DUALINK

Blue Horror of Tzeentch

Monster



Warhammer40K Edition

Blue Horror of Tzeentch

Small fiend (chaos), chaotic evil

Armor Class: 14

Hit Points: 45 (6d6 + 24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	16	16	14	12	14
(-1)	(+3)	(+3)	(+2)	(+1)	(+2)

Damage Resistances: fire, lightning

Damage Immunities: psychic

Condition Immunities: charmed, frightened

Challenge: 3 (700 XP)

Split Into Brimstone Horrors. When reduced to 0 hit points, the Blue Horror splits into two Brimstone Horrors.
Radiant damage prevents this splitting.

Fractured Cackling. Whenever a Blue Horror takes damage, one random creature within 10 feet must succeed on a DC 13 Wisdom saving throw or have disadvantage on its next saving throw before the end of its next turn.

Actions

Warpflame Dart. *Ranged Spell*
Attack: +5 to hit, range 60 ft.
Hit. 10 (2d6 + 3) fire damage.
If two Blue Horrors target the same creature in the same round, the second attack deals an extra 2d6 psychic damage.

Cacophonic Burst (Recharge 6). Creatures within 10 feet must make a DC 13 Constitution saving throw or take 13 (3d8) thunder damage and be deafened until the end of their next turn.