

# Drow Foot Soldier (Female)

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

*Medium Humanoid (Drow, Elf), Neutral Evil*

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**Armor Class** 14 Armor Plating

**Hit Points** 18 (4d8)

**Speed** 30 ft.

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

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**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

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**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

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**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](#)