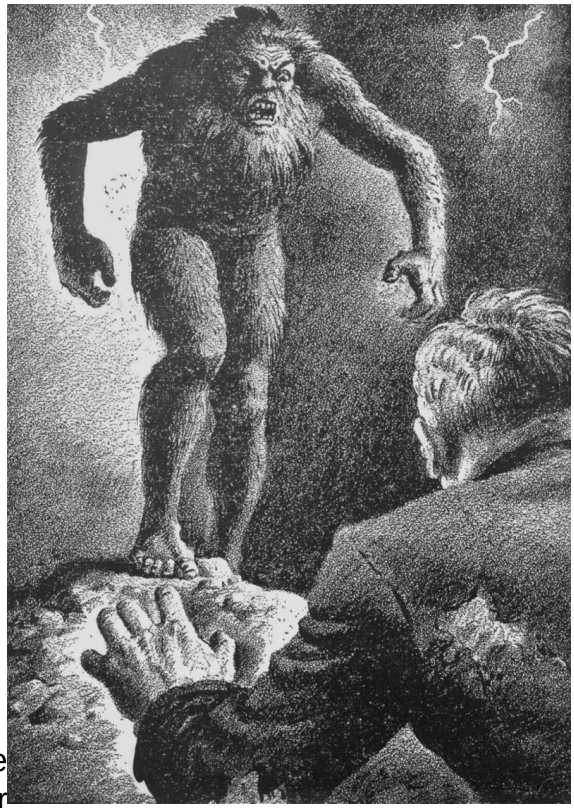
Dungeons and Dragons / Fear Liath



Name: Fear Liath
Large Fey, Neutral
Armor Class: 15 (natural armor)
Hit Points: 136 (16d10 + 48)
Speed: 40 ft.

STR: 21 (+5)
DEX: 14 (+2)
CON: 16 (+3)
INT: 12 (+1)
WIS: 16 (+3)
CHA: 12 (+1)

Skills: Perception +6, Stealth +5
Senses: Darkvision 120 ft., passive Perception 16
Languages: Sylvan
Challenge Rating: 8 (3,900 XP)

Innate Spellcasting: The Fear Liath's innate spellcasting ability is Wisdom (spell save DC 14). The Fear Liath can innately cast the following spells, requiring no material components:

At will: fog cloud, pass without trace
3/day each: entangle, misty step
1/day each: darkness, fear

Magic Resistance: The Fear Liath has advantage on saving throws against spells and other magical effects.

Invisibility: The Fear Liath can use its action to magically turn invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the Fear Liath wears or carries is invisible with it.

Fear Aura: Any creature within 30 feet of the Fear Liath must succeed on a DC 14 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 Fear Liath's aura for the next 24 hours.

Actions

Multiattack: The Fear Liath makes two claw attacks.

Claw: Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) slashing damage.

Frightening Gaze (Recharge 5-6): The Fear Liath targets one creature within 30 feet of it that it can see. If the target can see the Fear Liath, the target must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. The frightened 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 Fear Liath's gaze for the next 24 hours.

Description: The Fear Liath, also known as the Greyman, is a creature that is said to inhabit the mountains of Scotland, and has been the subject of many tales and legends over the centuries.

What is the Fear Liath?
The Fear Liath is a creature from Scottish folklore that is said to inhabit the mountains of Scotland. It is often described as a large humanoid figure, with long arms and legs, and a hunched back. Its skin is said to be grey in color, and it is often covered in long, matted hair.

Physical Appearance
The Fear Liath is often described as being between 8-10 feet tall, making it a truly imposing figure. Its body is said to be covered in thick, matted hair, which gives it a shaggy appearance. Its skin is a pale grey color, which allows it to blend in with the rocky terrain of the Scottish mountains. The creature's face is said to be humanoid, with deep-set eyes and a prominent brow.

Behavior
The Fear Liath is said to be a solitary creature, and is rarely seen by humans. It is known for its stealth and ability to blend in with its surroundings. Some legends describe the creature as being peaceful, while others depict it as being aggressive and dangerous. It is said to have the ability to mimic human speech, which has led some to believe that it is a supernatural being.

Folklore
The Fear Liath has been a part of Scottish folklore for centuries, with tales and legends passed down through generations. In some stories, the creature is said to be a protector of the mountains, watching over the land and the creatures that inhabit it. In other tales, it is depicted as a malevolent creature, haunting travelers and causing mischief.

Stats by FreddyB, Descriptive Text from WookieePedia.
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