

DROW

Medium humanoid (elf), neutral evil

Armor Class 15 (Chain Shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses Darkvision 120 ft., Passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP) Proficiency Bonus +2

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be *poisoned* for 1 hour. If the saving throw fails by 5 or more, the target is also *unconscious* while *poisoned* in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Drow Elite Warrior

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft.

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

Simply click on a trait or attack to copy a Roll20 macro to your clipboard

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiaction. The drow makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

Source: Monster Manual

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (Chain Shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +5

Senses Passive Perception 13

Languages Any two languages

Challenge 2 (450 XP) Proficiency Bonus +2

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a

target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.