



Not-so-random Encounters

3 *reasons to use Random Encounters.*
Not-so-Random Encounters is a 5th Edition supplement for **3-7 characters of 7th-level** and is optimized for **four characters with an average party level (APL) of 5 or 8**. This document offers details for each level and makes adjustments accordingly. This supplements provides a dozen random encounters for any dungeon setting.

Random encounters can be a great way to challenge the party in interesting ways, but they can also have the effect of slowing down the pace of a session, so use them at your own discretion. Here are three reasons I use them.

1. **Characters can go nova.** Often, random encounters take place during travel that the players will have a long rest at the end of. This means that characters can try out their newest ability, flex their arcane muscles or test out a tactic to use later.
2. **They should not be random.** Obviously it goes against the name, but these encounters shouldn't be random, at least not to the DM. I always have two or three "random" encounters planned to give myself breathing room when the players decide to do something off script.
3. **They make your world feel alive.** These encounters allow you to illustrate that the choices the characters make have consequences, or that the events going on around the characters are bigger than them. *Storm King's Thunder* does this really well, making sure that the world keeps moving around the party and their central narrative.

City Encounters

Cities are important to D&D campaigns because they are centers of population, so naturally, they would be where players would go to do things such as seek out information, buy or sell items, and meet powerful figures in the political landscape, but they are also places filled with intrigue, danger and wonder in equal amounts.

Each time the characters move from one location to another, you can check for random encounters by rolling a d20. On a roll of 16-20, an encounter takes place. Conversely, if the players seem restless, you can decide that an encounter occurs. Roll 1d12 and consult the City Encounters table to determine what the party meets.

City Encounters

d12	Encounter
1	Devourers of Flesh
2	Imitative Predators
3	Veiled in Shadow
4	Thought Thieves
5	Splatter Tracker
6	Dark Desires
7	Underground Scavengers
8	Thoughtless Power
9	Careless Portent
10	Spawn of Chaos
11	Wrathful Jailbreaker
12	Never tell me the Odds



Devourers of Flesh

As you turn into a side street you take in the scene before you. A number of human-shaped creatures swarm around a mound of clothing.

As it notices you, one of the creatures turns your way and licks its grey lips with an overtly long tongue. Shrieking with glee it bounds towards you.

Encounter: Abyssal Undead. A pack of ghouls is loose within the city and have already killed at least once.

The nature of the creature are detailed on the table below.

Adventure Level Encounter

5th	The pack is made up of six ghouls
8th	The pack is made up of five ghasts

Development. Perhaps the ghouls were let loose by your villain as a distraction or to sow chaos, and while the party deals with them, your villain gets up to who knows what. Perhaps this was the same villain who left the Splatter Tracker trap. Or the ones who loosed the Underground Scavengers.

Imitative Predators

After a rousing day of monster hunting and heroic daring-do, the party decides to kick back and quaff some ale.

Bizarrely however, as they attempt to lift their tankards, they find them stuck fast to the tabletop. Confused you stare about and that's when you notice them; two purple eyes staring back at you... from the tabletop!

Encounter: Mimic Table. An enemy to the party has set a trap in their favorite drinking establishment, smuggling in and convincing a mimic to hide in plain sight.

The nature of the creature is detailed on the table below.

Adventure Level Encounter

5th	The table is a mimic
8th	The table is a large mimic with 67 hp and deals an additional 1d8 damage with its attacks

Development. Why not make this part of an ambush by adding one **thug** per character who focus on characters grappled by the mimic's Adhesive trait?

Veiled in Shadow

An explosion shakes the ground and the air becomes hotter by the second. Foolish though it is, as heroes you dash towards the sounds of danger.

Rounding a corner, you find a townhouse ablaze, voices from within screaming for help. Sharp eyes, however, pick out a cloaked figure, stalking away from the inferno. With a furtive glance your way, they run.

Encounter: A Heroes' Choice! A **spy** caused the explosion and resultant fire to cover up a murder. The character's choice is simple, chase the villain or save the victims.

Rather than rolling for initiative, each round roll on the relevant Complications table below. Read or paraphrase the complication. Any character involved can then attempt to overcome the problem using abilities, saves, skills or spells, but the same player cannot make another check until all other characters involved have taken a turn. You set the DC and the characters must pass 3 checks before receiving 2 failures to succeed.

