

# GAUNT

## GAUNT LORE

**History DC 15:** Gaunts retain most of the instincts and temperament they had in life, and are typically not independently aggressive, though they will readily attack at a rider's command. Gaunts separated from their riders have been known to attempt to rejoin herds of living horses, often terrifying them into a stampede in the process.

**Nature DC 15:** Paradoxically, even fully skeletonized gaunts appear to breathe, gouts of icy steam continuously emanating from their jaws. This breath imparts a lingering chill to the living.

**Religion DC 10:** Gaunts are undead horses, often raised by paladins of martial orders that do not abhor undeath, as the shock value of heavy cavalry is much enhanced by the fearsome nature of undeath.

## GAUNT TACTICS

Gaunts typically make a Hooves attack whenever it can benefit from their Trampling Charge, otherwise using the Numbed Fingers option on their Grave Chill to create distance to charge again.

While ridden, they take whatever actions best complement their rider's fighting style, typically preferring to use their Grave Chill whenever they can affect two or more opponents with it.

Those who ride gaunts benefit greatly from any abilities that can knock nearby foes prone, and use those preferentially when available.



## GAUNT

*Large undead, unaligned*

**Armor Class** 12

**Hit Points** 67 (9d10 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	2 (-4)	11 (+0)	14 (+2)

**Damage Vulnerabilities** Bludgeoning

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 9

**Challenge** 2 (450 XP)

**Rattle.** A creature that hits the gaunt with a melee attack that deals bludgeoning damage must succeed a DC 12 Wisdom saving throw or be Frightened until the end of its next turn as it feels its own skeleton twitch slightly.

**Trampling Charge.** If the gaunt moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

## Actions

**Hooves.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. The gaunt may make this attack as a bonus action against a prone creature.

**Grave Chill.** Each creature within 10 feet that is not riding the gaunt must succeed on a DC 12 Constitution saving throw or suffer one of the following effects of the gaunt's choice until the end of the gaunt's next turn.

- **Leaden Steps.** The target's speed is reduced by 10 feet.
- **Numbed Fingers.** The first attack the target makes before the end of the gaunt's following turn is made at disadvantage. If the attack misses, the creature drops its weapon if it is wielding one.
- **Chattering Teeth.** If the creature casts a spell with a casting time of 1 action, the spell does not take effect until the end of the gaunt's next turn.

## Reactions

**Quick Kick.** As a reaction to a creature making an attack against the gaunt that benefits from flanking it, the gaunt makes an attack against the creature with its hooves.

## ART CREDITS

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- Skeletal Riding Horse by Brynn Metheny

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