Dungeons and Dragons / Gruagach



Name: Gruagach
Medium fey, chaotic neutral
Armor Class: 14 (natural armor)
Hit Points: 68 (8d8 + 32)
Speed: 40 ft.

STR: 16 (+3)
DEX: 18 (+4)
CON: 18 (+4)
INT: 12 (+1)
WIS: 14 (+2)
CHA: 14 (+2)

Skills: Perception +5, Stealth +8
Senses: darkvision 60 ft., passive Perception 15
Languages: Common, Sylvan
Challenge: 4 (1,100 XP)

Fey Ancestry. The gruagach has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The gruagach's innate spellcasting ability is Wisdom (spell save DC 13). It can cast the following spells, requiring no material components:

At will: disguise self
1/day each: misty step, plant growth

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

Magic Weapons. The gruagach's weapon attacks are magical.

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

Actions

Multiattack. The gruagach makes two attacks with its shortsword.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Fey Charm. The gruagach targets one humanoid or beast within 30 feet of it that can see it. If the target can see the gruagach, it must succeed on a DC 13 Wisdom saving throw or be magically charmed. The charmed creature regards the gruagach as a trusted friend to be heeded and

protected. Although the target isn't under the gruagach's control, it takes the gruagach's requests or actions in the most favorable way it can. Each time the gruagach or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Alternatively, the effect ends if the target is moved more than 30 feet away from the gruagach.

Description: In Scottish folklore, the Gruagach is a supernatural creature that is said to reside in the highlands of Scotland. It is a creature that has been described in many different ways over the years, and its appearance has changed depending on the region and the time period.

The Origin of the Gruagach
The Gruagach is a creature that has been a part of Scottish folklore for centuries. Its origins are shrouded in mystery, but it is believed that the Gruagach may have originally been a pagan deity that was worshipped by the ancient Celts. As Christianity spread throughout Scotland, the Gruagach became associated with evil spirits and was often depicted as a malevolent creature.

Physical Description of the Gruagach
The physical appearance of the Gruagach has varied throughout the centuries, but it is generally depicted as a small, hairy creature that is about the size of a child. It has been described as having long, shaggy hair that covers its entire body, and it often has a wild, unkempt appearance. The Gruagach is said to have large, glowing eyes that are either green or red, and its face is often twisted into a grotesque expression.

In some versions of Scottish folklore, the Gruagach is said to have a tail that is long and thin, while in others, it is said to have hooves instead of feet. Some legends also describe the Gruagach as having horns or antlers, while others depict it as having a more humanoid appearance.

The Gruagach's Role in Scottish Folklore
In Scottish folklore, the Gruagach is often associated with the faerie world and is said to be a mischievous creature that delights in playing pranks on humans. It is also believed to have the power to grant wishes, and many people would leave offerings for the Gruagach in the hopes that it would grant them good fortune.

In some versions of Scottish folklore, the Gruagach is also associated with death and is said to appear to people who are close to death. It is believed that the Gruagach would lead them into the afterlife and protect them on their journey.

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