

# Elf, Drow

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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)

**Saving Throws**

**Skills** Perception +2, Stealth +4

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Elvish, Undercommon

**Challenge** 44930 (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: " " 1/day each: " ", " "

**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.