

Drow Foot Soldier (Female)

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<https://www.dndbeyond.com/monsters/3096606-drow-foot-soldier-female>



Medium Humanoid (Drow, Elf), Neutral Evil

Armor Class 14 Armor Plating

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	14 (+2)	12 (+1)	15 (+2)

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

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

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 14). 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

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 14).

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

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

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