fey, chaotic neutral
Armor Class: 16 (natural armor)
Hit Points: 138 (12d10 + 72)
Speed: 40 ft.

STR: 22 (+6)
DEX: 16 (+3)
CON: 22 (+6)
INT: 10 (+0)
WIS: 18 (+4)
CHA: 14 (+2)

Skills: Perception +9, Stealth +7
Damage Resistances: Cold, Fire
Senses: Darkvision 120 ft., passive Perception 19
Languages: Sylvan, Common
Challenge: 8 (3,900 XP)

Innate Spellcasting. The Peallaidh's innate spellcasting ability is Wisdom (spell save DC 17). The Peallaidh can innately cast the following spells, requiring no material components:

At will: druidcraft, pass without trace, speak with animals
3/day each: barkskin, conjure animals, entangle, fey step
1/day each: call lightning, conjure woodland beings, plant growth

Magic Resistance. The Peallaidh has advantage on saving throws against spells and other magical effects.

Regeneration. The Peallaidh regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The Peallaidh can use its Frightful Presence. It then makes two attacks with its antlers.

Antlers. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage.

Frightful Presence. Each creature of The Peallaidh's choice within 30 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to The Peallaidh's Frightful Presence for the next 24 hours.

Description: The Peallaidh is a supernatural being that is known for its ability to shapeshift into

different forms, including that of a human, animal, or plant.

Physical Appearance
The Peallaidh is a humanoid creature with a large head and a broad nose. It has long, pointed ears that are slightly tilted backward, giving it an eerie appearance. Its eyes are small and dark, and its mouth is often depicted as having sharp, pointed teeth. The Peallaidh's body is covered with shaggy fur that ranges from brown to black in color. Its fur is dense and woolly, which helps it to survive the harsh Scottish winters.

Size and Weight
The size and weight of the Peallaidh vary according to its form. In its animal form, it can range from the size of a small rodent to that of a large deer. In its human form, it is often depicted as being tall and thin. However, there are no specific measurements available regarding the Peallaidh's size and weight.

Behavior and Habitat
The Peallaidh is known for its mischievous and prankster-like behavior. It enjoys playing tricks on humans and has been known to steal food and other items. However, it is not considered a malevolent creature and is often thought to bring good luck to those who treat it with respect.

The Peallaidh is said to inhabit remote, rural areas of Scotland, such as the Scottish Highlands. It is often associated with wooded areas and is said to prefer areas near water sources such as rivers and lochs.

Shapeshifting Abilities
One of the most distinctive features of the Peallaidh is its ability to shapeshift. It is said to have the power to transform into any form it desires, including that of a human, animal, or plant. In its human form, it can pass for a regular person and is often described as being tall and thin with dark, curly hair. In its animal form, it can take the shape of a deer, hare, or even a bird.

Folklore and Legends
The Peallaidh is often featured in Scottish folklore and legends. One story tells of a man who was out hunting in the woods when he came across a strange creature. The creature asked the man to help it, and in return, it promised to lead him to a hidden treasure. The man agreed, and the Peallaidh transformed into a horse, allowing the man to ride it. They traveled through the woods until they reached a hidden cave where the treasure was hidden.

Another legend tells of a Peallaidh that lived near a village. The villagers would often leave food and gifts for the creature, and in return, it would bring them good luck and prosperity.

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