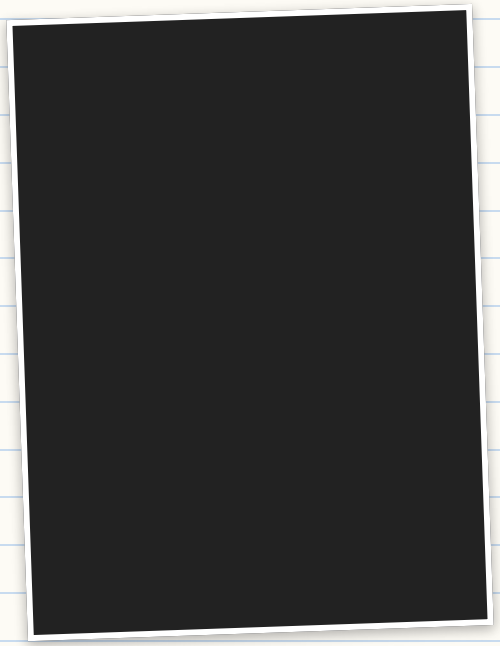
Squing

Zac Oyama as Squing

SEASON 18



RACE
Vampire

CLASS
Warlock (The Undead)

LEVEL
8

BACKGROUND
—

STR	DEX	CON	INT	WIS	CHA
+1	+2	+4	+0	-1	+1

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
13	—	8	—

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.

Squing

FULL SHEET

Skills

- Intimidation +4
- Perception -1

Saving throws

- —

Features

- **Form of Dread** — Bonus action: manifests an aspect of his patron's dread (features elongate); the first use gives 17 extra (temporary) hit points CR E2 00:05:53, CR E2 00:20:14
- **Pact of the Talisman** — A talisman (a dead, rotting fish): the wearer adds a d4 to a failed ability check, three times per long rest CR E2 00:10:01, CR E2 00:12:41
- **Fanged bite** — Bite attack, 1d4 + 4; blood can be drunk from a vampire's victim on a hit CR E2 00:52:16
- **Mobile feat** — Feat: 10 extra feet of movement and difficult terrain costs no extra movement when dashing CR E2 00:37:34
- **Blood pool** — The table's blood-point rule: on a melee hit he drinks and rolls 1d4+2 blood points, up to 10; points are spent to heal and recover spell slots CR E2 00:28:27
- **Armor of Shadows** — His "Mage Armor thing"; always on CR E3 01:13:10, CR E3 01:13:18
- **Wings of young bone** — Giant bony wings of young bone sprout from his back; the look of his Fly spell, not a separate ability CR E3 01:19:22
- **Heal with blood points** — Spends blood points to heal: two points for seven HP CR E3 01:25:38
- **Dimitri's blessing** — Gains 10 blood points and a slightly larger head CR E3 01:33:19
- **Fly speed** — Fly speed of 60 feet CR E4 01:34:55
- **Form of Dread bite** — In Form of Dread: bite 1d4+4, target makes a Wisdom save (DC 12) or is frightened until the end of his next turn CR E4 01:12:05
- **Werewolf blood points** — Drinking a werewolf gives 3 blood points although he is already full at 10 CR E4 01:12:41
- **Sunlight weakness** — At dawn the sun greatly weakens Squing and May; he cannot use Form of Dread, One with the Shadows or his vampiric bite and loses Devil's Sight and Beast Speech, but Armor of Shadows and his spells stay CR E5 00:02:28, CR E5 00:09:13
- **Blood points for 2d6** — Spends two blood points to regain HP (2d6) CR E6 01:14:14

Spells

- **Summon Lesser Demon** — Brings back his demon Zarb ("utter foul words") CR E2 00:08:47
- **Fly** — Third-level spell kept available by spending three blood points; cast on himself CR E3 01:13:20, CR E3 01:19:12
- **Misty Step** — Bonus action, 30 feet away; he teleports up behind the nuns CR E6 01:12:18, CR E6 01:13:46

Items

- **Pact of the Talisman (dead fish)** — Squing's talisman, tucked in his silk shirt CR E2 00:12:41
- **Dracula's letter to Squing** — A letter flapping out of the coffin; he reads parts aloud CR E4 00:51:28
- **Drago's ballista** — Takes it in the fight, +6 to hit, 1d12 + 4 damage, reloads as a bonus action CR E4 00:20:10, CR E4 00:20:49
- **Suit-of-armor helm** — Puts a helm on Dracula's body and later one on himself CR E5 01:06:33