

Gauth

Medium, Aberration (Beholderkin), Lawful Evil

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ARMOR CLASS

16

HIT POINTS

127 (15d8 + 60)

CHALLENGE

6 | 2,300 XP

PROFICIENCY

+3

Speed	Fly 30 ft. (hover)
Initiative	+3
Saving Throws	Int +6, Wis +5
Skills	Perception +8
Damage Resistances	Psychic
Damage Immunities	Prone
Condition Immunities	Prone
Senses	Darkvision 120 ft.; Passive Perception 18
Passive Perception	18
Languages	Deep Speech, Undercommon

STR

10
+0

DEX

16
+3

CON

18
+4

INT

16
+3

WIS

14
+2

CHA

14
+2

Traits

Hover. The gauth can hover and does not fall Prone while conscious.

Hungry Eyes. The gauth gains 5 temporary Hit Points when it deals Psychic damage to a creature that can see it.

Actions

Multiattack. The gauth uses two Eye Rays.

Draining Ray. Ranged Spell Attack: +6, range 90 ft. Hit: 27 (6d8) Necrotic damage.

Confusing Ray. Wisdom Saving Throw: one creature within 90 feet. Failure: 27 (6d8) Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

Central Bite. Melee Attack Roll: +6, reach 5 ft. Hit: 16 (3d8 + 3) Piercing damage.

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