

## 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

**Multiattack.** 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.