Dungeons and Dragons / The Glashtyn



Name: The Glashtyn
Medium fey, chaotic neutral
Armor Class: 15 (natural armor)
Hit Points: 90 (12d8 + 36)
Speed: 40 ft., swim 60 ft.

STR: 18 (+4)
DEX: 16 (+3)
CON: 16 (+3)
INT: 8 (-1)
WIS: 12 (+1)
CHA: 10 (+0)

Skills: Athletics +7, Perception +4
Damage Immunities: lightning
Senses: passive Perception 14
Languages: Sylvan
Challenge: 5 (1,800 XP)

Amphibious. The Glashtyn can breathe air and water.

Aquatic Camouflage. The Glashtyn has advantage on Dexterity (Stealth) checks made to hide in water.

Electric Aura. The Glashtyn emits a 15-foot aura of crackling electricity. Each creature that starts its turn within the aura takes 5 (1d10) lightning damage.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Powerful Build. The Glashtyn counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Swim-by Attack. The Glashtyn can use its action to move up to its swim speed and make one gore attack against a target within 5 feet of its path. The Glashtyn doesn't provoke opportunity attacks when moving out of the reach of a creature during this movement.

Actions

Multiattack. The Glashtyn makes two gore attacks.

Thunderous Crash. The Glashtyn charges forward in a straight line up to its swim speed and then slams into a solid surface, creating a thunderous boom audible up to 300 feet away. Each creature within a 15-foot cone in front of The Glashtyn must make a DC 15 Constitution saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one. The Glashtyn takes 11 (2d10) thunder damage from the impact. Once it uses this ability, it can't use it again until it finishes a short or long rest.

Reactions

Electric Counter. When a creature within 5 feet of The Glashtyn hits it with a melee attack, The Glashtyn can use its reaction to deal 5 (1d10) lightning damage to that creature.

Description: The Glashtyn is described as having the body of a horse and the tail of a fish, with a scaly skin that is said to be impenetrable. Its eyes are piercing and its breath is said to be foul-smelling. Its mane and tail are seaweed-like, and it emits a high-pitched, eerie scream.

The Glashtyn's size varies according to different accounts, but it is generally described as being larger than a normal horse. Some reports describe it as being the size of a small elephant, with a height of up to seven feet. Its enormous strength is another of its defining characteristics, with the ability to pull boats and people into the water with ease.

Habitat of the Glashtyn
The Glashtyn is primarily associated with water, particularly in the Isle of Man, where it is believed to reside in the rivers, streams, and lakes. According to legend, the Glashtyn is known to lure people into the water with its enchanting songs, and once they are in the water, it drags them down to their doom.

In other accounts, the Glashtyn is said to reside in the mountains, where it is believed to roam the hillsides and valleys. It is said to be an elusive creature, rarely seen by humans.

Folklore and Legends Surrounding the Glashtyn
The Glashtyn has been a part of Manx folklore for centuries, with tales and legends passed down through generations. According to legend, the Glashtyn is said to have originated from a human who was transformed into the creature as punishment for being cruel to animals. It is said that the Glashtyn is a vengeful creature, seeking revenge on those who harm animals or the environment.

In other accounts, the Glashtyn is said to be a shape-shifter, able to take on different forms to deceive humans. It is also believed to be a symbol of death and destruction, with its appearance a harbinger of ill omens.

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