Chase Complications

d6 Complication

- 1 Your quarry ducks behind a wagon that now blocks your path
- 2 A member of the Watch, alerted by the disturbance attempts to block your way
- 3 The hooded figure heads down a blind alley. Reaching the end you have too many choices
- 4 Your chase leads you into a marketplace, your prey merges into the thronging press of bodies
- 5 The figure you're chasing climbs to a rooftop and leaps across to another
- 6 Pulling a crossbow from beneath the folds of their cloak, your target aims for a bystander and aims down the sights

Rescue Complications

d6 Complication

- 1 With a crash, a large, burning timber falls into your path
- 2 Smoke blocks your vision and distorts the sounds of screams
- 3 The spreading fire ignites the bottles on a nearby cabinet and glass explodes across the room
- 4 Slumped upon the floor you find the body of a heavy set and unconscious man, moving him will be no easy task
- 5 Coughing and spluttering, the smoke and ash threatens to choke you (DC 13 Constitution save)
- 6 In a bedroom, collapsed masonry blocks your path, through a small gap you notice two children huddled in a corner, screaming loudly



Thought Thieves

"Their presence isn't heard or seen. It's not tasted or even smelled, but you'll feel their company, inhabiting a space in your mind kept only for your deepest desires and most dangerous secrets."

The filthy drunkard, a haggard looking man in his middle years, spins his yarn for any who will listen and fill his mug.

"Ha! You don't think I was always a wretch like this? I was a nobleman until the Pensie... argh!" With a shriek, he grabs his head in his hands and collapses, spasming in pain.

Within seconds the convulsions stop and the man slumps to the ground, dead.

Development. The man, Harold Enever, was indeed once a **noble** and the heir to House Enever, but was a victim of the Pensieves, thought thieves and assassins, hired by Harold's younger brother, James to drive Harold insane and so take his brother's place.

Treasure. Checking over Harold's body, the characters will find a *ring of mind shielding*. Harold's soul now inhabits the ring and can communicate telepathically with any creature wearing it. Desperate for revenge, Harold will reveal his story and beg for vengeance.

Encounter. James Enever is a **noble** who lives in a large, three storey townhouse. If the characters visit him, he is meeting with three members of the Pensieves.

The nature of the creatures are detailed on the table below.

Adventure Level Encounter

5th	The pensieves are pensieve acolytes
8th	The pensieves are pensieve adepts

See the appendices for details on the Pensieves.

Splatter Tracker

This encounter works best when it works in tandem with one of the combat encounters.

Gnomish Mustard Trap. This trap is also a relatively simple trap. The trap is triggered by a wire, roughly five inches from the ground. Noticing this trap requires a successful DC 15 Wisdom (Perception) check. The trap can then be disarmed with a successful DC 15 Dexterity check made with proficiency in thieves tools.

Once triggered, a bucket of gnomish mustard (the slang term for dire rat poo) is tipped onto the creature that triggered it. The excrement is extremely smelly and sticky, reducing this creature disadvantage on Dexterity (Stealth) checks and Wisdom (Perception) check made to smell the creature have advantage.

The matter can only be removed my magical cleaning, such as *prestidigitation*.

Dark Desires

The light of your torch is reflected in the eyes of a creature of darkness and shadow.

Looking your way, the vampire licks her lips, the taste of sanguine wine making her sallow skin blush.

"I'm sorry darling, but I've just eaten and I simply couldn't manage another bite." So saying, she grins mischievously, her pronounced canines in sharp contrast to her full lips.

"Oh, a little snack won't hurt I suppose." And, with catlike reflexes she leaps towards you.

Encounter: Lady Silke. Lady Maribel Silke is a vampire who treats the city as her personal larder and the people within it as her dinner. She is an abomination and must be stopped.

The nature of the creature is detailed on the table below.

Adventure

Level Encounter

5th	Lady Silke is a vampire spawn
8th	Lady Silke is a vampire priestess (see appendices for details)

Development. Lady Silke is the leader of a cult of blood that have been kidnapping people for some vile ritual. Should the party defeat her, tracing her back to her coffin will also reveal the location of the cult's lair.



Underground Scavengers

A loud screech shatters its way towards you, followed quickly by an even louder crash coming from the Marketbridge ahead.

At the sounds of screams and yells for aid you burst into action.

Encounter. Five **rust monsters**, set lose by a group of ne'er-do-wells to cause a distraction, have disintegrated the iron supports of the Marketbridge, a wide bridge that holds a daily market. A dozen bystanders were caught unawares when the bridge collapsed and now four **commoners** are trapped beneath the river water, pinned by rubble and quickly running out of breath.

Worse still, the rust monsters, frightened by the noises have become aggressive and are attacking anyone who comes too close.

Rescuing the Trapped. Those trapped are choking. Roll initiative for all of the commoners together. At then start of their second turn, they drop to 0 hit points and are dying. Roll death saves for these commoners as you would for a player character.

