

**XP 153,600**

N Huge construct

**Init** +9; **Senses** blindsight 60 ft., darkvision 60 ft., *detect blood*, low-light vision; Perception +32

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**DEFENSE**

**AC** 32, touch 14, flat-footed 27 (+5 Dex, +1 dodge, +18 natural, -2 size)

**hp** 222 (28d10+68); fast healing 5

**Fort** +11, **Ref** +16, **Will** +9

**DR** 15/adamantine or magic and silver; **Immune** construct traits, magic

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**OFFENSE**

**Speed** 40 ft., fly 80 ft. (average)

**Melee** 2 claws +40 (4d12+18 plus grab)

**Ranged** blood bolt +33 touch (1d8+14 negative energy)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** blood bolt (Cost: 2 BP), vampire bite, wicked claws

**Blood Powers** (CL 28th)

Constant—*detect blood*

4th—*dread visage* (Cost: 5 BP; DC 19), *vampire bite mastery*

3rd—*fearsome visage* (Cost: 3 BP; DC 19), *greater beast traits* (bat), *greater vampire bite*

2nd—*leader of the pack* (Cost: 2 BP; DC 19), *paralyzing fear* (Cost: 5 BP; DC 19), *vampiric hypnotism* (Cost: 2 BP; DC 19)

1st—*frightening visage* (Cost: 1 BP; DC 19), *improved vampire bite*, *lesser beast traits* (bat), *supernatural speed* (Cost: 2 BP)

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**STATISTICS**

**Str** 35, **Dex** 21, **Con** —, **Int** 3, **Wis** 11, **Cha** 1, **BP** 14/56

**Base Atk** +28; **CMB** +42 (+46 grapple); **CMD** 58

**Feats** Alertness, Blood Smite<sup>LV</sup>, Blood Sustenance<sup>LV</sup>, Combat Reflexes, Death Drinker<sup>LV</sup>, Dodge, Great Fortitude, Improved Initiative, Lesser Sun Resistance<sup>LV</sup>, Lightning Reflexes, Mobility, Snatch, Sun Resistance<sup>LV</sup>, Toughness

**Skills** Fly +9, Perception +32, Sense Motive +10, Stealth +5;

**Racial Modifier** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Common plus any other languages its master possesses (cannot speak any of its languages)

**SQ** blood powered, blood reservoir

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**ECOLOGY**

**Environment** any

**Organization** solitary or gang (2–4)

**Treasure** none

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**SPECIAL ABILITIES**