Lysa Hora – shadow realm of creatures from beyond. This realm is the shadow parody of mortal plane. Every room in shadow realm relates to its original in mortal plane. Movement in the shadow realm is equivalent to movement in mortal plane. To enter the shadow realm, one should sacrifice enough life energy (can be taken from others via vampirism, more about it later). Shadow realm is populated by shadows, which makes it dangerous to travel. If creature spends enough time in shadow realm it may transform to demon of the shadow (change of race). Demons of shadow are corporeal demons preying of living creatures of mortal plane.

**Shadow – a demon of the shadow realm**

Medium undead, Chaotic Evil

* Armor Class 12
* Hit Points 20 (3d8+3)
* Speed 40 ft.

STR

8 (-1)

DEX

16 (+3)

CON

13 (+1)

INT

10 (0)

WIS

10 (+0)

CHA

8 (-1)

* Skills Stealth +4
* Vulnerabilities Radiant
* Damage Immunities Necrotic, Poison
* Condition Immunities Grappled, Poisoned
* Senses Darkvision 60 Ft., passive Perception 10
* Challenge ???
* Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.
* Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.
* Return to Lysa Hora – as an action shadow can attempt to jump between mortal and shadow realm spending 5hp for a jump in shadow realm and 10 hp for jump into mortal plane

**Actions: multiattack, shadow can bite and use its claws to attack. Optionally it can use the whole turn in blood meditation.**

* Vampiric bite - +4 to hit 1d6+2, DC 13 Const save or suffer bleeding for 3 rounds 1d4/round, all damage heals the shadow
* Claws - +2 to hit 2d4+2 slashing
* Blood meditation 1/day – use action, bonus action and reaction as well as 1 round of concentration to gain tripled action on the next round. If caster is hit, blood meditation is interrupted and gives no bonuses.

Typical encounter for 1 PC : 5 shadows (will test it this Saturday maybe)

**Elder of Shadow – one of the lords of demons of the shadow realm**

Medium undead, Chaotic Evil

* Armor Class 16
* Hit Points 50
* Speed 40 ft.

STR

12 (+1)

DEX

20 (+5)

CON

13 (+1)

INT

16 (+3)

WIS

10 (+0)

CHA

8 (-1)

* Skills Stealth +6
* Vulnerabilities Radiant
* Damage Immunities Necrotic, Poison
* Condition Immunities Grappled, Poisoned
* Senses Darkvision 120 Ft., passive Perception 15
* Challenge ???
* Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +10.
* Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.
* Blood rite – shadow lord can sacrifice 1d8 hp as bonus action to infuse any of his melee weapons/claws adding 1d8 force dmg to his attacks. The spell ends if infused weapon leaves hands of the caster.
* Blood Maledict – shadow lord can cast 2 blood maledicts per day. Each cast costs 1d8 hp.
* Return to Lysa Hora – as an action shadow can attempt to jump between mortal and shadow realm spending 5hp for a jump in shadow realm and 10 hp for jump into mortal plane.

**Actions: multiattack, shadow can bite and use its claws to attack. Optionally it can use the whole turn in blood meditation.**

* Vampiric bite - +8 to hit 2d6+4, DC 15 Const save or suffer bleeding for 3 rounds 1d6/round, all damage heals the shadow
* Claws - +5 to hit 2d6+4 slashing
* Blood Maledict: Binding – affected creature makes DC 15 Str save or its move speed is reduced to 0
* Blood Maledict: Agony – affected creature makes DC 15 Wis save or its feared for 1 minute. If creature is hit it repeats saving throw. At the end of each round creature repeats Wis saving throw.
* Blood meditation 1/day – use action, bonus action and reaction as well as 1 round of concentration to gain tripled action on the next round. At the end of the successful meditation Elder summons 3 shadow projectiles which can be aimed at the start of his turn. To dodge a shadow projectile a creature is required to make DC 16 Dex save or suffer 1d6 dmg and be knocked prone. If caster is hit, blood meditation is interrupted and gives no bonuses.

Elder of shadows usually lives in parts of shadow realm connected to palaces, manors etc.

Now with all the dangers in mind, lets move on to PCs abilities

Vampirism – character can spend 10/5/1 minutes to drain blood from unconscious/willing/dead(like in last 2-3 minutes) creature to gain 1d8 (not sure here) + 10/5/1 + Const modifier ritual hp. This type of hp creature can use to cast blood spells.

Blood sacrifice – character can spend 2 hp (again not sure here, it may be too weak or powerful, requires testing, will do it this Saturday) to gain 1 ritual hp

Blood spells:

1. Heal

Duration: instantaneous

Spend 1 ritual hp to regenerate 1 regular hp. **Cannot** exceed max hp limit

1. Return to Lysa Hora

Duration: 1 action

Spend 10 ritual hp to hop into shadow realm and 5 ritual hp to return to mortal plane. While in shadow realm injured creatures attract more shadows (like 7 or something like that, will test it later).

1. Misty step

Duration: 1 bonus action

Spend 10 ritual hp to cast misty step.

<https://roll20.net/compendium/dnd5e/Misty%20Step#content>