

Bloodblade Warriors

Bloodblade warriors are skeletal undead who wield blades of pulsing blood. They do not smell of rot or decay, but always the fresh bright blood of the recently slain. When they speak, their voices are those of dead heroes, but stripped of all joy or kindness.



Bloodblade Lore

A character knows the following information with a successful Religion check.

DC 20: Bloodblade warriors are dangerous undead created by Orcus. They fight exclusively in melee with the blade of blood, which disappears when they are destroyed.

DC 25: They are created from the bodies of powerful heroes. The blade is their blood, infused with necrotic energy.

DC 30: After slaying an impressive enemy, bloodblade warriors will often attempt to steal the freshly killed body away so that the bloodblade ritual may be used on it.

Bloodblade Knight

Level 18 Brute

Medium shadow animate (undead)

XP 2,000

Initiative +10

Senses Perception +11

HP 207; Bloodied 103

AC 30; Fortitude 29, Reflex 25, Will 26

Speed 5 (7 when charging)

⚔ **Bloodblade** (standard; at-will) * **Weapon, Necrotic**

+23 vs. AC; 2d6 + 7 damage and 10 ongoing necrotic damage (save ends) and bloodblade knight gains 10 temporary hit points.

⚔ **Grim Charge** (minor; recharge [2], [3])

The bloodblade knight makes a charge attack.

⚔ **Whirlwind of Blood** (standard; encounter) * **Necrotic**

Close burst 1; +21 vs. Fortitude; 2d12 + 4 necrotic damage and the target is marked for encounter. If the target makes an attack that does not include the bloodblade knight, the target takes 10 necrotic damage.

Alignment Chaotic Evil

Languages Common

Skills Intimidate +18

Str 25 (+16)

Dex 12 (+10)

Wis 14 (+11)

Con 17 (+12)

Int 12 (+10)

Cha 19 (+13)

Equipment Platemail

Bloodblade Knight Tactics

Bloodblade knights typically make a grim charge at the start of combat, followed up by a whirlwind of blood. They then slash and charge from opponent to opponent, seeking to cause as much damage as possible.

Bloodblade Lord

Level 21 Brute

Medium shadow animate (undead)

XP 3,200

Initiative +16

Senses Perception +13

HP 239; Bloodied 119

AC 34; Fortitude 33, Reflex 29, Will 30

Speed 6 (8 when charging)

⚔ **Bloodblade** (standard; at-will) * **Weapon, Necrotic**

+26 vs. AC; 2d6 + 7 damage and 15 ongoing necrotic damage and the target is weakened (save ends both).

⚔ **Lifestealing Strike** (standard; recharge [2], [3], [4]) * **Necrotic**

+26 vs. Fortitude; 2d12 + 4 necrotic damage and the target loses a healing surge. The bloodblade lord heals 59 damage.

⚔ **Grim Charge** (minor; recharge [2], [3])

The bloodblade knight makes a charge attack.

Alignment Chaotic Evil

Languages Common

Skills Intimidate +19, Religion +18

Str 25 (+17)

Dex 12 (+11)

Wis 16 (+13)

Con 19 (+14)

Int 16 (+13)

Cha 19 (+14)

Equipment Platemail

Bloodblade Lord Tactics

A bloodblade lord fights recklessly at first, targeting the most vulnerable-looking opponents. Once it starts taking a serious amount of damage, it uses lifestealing strike and acts more defensively. It tries to keep as many enemies weakened as possible.

Encounter Groups

Bloodblade warriors are usually found with groups of other undead. In rare cases, they are loaned to the service of powerful mortals.

Level 19 Encounter (XP 12,000)

2 Bloodblade Knights (level 18 brute)

1 Bloodblade Lord (level 21 brute)

2 Bodak Skulk (level 16 lurker)

1 Bodak Reaver (level 18 soldier)

Level 21 Encounter (XP 16,000)

1 Bloodblade Knight (level 18 brute)

2 Bloodblade Lords (level 21 brute)

1 Bodak Reaver (level 18 soldier)

1 ... (level 20 elite artillery/controller)