DUALINK

Pink Horror of Tzeentch

Monster



Warhammer40K Edition

Pink Horror of Tzeentch

Medium fiend (chaos), chaotic evil

Armor Class: 16 (warp flesh)

Hit Points: 136 (16d8 + 64)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws: Dex +7, Con +8, Cha +8

Damage Resistances: fire, lightning; bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities: psychic

Condition Immunities: charmed, frightened

Senses: darkvision 120 ft., passive Perception 12

Languages: Daemonic, telepathy 60 ft.

Challenge: 10 (5,900 XP)

Split Into Blue Horrors. When the Pink Horror is reduced to 0 hit points, it splits into two Blue Horrors in unoccupied spaces within 5 feet of it.
If the Pink Horror was reduced to 0 by radiant damage, it splits into only one Blue Horror instead.

Warpflux Instability. Each time the Pink Horror casts a spell of 1st level or higher, roll a d6:

- 1–2: The spell's damage type changes to a random type (acid, cold, fire, force, lightning, necrotic).
- 3–4: The spell's damage dice increase by one step (d6→d8, d8→d10).
- 5–6: The spell jumps to a second creature within 15 feet of the

original target (half damage).

Actions

Multiattack. The Pink Horror casts one spell and makes one Warp Claw attack.

Warp Claw. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. Hit. 14 (3d6 + 4) force damage.
If the target is concentrating, it has disadvantage on the concentration check.

Bolt of Change. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. Hit. 22 (4d8 + 4) fire or lightning damage (Pink's choice).
On a hit, the target must succeed on a DC 16 Wisdom saving throw or suffer *Warped Flesh* until the end of its next turn:

- Speed halved
- Disadvantage on its next attack roll

Warpflame Surge (Recharge 5–6). Each creature in a 20-foot-radius sphere within 90 feet must make a DC 16 Dexterity saving throw.

- Failure: 28 (8d6) fire damage + 14 (4d6) psychic damage
- Success: Half damage

Creatures that fail ignite with warpfire and take 7 (2d6) fire damage at the start of their next turn.