Vampire Spawn

Small undead

AC: 16
HP: 90
Speed: 30 ft., swim 15 ft., climb 15 ft., crawl 15 ft.
CR: 5

STR 16 · DEX 16 · CON 16 · INT 11 · WIS 10 · CHA 12

Bite. Constitution Saving Throw: DC 14, one creature within 5 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. Failure: 5 (1d4 + 3) Piercing damage plus 10 (3d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount. Claw. Melee Attack Roll: +6, reach 5 ft. 8

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