

Drow Priestess of Lolth

Medium, Humanoid (Elf), Neutral Evil

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ARMOR CLASS

16

HIT POINTS

104 (16d8 + 32)

CHALLENGE

8 | 3,900 XP

PROFICIENCY

+3

Speed Walk 30 ft.

Initiative +3

Saving Throws Cha +6, Con +5, Wis +7

Skills Insight +7, Stealth +6, Religion +4, Perception +7

Senses Darkvision 120 ft.; Passive Perception 17

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Languages Elvish, Undercommon

STR10
+0**DEX**16
+3**CON**14
+2**INT**13
+1**WIS**18
+4**CHA**17
+3

Traits

Spider Court Authority. Allied spiders and drow within 30 feet of the priestess have Advantage on saving throws against being Frightened.

Sacred Venom. Once per turn, when the priestess deals Poison or Necrotic damage to a creature, she gains 5 Temporary Hit Points.

Light-Sensitive Devotion. While in bright sunlight, the priestess has Disadvantage on attack rolls that rely on sight.

Actions

Multiattack. The priestess makes two Ritual Dagger attacks or casts Webbed Curse twice.

Ritual Dagger. Melee Attack Roll: +6, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

Webbed Curse. Ranged Spell Attack: +7, range 90 ft. Hit: 18 (4d8) Necrotic damage, and the target movement is reduced by 10 feet until the end of its next turn.

Call the Black Web (Recharge 5-6). Dexterity Saving Throw: creatures of the priestess choice in a 20-foot-radius area within 90 feet. Failure: 21 (6d6) Poison damage and the target has the Restrained condition until the end of its next turn. Success: Half damage.

Bonus Actions

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Queen Below Command. One allied creature within 30 feet that can hear the priestess moves up to half its Speed and makes one melee attack.

Reactions

Cruel Benediction. When an allied creature within 30 feet fails a saving throw, the priestess grants it a +3 bonus to the roll, possibly turning failure into success.

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