Dungeons and Dragons / Dearg-due



Name: Dearg-due
Medium undead, chaotic evil
Armor Class: 15 (natural armor)
Hit Points: 120 (16d8 + 48)
Speed: 30 ft.

STR: 16 (+3)
DEX: 18 (+4)
CON: 16 (+3)
INT: 12 (+1)
WIS: 14 (+2)
CHA: 20 (+5)

Skills: Perception +7, Stealth +8
Damage Resistances: necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities: poison
Condition Immunities: charmed, exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 17
Languages: the languages it knew in life
Challenge: 9 (5,000 XP)

Traits:

Hypnotic Gaze. The Dearg-due's gaze is hypnotic and alluring. When it makes eye contact with a creature within 30 feet of it, that creature must make a DC 18 Wisdom saving throw or be charmed by the Dearg-due for 1 minute. The charmed creature regards the Dearg-due as a trusted friend to be heeded and protected. If the charmed creature takes any damage or the Dearg-due is attacked, the creature can repeat the saving throw, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dearg-due's gaze for the next 24 hours.

Regeneration. The Dearg-due regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the Dearg-due takes radiant damage or damage from a magical weapon, this trait doesn't function at the start of the Dearg-due's next turn.

Vampire Weaknesses. The Dearg-due has the following flaws:

Forbiddance. The Dearg-due can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The Dearg-due takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the Dearg-due's heart while it is incapacitated in its resting place, the Dearg-due is paralyzed until the stake is removed.

Actions:

Multiattack. The Dearg-due makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Dearg-due regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the Dearg-due's control.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 4) slashing damage. If the target is a creature other than an undead or a vampire, it must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Charm. The Dearg-due targets one humanoid it can see within 30 feet of it. If the target can see the Dearg-due, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the Dearg-due. The charmed target regards the Dearg-due as a trusted friend to be heeded and protected. Although the target isn't under the Dearg-due's control, it takes the Dearg-due's requests or actions in the most favorable way it can, and it is a willing target for the Dearg-due's bite attack.

Legendary Actions:

The Dearg-due can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Dearg-due regains spent legendary actions at the start of its turn.

Move. The Dearg-due moves up to its speed without provoking opportunity attacks.

Bite (Costs 2 Actions). The Dearg-due makes one bite attack.

Hypnotic Gaze (Costs 2 Actions). The Dearg-due uses its Hypnotic Gaze.

Description: The Dearg-due is a female vampire-like creature from Scottish folklore. She is said to be tall and slender with long flowing hair that is typically red in color, and her skin is described as pale and almost translucent.

She is often depicted wearing a flowing white dress or a burial shroud, as she is said to rise from her grave at night to seek revenge on those who wronged her in life. Her eyes are said to be hypnotic and alluring, luring her victims towards her.

Legend has it that she preys on young men, draining their blood to sustain herself. Some stories suggest that she can only be defeated by driving a stake through her heart or by decapitation, similar to other vampire legends.

Despite her fearsome reputation, some legends suggest that the Dearg-due can be appeased by offering her a gift or performing a ritual to honor her memory. However, most caution against encountering her at all, as it is said to be a dangerous and potentially deadly encounter.

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