

BLOODWIGHT

Large Aberration

Hit Dice: 6d8 (27 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 14 (-1 size, +1 Dex, +6 natural)

Attacks: 2 slams +6 melee

Damage: Slam 1d8 and blood consumption

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Blood consumption, cell division

Special Qualities: Damage reduction 10/+1, weapon immunity, tremorsense, fast healing 3, fire resistance 20, vulnerabilities

Saves: Fort +2, Ref +3, Will +5

Abilities: Str 17, Dex 12, Con 10, Int 2, Wis 11, Cha 1

Skills: Listen +8, Spot +8

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Solitary or brood (2-5)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 7-9 HD (Large); 10-18 HD (Huge)



Bloodwights, contrary to their name, are not undead creatures; they are living clots of animated blood created by the too-concentrated life energies in the Basin of Boundless Life.

A bloodwight appears as a 10-foot long slug-like creature, crimson in color. When the bloodwight detects living creatures, it raises the front half of its body and extrudes two arm-like appendages. In this position it resembles a large slug-like and headless humanoid.

COMBAT

The bloodwight attacks with two long arm-like appendages it extends from its body. In order to use its blood consumption ability, it must attack the same opponent each round until it drains enough blood to use its cell division ability.

Blood Consumption (Su): When the bloodwight touches an opponent it gains a number of hit points equal to the damage dealt. These bonus hit points are added to the bloodwight's total even if it takes it above its current maximum hit points.

If a bloodwight successfully hits its opponent with both slam attacks, the opponent must make a successful Fortitude save (DC 13) or suffer catastrophic blood expulsion. This drains the opponent of 25%, 50%, 75%, or 100% of its current hit points (roll 1d4, 1=25%, 2=50%, 3=75%, 4=100%).

The maximum number of hit points a bloodwight can have is limited to its current Hit Dice x 8. When it reaches this maximum, it will use its cell division ability.

Cell Division (Ex): If a bloodwight absorbs enough hit points that raises its total to the maximum allowed by its current Hit Dice, it splits into two equal bloodwights, each with one-half the total hit points. For example, a 6 HD bloodwight with 48 hit points splits into two 6 HD bloodwights with 24 hit points each.

Note that the bloodwight must attack the same opponent each round until it drains enough blood to use its cell division ability. Attacking multiple opponents still drains blood, but does not allow it to use its cell division ability.

Weapon Immunity (Ex): Due to the makeup of the bloodwight's body, it takes only 1 point of damage from piercing and slashing weapons and only half damage from bludgeoning weapons. This applies to magical weapons as well as non-magical weapons.

Fast Healing (Ex): A bloodwight heals 3 points of damage per round as long as it has at least 1 hit point.

Vulnerabilities (Ex): A bloodwight is *slowed* by any cold-based attacks or effects. A *purify food and water* spell instantly slays a bloodwight.

Tremorsense (Ex): Bloodwights can automatically sense the location of anything within 60 feet that is in contact with the ground.

Immunities: Immune to mind-influencing effects, and the various *hold* spells and *sleep* spells.

The Bloodwight first appeared in the *Return to White Plume Mountain* (Bruce Cordell, 1999).