

BLOOD ELEMENTAL

Medium • Elemental • Neutral

Armor Class 15

Initiative +3 (13)

Hit Points 120 (16d8 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances acid, fire

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages Primordial (Aquan)

CR 8 (XP 3,900; PB +3)



Blood Form. The elemental can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Blood Sense. The elemental knows the location of any creature within 100 feet that doesn't have all its hit points. It can't detect Constructs, Elementals, Oozes, or Undead this way.

Hemorrhagic Aura. Creatures of the elemental's choice that don't have all their hit points and are within a 10-foot emanation originating from the elemental lose 5 hit points due to blood loss at the start of their turn. The elemental then regains that amount of hit points. Constructs, Elementals, Oozes, and Undead are immune to this effect.

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Sanguine Slash attacks. It can replace one of these attacks with a Blood Infusion.

Sanguine Slash. *Melee Weapon Attack:* +6, reach 5 feet. *Hit:* 25 (5d8 + 3) slashing damage.

BLOOD ELEMENTAL — WEAKER

Armor Class 14

Initiative +2 (12)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 60 ft.

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

Skills Perception +4

Damage Resistances acid, fire

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Primordial (Aquan)

CR 5 (XP 1,800; PB +3)



Blood Form. The elemental can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Blood Sense. The elemental knows the location of any creature within 100 feet that doesn't have all its hit points. It can't detect Constructs, Elementals, Oozes, or Undead this way.

Hemorrhagic Aura. Creatures of the elemental's choice that don't have all their hit points and are within a 5-foot emanation originating from the elemental lose 5 hit points due to blood loss at the start of their turn. The elemental then regains that amount of hit points. Constructs, Elementals, Oozes, and Undead are immune to this effect.

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Sanguine Slash attacks. It can replace one of these attacks with a Blood Infusion.

Sanguine Slash. *Melee Weapon Attack:* +5, reach 5 feet. *Hit:* 15 (3d8 + 2) slashing damage.

BLOOD ELEMENTAL — STRONGER

Armor Class 16

Hit Points 178 (21d8 + 84)

Speed 30 ft., swim 60 ft.

Initiative +4 (14)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	8 (-1)	16 (+3)	12 (+1)

Skills Perception +7

Damage Resistances acid, fire

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 17

Languages Primordial (Aquan)

CR 12 (XP 8,400; PB +4)

Blood Form. The elemental can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Blood Sense. The elemental knows the location of any creature within 300 feet that doesn't have all its hit points. It can't detect Constructs, Elementals, Oozes, or Undead this way.

Hemorrhagic Aura. Creatures of the elemental's choice that don't have all their hit points and are within a 15-foot emanation originating from the elemental lose 10 hit points due to blood loss at the start of their turn. The elemental then regains that amount of hit points. Constructs, Elementals, Oozes, and Undead are immune to this effect.

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Sanguine Slash attacks. It can replace one of these attacks with a Blood Infusion.

Sanguine Slash. *Melee Weapon Attack:* +8, reach 5 feet. *Hit:* 37 (6d10 + 4) slashing damage.

Blood Infusion. The elemental targets a creature within 5 feet, and the target regains 13 (3d8) hit points. Then the elemental loses an equal amount of hit points. This ability can't target Constructs, Elementals (except other blood elementals), Oozes, or Undead.

Drain. *Constitution Saving Throw:* DC 13, one creature that the elemental can see and that doesn't have all its hit points within 30 feet. *Failure:* 27 (5d10) necrotic damage, and the target can't regain hit points until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Thicken Blood (Recharge 5-6). The elemental gains 5 temporary hit points. While it has these temporary hit points, its movement speed is reduced by 10 feet, but it has advantage on saving throws. The elemental can lose these temporary hit points at any time if it wishes (no action required).



Blood Infusion. The elemental targets a creature within 5 feet, and the target regains 33 (6d10) hit points. Then the elemental loses an equal amount of hit points. This ability can't target Constructs, Elementals (except other blood elementals), Oozes, or Undead.

Drain. *Constitution Saving Throw:* DC 16, one creature that the elemental can see and that doesn't have all its hit points within 30 feet. *Failure:* 52 (8d12) necrotic damage, and the target can't regain hit points until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Thicken Blood (Recharge 5-6). The elemental gains 15 temporary hit points. While it has these temporary hit points, its movement speed is reduced by 10 feet, but it has advantage on saving throws. The elemental can lose these temporary hit points at any time if it wishes (no action required).