DUALINK

Old One Eye

BBEG



Warhammer40K Edition

Old One Eye

Huge monstrosity (tyranid), unaligned

Armor Class: 20 (Adaptive Carapace)
Hit Points: 410
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	4 (-3)	14 (+2)	8 (-1)

Saving Throws: Str +14, Con +13, Wis +8
Skills: Perception +8
Damage Resistances: cold, fire, lightning
Damage Immunities: poison
Condition Immunities: frightened, poisoned
Senses: darkvision 120 ft., tremorsense 60 ft., passive Perception 18
Languages: —
Challenge: 22 (41,000 XP)

Alpha Carnifex. Tyranids within 30 feet of Old One Eye have advantage on attack rolls, ignore the frightened condition, and deal an additional 2 damage on melee attacks.

Momentum of the Devourer (0–5). Old One Eye gains 1 Momentum (maximum 5) when any of the following occur (each trigger can grant Momentum only once per round):

- He reduces a creature to 0 hit points.
- He takes 40 or more damage in a single round.
- He hits the same target with two or more attacks on his turn.

Momentum grants it the following:

- For each point of Momentum, Old One Eye's melee attacks deal an extra 1d8 damage.
- At 3 Momentum, his speed increases to 50 feet and he cannot be restrained.
- At 5 Momentum, he makes one additional Monstrous Claw attack when he uses Multiattack.

Momentum resets to 0 when Phase 2 begins.

Regenerative Monstrosity. At the start of his turn, Old One Eye regains 20 hit points. If he has 3 or more Momentum, he instead regains 30 hit points. Radiant damage suppresses this regeneration until the start of his next turn.

Actions

Multiattack. Old One Eye makes two Monstrous Claw attacks and one Crushing Bite attack. If he has 5 Momentum, he makes three Monstrous Claw attacks and one Crushing Bite attack instead.

Monstrous Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit. 25 (3d10 + 8) slashing damage plus 1d8 damage per point of Momentum.
If both Claw attacks hit the same target on the same turn, the target must succeed on a DC 21 Strength saving throw or be knocked prone and grappled (escape DC 21).

Crushing Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit. 30 (4d10 + 8) piercing damage.
If the target is prone or grappled, the attack deals an additional 4d10 damage.

If this attack reduces a creature to 0 hit points, Old One Eye gains 1 Momentum.

Living Battering Ram (Recharge 5–6). Old One Eye moves up to his speed in a straight line. Each creature in his path must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) bludgeoning damage, is knocked prone, and is pushed 15 feet. On a success, a creature takes half damage and is not knocked prone or pushed.

Legendary Actions

Old One Eye can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Old One Eye regains spent legendary actions at the start of his turn.

Predatory Surge. Old One Eye moves up to half his speed. If he ends this movement within 5 feet of a creature, that creature must succeed on a DC 19 Wisdom saving throw or be frightened of him until the end of its next turn.

Shattering Gore. Old One Eye makes one Monstrous Claw attack. On a hit, the target's AC is reduced by 1 until the start of Old One Eye's next turn. This effect stacks to a maximum reduction of 3 on a single target.

Unstoppable Advance (Costs 2 Actions). Old One Eye moves up to his full speed in a straight line. Creatures whose spaces he moves through must succeed on a DC 21

Strength saving throw or be pushed 10 feet to the nearest unoccupied space and knocked prone.

Devour the Fallen

When Old One Eye is reduced to 0 hit points for the first time, he collapses but does not die.

He becomes untargetable and immune to damage. The ground in a 20-foot radius centered on him becomes difficult terrain as writhing biomass erupts.

At initiative count 20 (losing ties), 1d4 + 2 Tyranid Rippers and 2 Tyranid Gaunts emerge within 10 feet of his body and roll initiative.

At the start of Old One Eye's next turn, each surviving Tyranid within 20 feet of his body is destroyed as it devours and rebuilds him. For each Tyranid destroyed this way, Old One Eye regains 15 hit points. He then stands with hit points equal to 25 percent of his maximum plus the additional hit points restored in this way.

Momentum resets to 0. Old One Eye enters Phase 2: Reconstituted Apex.

Reconstituted Apex

Adaptive Fury. The first time each round Old One Eye takes damage of a type, he gains resistance to that damage type until the end of his next turn.

Frenzied Regrowth. Old One Eye regains 30 hit points at the start of each of his turns. Radiant damage suppresses this regeneration until the start of his next turn.

If Old One Eye reduces a creature to 0 hit points during Phase 2, he may immediately make one Monstrous

Claw attack.

Death Frenzy. At the start of each of his turns in Phase 2, Old One Eye gains 1 Momentum automatically.