Reaching a trapped commoner requires a character to swim 20 feet down into the river. The river is considered difficult terrain unless a creature has a swim speed.

To rescue a commoner a character must spend an action to make a DC 15 Strength (Athletics) check to lift the rubble off of them. The body will then float to the surface and bystanders will drag them to safety.

Reward. If all four commoners are rescued, the merchants of the Marketbridge give the characters a 20% discount for the rest of their lives.

Thoughtless Power

This encounter will work best if you have a magical school or college within your city. Better still if there are magical factions that are at odds with one another.

From ahead come the crashing sounds of explosions and the sky is alight with flashes. Thunderous roars echo against the buildings as the ground shakes.

If the party chooses to investigate, read or paraphrase the following.

As you close in you find a horrific scene. The area ahead is a battlefield, the buildings either side of the street ablaze and crumbling. At either end of the thoroughfare stands a mage, sending magical death towards the other, only to have their arcane attacks blocked or diverted by the other.

Neither arcanist appears injured, but the damage they are doing is incalculable to those without their power.

Encounter. Two wizards, Krufeus (CN human male) and Odel (LN tiefling male) are battling one another for dominance. Their magical attacks are destroying the nearby buildings and risking the lives of the locals. Both have spent a 2nd, 3rd, and 4th level spell slot.

The nature of the wizards are detailed in the table below.

Adventure Level	Encounter
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5th	The wizards are both a battle mage (see appendix).
8th	The wizards are both a mage .

A Peaceful Resolution. Both Krufeus and Odel are arrogant and hot-tempered young mages, but if the characters can find a way to calm them down and make them recognise the destruction they are causing, then a successful DC 15 Charisma (Persuasion) check will make them both stand down.

Development. If the characters were forced to kill one or both of the wizards, consider the effect this will have with their standing with the various factions of your city.

Treasure. Krufeus carries a *wand of the war mage* +1 and Odel wears a *cloak of protection*.



Careless Portent

Calls of alarm turn to wonder as people around you stare into the night sky. What was, only a moment ago, dark and cloud covered is now a bright starscape. This is not, however, what is grasping peoples' attention, instead it is the strange symbols that the few remaining clouds shape out.

"What could it mean?" Whispers a woman nearby.

"Nothin' good," replies another bystander.

The **mage**, Andarios De'Lesarano (CG elven male), is using his magic to contact his lover Avantr (LN male **azer**). The pair have recently had a heated argument and the elemental dashed out into the night in a fit of anger.

Andarios has recognised he is in the wrong and is fearful of what will happen to his beau in a land that is so alien to him. With no means of finding him, however, he has resorted to using his magic to shape the night sky into the Primordial script. The message is two simple words, "Come Home."

A character that can read Primordial will understand the message and a character that can read dwarven understands that the message has something to do with "hearth" and "approach".

Without the characters needing to do anything Avantr will visit a local tavern and then return home after 2 hours.

Development. Should you want to make more of this encounter you could have a brawl break out in the tavern. In the ensuing chaos, Avantr's Heated Body sets the building on fire.



Seeing the azer fleeing the scene, the Watch issues a kill order for the elemental. You could mix this encounter with the Veiled in Shadow encounter and turn them into a Side Quest.

Reward. If the characters help to return Avantr to Andarios, the mage rewards the party with a *spell scroll* of *conjure minor elementals*.

Spawn of Chaos

Screams and shouts of alarm echo through the dark city streets. Ahead a ferocious looking creature cackles with glee as it flings a guard from a rooftop to shatter on the cobbles below.

Encounter. A demon, summoned by an evil cult, is laying waste to a squad of the city's watchmen. The nature of the creature is detailed on the table below.

Adventure Level	Encounter
5th	This creature is a hezrou , but has already been injured and has 106 hp.
8th	This creature is a hezrou , that can innately cast <i>spirit guardians</i> 1/day (DC 12).

Added Challenge. If you want to make this encounter even more challenging, replace one of one of the demon's Claw Attacks with the following. On a hit the attack deals no damage, instead roll on the Crippling Injury table below to determine the nature of the injury.

Crippling Injury

d6	Injury
1	Broken Leg. Your speed is reduced by 10 feet and you cannot take the Dash action. Magical healing of at least 10 hp repairs the broken limb.
2	Broken Arm. You cannot use weapons that have the Two-Handed property. If you carry a shield or weapon in your off-hand you cannot use this item. Magical healing of at least 10 hp repairs the broken limb.
3	Broken Ribs. Whenever you attempt an action in combat, you must make a DC 10 Constitution saving throw. On a failed save, you lose the action and can't use reactions until the start of your next turn. Magical healing of at least 10 hp repairs the broken ribs.
4	Festering Wound. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The injury heals if you receive magical healing of at least 10 hp.
5	Teeth Knocked Out. You have disadvantage on Charisma (Persuasion) checks. When you cast a spell with a verbal component there is a 25% chance the spell will not work. If the spell fails, you still used your action to try to cast it, but the spell did not use any slots or material components. The injury heals if you receive magical healing of at least 10 hp.
6	Lose a Finger. You have disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks to use fine tools (such as thieves tools) using the hand with which you lost the finger. Magic such as the <i>regenerate</i> spell can restore the lost finger.

