

# Drow Soldier

Version 1.00 (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.