

# 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)

**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 hex, one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 hex, 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., passive Perception 14  
**Languages** Elvish, Undercommon  
**Challenge** 5 (1,800 XP)

**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 hex, one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 hex, 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.

# DROW MAGE

Medium humanoid (elf), neutral evil

**Armor Class** 12 (15 with *mage armor*)  
**Hit Points** 45 (10d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

**Skills** Arcana +6, Deception +5, Perception +4, Stealth +5  
**Senses** darkvision 120 ft., passive Perception 14  
**Languages** Elvish, Undercommon  
**Challenge** 7 (2,900 XP)

**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)

**Spellcasting.** The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spary*, *ray of frost*  
1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*  
2nd level (3 slots): *alter self*, *misty step*, *web*  
3rd level (3 slots): *fly*, *lightning bolt*  
4th level (3 slots): *Evard's black tentacles*, *greater invisibility*  
5th level (2 slots): *cloudkill*

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

## ACTIONS

**Staff.** *Melee Weapon Attack:* +2 to hit, reach 5 hex, one target. *Hit:* **2 (1d6 -1)** bludgeoning damage, or **3 (1d8 -1)** bludgeoning damage if used with two hands, plus **3 (1d6)** poison damage.

**Summon Demon (1/Day).** The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

# DROW PRIESTESS OF LOLTH

Medium humanoid (elf), neutral evil

**Armor Class** 16 (scale mail)  
**Hit Points** 71 (13d8 + 13)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

**Saving Throws** Con +4, Wis +6, Cha +7 **Skills** Insight +6, Perception +6, Religion +5, Stealth +5 **Senses** darkvision 120 ft., passive Perception 16  
**Languages** Elvish, Undercommon  
**Challenge** 8 (3,900 XP)

**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 15). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*  
1/day each: *darkness*, *faerie fire*, *levitate* (self only)

**Spellcasting.** The drow is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The drow has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*  
1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *ray of sickness*  
2nd level (3 slots): *lesser restoration*, *protection from poison*, *web*  
3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*  
4th level (3 slots): *divination*, *freedom of movement*  
5th level (2 slots): *insect plague*, *mass cure wounds*

**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 scourge attacks

**Scourge.** *Melee Weapon Attack:* +5 to hit, reach 5 hex, one target. *Hit:* **5 (1d6 + 2)** piercing damage plus **17 (5d6)** poison damage.

**Summon Demon (1/Day).** The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes **5 (1d10)** psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.