Wrathful Jailbreaker

The rhythmic thud of iron shod boots alerts you that something is amiss.

Turning in the direction of the sound you find a squad of Watchmen marching directly for you.

"Adventurers, Corvus Bane the Whitewolf, has escaped the prison. You are hereby deputized and ordered to apprehend the villain by any means necessary," the leader barks out, "and yes, lethal force is acceptable."

A Were Hunt. The lycanthrope and mass murderer Corvus Bane killed his jailers and escaped his cell. From there the villain grabbed a single **commoner**, eight-year-old Maisie Proctor, as hostage. Now the rogue is hold up in the Yester Year Tavern, demanding a swift horse, 500 gold and clear path out of the City.

The nature of the creature is detailed on the table below.

Treasure. The City would rather pay the ransom to the adventurers for the capture or execution of the Whitewolf. Only 50% of the reward is paid if the hostage is killed.

Adventure

Level Encounter

5th	Corvus Bane is a werewolf pack leader, he uses the wereboar stat block with 120 hp.
8th	Corvus Bane is a werewolf pack leader, he uses the werebear stat block 198 hp.

Never tell me the Odds

Kopinski had told you to meet him in the Hog's Head after dark, his message saying only that he had important news.

Arriving as the sun dips below the mountains far to the west you are startled by the sounds of chanting and the crash of furniture.

"Woo hoo! See I told you they'd both fit!" This screeched and excited shouting comes from a goblin, currently wrapped around the head of a young Adventurer who is screaming bloody murder as his passenger stuffs two fingers up his nose, one to a nostril and all the way up to the second knuckle. "Now! Who'll bet me I can't reach his brain?"

Nearby two more Adventurers rise to their feet, drawing weapons as they do so.

Encounter. This creature is Kopinski (NE male goblin **thug** with 27 hp). The Adventurer is Colin Westridge (NG human male **guard**), who foolishly took Kopinski's first bet.

Kopinski is the party's contact and has useful information for them (regarding whatever you like). Two of Colin's companions, the roguish Stet Kirion (CN female tiefling **spy**) and Bak Tor'Da (LG half-orc male **cult fanatic**), a cleric of the goddess of war, approach Kopinski, intent upon rescuing Colin and "dealing" with the recalcitrant goblin.

Someone call the Watch! At the start of the first round the publican, Morish Hant (LG dwarf male **commoner**) rushes outside to call the Watch. At the start of the third round six Watchmen arrive and attack anyone involved in the ruckus.

Watchmen

Watchmen use the **veteran** stat block with the following changes.

- They carry clubs instead of swords and any of the damage they deal is to subdue.
- They also carry handcuffs, these cuffs have AC 19, 10 hp and immunity to poison and psychic damage. They also carry a key to these cuffs.
- They have the following special attack that can replace one of their melee attacks:

You're Knicked. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. If the target is Medium or smaller, it is grappled (escape DC 12) and restrained in handcuffs. The Watchman has one set of handcuffs.

Busted. Any character arrested by the Watch is taken to the nearest Watchhouse where they are convicted of disturbing the peace and imprisoned for 1 week or until a 100 gp fine is paid.



Appendix

Battle Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Con +3, Int +6

Skills Arcana +6, History +6

Senses passive Perception 12

Languages Common plus any three languages

Challenge 4 (1,100 XP)

Overchannel. As a bonus action, a battle mage can overchannel its spells until the start of its next turn. A creature has disadvantage on its saving throws against an overchanneled spell. Attack rolls against the battle mage have advantage until the start of its next turn.

Tactical Casting. When a battle mage casts a spell that causes damage or that forces a creature to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to automatically succeed on the required saving throw.

Spellcasting. The mage is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *poison spray*, *shocking grasp*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*, *thunderwave*

2nd level (3 slots): *flaming sphere*, *misty step*, *shatter*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

4th level (3 slots): *ice storm*

Actions

Shortsword. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Self-Defense Casting. When the battle mage is hit by a weapon attack, it can cast a cantrip against the attacker.



