

# Drow Mage

Medium, Humanoid (Elf), Neutral Evil

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**ARMOR CLASS**

15

**HIT POINTS**

78 (12d8 + 24)

**CHALLENGE**

7 | 2,900 XP

**PROFICIENCY**

+3

**Speed** Walk 30 ft.

**Initiative** +3

**Saving Throws** Con +5, Int +7, Wis +4

**Skills** Arcana +7, Stealth +6, Deception +5, Perception +4

**Senses** Darkvision 120 ft.; Passive Perception 14

**Passive Perception** 14

**Languages** Elvish, Undercommon

**STR**

9

-1

**DEX**

16

+3

**CON**

14

+2

**INT**

18

+4

**WIS**

12

+1

**CHA**

15

+2

## Traits

**Cavern Arcanist.** The mage has Advantage on Intelligence (Arcana) checks related to darkness, crystals, poisons, and subterranean magic.

**Light-Sensitive Focus.** While in bright sunlight, the mage has Disadvantage on attack rolls that require sight.

**Web of Command.** Once per turn, when the mage deals damage with a spell attack, one allied drow within 30 feet can move up to 10 feet without provoking Opportunity Attacks.

## Actions

**Shadow Bolt.** Ranged Spell Attack: +7, range 120 ft. Hit: 18 (4d8) Necrotic damage.

**Venom Dagger.** Melee Attack Roll: +6, reach 5 ft. Hit: 5 (1d4 + 3) Piercing damage plus 7 (2d6) Poison damage.

**Spellcasting.** The mage casts original arcane effects using Intelligence. Suggested battle options include misty repositioning, binding shadows, venomous rays, and defensive wards.

**Umbral Cage (Recharge 5-6).** Dexterity Saving Throw: one creature the mage can see within 60 feet. Failure: 22 (5d8) Necrotic damage and the target has the Restrained condition until the end of its next turn. Success: Half damage and no Restrained condition.

## Bonus Actions

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**Fade Behind Shadow.** The mage takes the Hide action while in Dim Light or Darkness.

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## Reactions

**Ward Flare.** When the mage is hit by an attack it can see, it adds 3 to its AC against that attack, possibly causing it to miss.

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