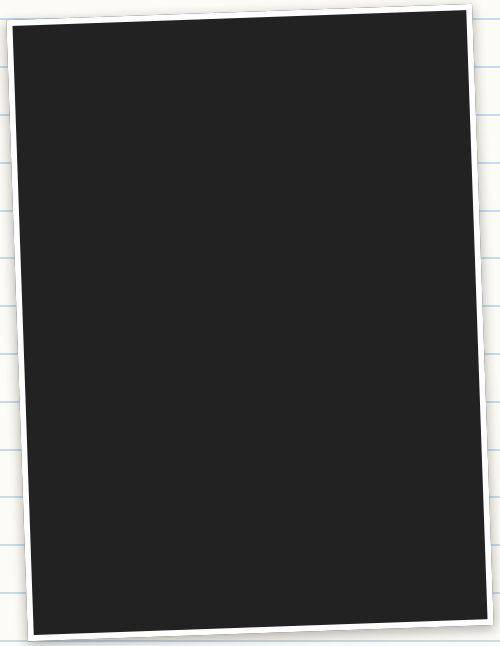
May Wong

Erika Ishii as May Wong

SEASON 18



RACE
Vampire

CLASS
Sorcerer (Shadow Magic)

LEVEL
6

BACKGROUND
—

STR	DEX	CON	INT	WIS	CHA
+1	+2	+2	+2	+0	+5

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
12	—	6	—

End of Coffin Run — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Coffin Run wiki (fan project), every value links to its moment on the site.

May Wong

FULL SHEET

Skills

- —

Saving throws

- —

Features

- **Fanged bite** — Bite attack on a grabbed victim: +5 to hit (17 against 12) and 1d4 + 2 damage; on a hit she can drink and roll a blood-pool die CR E2 00:27:56, CR E2 00:28:05
- **Blood pool** — The table's blood-point rule: on a melee hit she drinks and rolls 1d4+2 blood points, up to 10; points are spent to heal and recover spell slots; her first roll is 3 CR E2 00:28:27, CR E2 00:29:07
- **Quicken Spell** — Quickens a spell, here the Vampiric Grasp hand, to a bonus action to grab a union worker CR E2 00:27:26, CR E2 00:27:39
- **Spider Climb** — A vampire ability, not a spell: she walks up the wall, 35 feet in total CR E2 00:50:52, CR E2 00:51:05
- **Spending blood points** — Spends two blood points to get 2d6 back (eight) while healing and recovering spells CR E3 00:24:13, CR E3 00:24:55
- **Disturbing Cackle** — Unlocks a new ability after reading Dracula's letter to Zaria CR E3 01:05:50
- **Cackle** — A shrill laugh, DC 16: everything near her makes a Constitution save or takes 14 psychic damage and is slowed by 10 feet; the GM calls it a homebrew spell made for May CR E4 00:34:06, CR E4 00:34:38
- **Fifi the Pomeranian** — She whistles up Fifi, a little Pomeranian with the stats of a dire wolf CR E4 00:11:22, CR E4 00:11:28
- **Werewolf blood points** — Drinking werewolves gives her a separate counter of werewolf blood points, three so far CR E4 00:58:37, CR E4 00:59:00
- **Vampiric Scream** — A scream in a 15-foot cube centered on her: creatures make a saving throw CR E4 01:04:19
- **Sunlight weakness** — At dawn the sun greatly weakens May and Squing; she loses Eyes of Dark, Strength of the Grave, Deathless Nature, Spider Climb and her vampiric bite, keeps her sorcery abilities and has six spell slots CR E5 00:02:28, CR E5 00:09:54

Spells

- **Detect Thoughts** — Cast on the businessman; he makes a Wisdom save CR E1 00:51:24
- **Darkness** — Cast as the railworker lingers; he disappears and they are left in a dark void with the coffin CR E1 00:56:26
- **Vampiric Grasp** — A reskinned Mage Hand: a shadowy taloned hand starts the train from the engine car CR E2 00:23:26
- **Shadow tendrils** — Shadowy tendrils pull Percival 10 feet toward her; he fails a Strength save and takes 1d8 necrotic damage CR E2 00:51:21, CR E2 00:51:35
- **Friends** — Gives her advantage on the Charisma check against Percival CR E2 01:11:34
- **Hold Person** — Wisdom save or paralyzed; cast on Wetzel CR E2 01:37:40, CR E2 01:37:49
- **Charm Person** — Wisdom save, Florina gets a 4 and thinks of them as friends CR E3 00:15:25, CR E3 00:15:36
- **Thaumaturgy** — Shadowy mist and hand slam the bent wheel back into place (Arcana, a dirty 20) CR E4 00:09:51, CR E4 00:10:19
- **Silvery Barbs** — A reaction used when a creature within 60 feet succeeds on an attack, check or save CR E4 00:15:29
- **Shadow Step** — Disappears in a booming cloud of mist and teleports to the train CR E4 01:18:55
- **Quickened Vampiric Grasp** — Quickened Vampiric Grasp conjures a hand that lifts the pin of the coal cart: Strength save, 13 against 12 CR E4 01:21:14, CR E4 01:21:36

Items

- **Dracula's letter to May** — A letter she reads aloud: "But May, I don't love you. I'm sorry. I tried." CR E5 01:24:22