



ART PROPERTY  
OF WIZARDS  
OF THE COAST

## Blightwalker

Blightwalkers are harbingers of destructions, given life by the Blight. They feed on anything with a pulse. Although they love to kill, wounding their prey is their main goal, as they carry within them vicious larvae, which spreads the infection of the Blight. If a blightwalker sees that it cannot win the fight it will choose to retreat, and attack its diseased prey at a later date, when the situation favors them.

Any humanoid that is lucky enough to survive an encounter with a blightwalker will find themselves with a mild headache the next morning, which will progress by the next day into extreme fever and vomiting. By the third day they'll be plagued with delirium and seizures followed soon after by death. But this is not the end for their body, as the Blight now inhabits it. Now half plant half undead, they will continue down the path of chaos.

### BLIGHTWALKER

*Medium undead (plant), neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (-4)	13 (+1)	10 (+0)

**Skills** Athletics +6

**Damage Resistances** lightning, necrotic

**Condition Immunities** charmed, frightened

**Senses** tremorsense 120 ft., passive Perception 11

**Languages** understands Sylvan

**Challenge** 5 (1,800 XP)

**Rotten Appetite.** The blightwalker has advantage on attack rolls against diseased creatures.

**Vine Body.** The blightwalker ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

### ACTIONS

**Multiattack.** The blightwalker makes two grasping vine attacks and then uses its blighted bite.

**Grasping Vine.** *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and if the target is Large or smaller it is pulled 15 feet in a straight line towards the blightwalker and is grappled (escape DC 16).

**Blighted Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage and the target must succeed on a DC 11 Constitution saving throw or become infected with a parasitic larvae. A diseased creature doesn't exhibit symptoms at first. Upon completing their first long rest after being infected, they gain one level of exhaustion. After that, after each long rest, they need to make a DC 11 Constitution saving throw, gaining 2 levels of exhaustion on a failure and 1 on a success. Points of exhaustion gained due to this disease cannot be removed by completing a Long Rest. A creature that dies due to this disease comes back to life 1d4 hours later as a Zombie Blight.