Pensieve Acolyte

Medium humanoid (any race), any neutral alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

Skills Deception +4, Persuasion +4, Arcana +3

Senses passive Perception 10

Languages can speak telepathically with any creature within 30ft.

Challenge 2 (450 XP)

Stillness of Mind. The pensieve has advantage on saving throws against being charmed or frightened.

Innate Spellcasting (Psionics). The pensieve spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no components:

(At will): *mage hand* (the hand is invisible), *vicious mockery*

(1/day each): *command*, *detect thoughts*, *hold person*, *inflict wounds*, *shield of faith*, *spiritual weapon*

Actions

Multiattack. The pensieve makes two attacks.

Psychic Dagger. *Melee or Ranged Weapon*

Attack: +3 to hit, range 60 ft., one creature. *Hit:* 4 (1d4 + 2) psychic damage.

Pensieve Acolytes are the lowest ranks of the Pensieves and as such have only managed to fashion their thoughts into simple daggers.

Nonetheless, a Pensieve is unlikely to face an opponent in open combat. Rather they prefer deception of manipulation. Such powers make them a far more dangerous foe.

Pensieve Adept

Medium humanoid (any race), any neutral alignment

Armor Class 15 (leather armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	14 (+2)

Skills Deception +5, Persuasion +5, Arcana +6

Senses passive Perception 10

Languages can speak telepathically with any creature within 30ft.

Challenge 4 (1100 XP)

Stillness of Mind. The pensieve has advantage on saving throws against being charmed or frightened.

Confident Defense. While the pensieve is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Innate Spellcasting (Psionics). The pensieve spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible), *vicious mockery*, *detect thoughts*, *hold person*, *spiritual weapon*, *shield of faith*

(1/day each): *compulsion*, *phantasmal killer*, *suggestion*

Actions

Multiattack. The pensieve makes two attacks, they can cast a cantrip in place of one of these.

Psychic Spear. *Melee or Ranged Weapon Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 7 (1d8 + 3) psychic damage. On a critical hit the target is also stunned until the pensieve's next turn.

Pensieve Adepts are amongst the most deadly of the Pensieves and have learned to fashion their thoughts into spears of psychic wrath. These pensieves are used as spies, infiltrators and, where necessary, assassins.



Vampire, Priestess

Medium undead, neutral evil

Armor Class 16 (chain mail)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	13 (+1)	20 (+5)	15 (+2)

Saving Throws Dex +4, Wis +8, Cha +5

Skills Religion +4, Perception +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunity charmed

Senses darkvision 60 ft., passive Perception 18

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Misty Escape. When she drops to 0 hp outside her resting place, the vampire priestess transforms into a cloud of mist instead of falling unconscious, provided that she isn't in running water. If she can't transform, she is destroyed. While she has 0 hp in mist form, she can't revert to her priestess form, and she must reach her resting place within 2 hours or be destroyed. While in mist form she can't take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, she can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and she is immune to all nonmagical damage, except the damage she takes from sunlight. Once in her resting place, she reverts to her priestess form. She is then paralyzed until she regains at least 1 hp. After spending 1 hour in her resting place with 0 hp, she regains 1 hp.

Regeneration. The vampire priestess regains 15 hp at the start of her turn if she has at least 1 hp and isn't in sunlight or running water. If the priestess takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spellcasting. The vampire priestess is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared: Cantrips (at will): *light*, *guidance*, *poison spray*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *inflict wounds*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *silence*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *dispel magic*, *spirit guardians*

4th level (3 slots): *banishment*, *freedom of movement*

5th level (1 slot): *contagion*, *flame strike*

Undead Nature. The vampire priestess doesn't require air.

Vampire Weaknesses. The priestess has the following flaws:

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

Harmed by Running Water. The priestess takes 20 acid damage if she ends her turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the priestess' heart while she is incapacitated in her resting place, she is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The priestess takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.



Actions

Multiattack. The vampire priestess can use her Bewitching Gaze. She then makes two attacks, only one of which can be a bite attack.

Scourge. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, and the creature must succeed on a DC 16 Constitution saving throw or bleed profusely from the wound. A bleeding creature takes 7 (2d6) slashing damage at the start of each of its turns. A creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire priestess, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the priestess regains hp equal to that amount.

The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp 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 priestess' control.

Bewitching Gaze. The vampire priestess targets one humanoid she can see within 30 feet. If the target can see her, the target must succeed on a DC 16 Wisdom saving throw or be charmed by the priestess for 1 minute. While charmed, the creature is incapacitated and has a speed of 0. Each time the vampire priestess or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The target can also repeat the saving throw if another creature uses an action to shake the target out of its stupor.



Credits

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