

Verrona Lieutenant (Female)

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<https://www.dndbeyond.com/monsters/3096727-verrona-lieutenant-female>

Medium Humanoid (Drow, Elf), Neutral Evil

Armor Class 16 Armor Plating

Hit Points 75 (12d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

Saving Throws DEX +6, CHA +5

Skills [Acrobatics](#) +3, [Arcana](#) +4, [Deception](#) +4, [Stealth](#) +5

Senses [Darkvision](#) 120 ft., Passive Perception 15

Languages Common, Elvish, Undercommon

Challenge 2 (450 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 15). It can innately cast the following spells, requiring no material components:

At will: [Dancing Lights](#)

1/day each: [Darkness](#), [Faerie Fire](#)

Web Walker. A Drow Soldier ignores movement restrictions caused by webbing.

Spider Climb. Being blessed by Lolth, a Drow Soldier can climb difficult any difficult surface, including upsidedown of ceilings, without an ability check.

Actions

Multiattack. The creature can make two attacks with the same weapon.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Hand Crossbow. *RangedWeapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 15).

Cantrips (at will): [Chill Touch](#), [Mage Hand](#)

1st level (2 slots): [Chromatic Orb](#), [Disguise Self](#)

2nd level (1 slot): [Blur](#)

Reactions

Parry. The lieutenant adds 2 to its AC against one melee attack that would hit it. To do so, the lieutenant must see the attacker and be wielding a melee weapon.