

Drow Foot Soldier

Version 1.10 (September 2022)

<https://www.dndbeyond.com/monsters/2956336-drow-soldier>

Medium Humanoid (Drow, Elf), Neutral Evil

Armor Class 15 Armor Plating

Hit Points 13 (3d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 16 (+3) | 10 (+0) | 11 (+0) | 11 (+0) | 12 (+1) |

Skills [Perception](#) +4, [Stealth](#) +6

Senses [Darkvision](#) 120 ft., Passive Perception 14

Languages Elvish, Undercommon

Challenge 1/2 (100 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 11). 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.

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.

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