DUALINK

Tyranid Gaunt

Monster



Warhammer40K Edition

Tyranid Gaunt

Medium monstrosity (tyranid), unaligned

Armor Class: 16 (reinforced carapace)
Hit Points: 65 (10d8 + 20)
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Saving Throws: Str +6, Dex +5
Skills: Perception +3
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 60 ft., passive Perception 13
Languages: —
Challenge: 5 (1,800 XP)

Bounding Aggression. If the Gaunt moves at least 20 feet straight toward a creature before hitting it with a melee attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Pack Hunter. The Gaunt has advantage on attack rolls against a creature if at least one allied Tyranid is within 5 feet of the creature.

Actions

Multiattack. The Gaunt makes two Scything Talon attacks.

Scything Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit. 13 (2d8 + 4) slashing damage.
If both attacks hit the same creature, the creature's speed is reduced by

10 feet until the start of the Gaunt's next turn.

Reaction

Leaping Intercept. When a creature within 5 feet of the Gaunt targets Old One Eye with an attack, the Gaunt may impose disadvantage on that attack. The Gaunt must be within 5 feet of Old One Eye to use this reaction.