

MENACE IN MENZOBERRANZAN

DUNGEONS & DRAGONS 5TH EDITION CONVERSION BY KENTTI

CHAPTER ONE

You can find this chapter on page 4 of the *Menzoberranzan Book Three: The Adventure* by TSR, Inc.

CHAPTER ONE-A: THE ONE-EYED MERCHANT

See pages 3-4 for the following information. There is **Hadrogh Pohl**.

HADROGH'S OFFER

See pages 6-8 for the following information. The items Hadrogh is willing to give are *potion of greater healing*, *potion of flying*, *potion of gaseous form*, *potion of invisibility*, *spell scroll* containing up to 7 levels of spells from Hadrogh's spell list, *ring of protection*, and *cloak of elvenkind*.

There are three muleskinners who are **bandits**.

The scroll book is protected by an *arcane lock* and a mechanical trap. To notice the trap requires a successful DC 15 Intelligence (Investigation) check. The person opening the book suffers 10 (3d6) fire damage and 3 (1d6) fire damage for six rounds or until the fire is doused.

The powerful spells in Hadrogh's scrolls are *Aganazzar's scorcher*, *flame arrows*, *elemental bane*, *maelstrom*, *primordial ward*, *whirlwind*, *Abi-Dalzim's horrid wilting*, and *meteor swarm*.

JOURNEY TO DARK'S GATE

See page 8 for the following information. Rudgard Crain is a **bandit captain** with *boots of speed* and *goggles of night*.

There are 16 **bandits**.

CHAPTER TWO

You can find this chapter on page 12 of the *Menzoberranzan Book Three: The Adventure* by TSR, Inc.

ENCOUNTER 1: SINISTER DEEP BATS

See pages 12-13 for the following information. There are 12 **sinister bats**.

ENCOUNTER 2: DROW AMBUSH

See pages 13-15 for the following information. Drow attack party A has five **drow**.

Ambushing drow B is a **drow**.

Ambushing drow C is **Pharius Del'Armgo**, two **elite drow warriors**, and six **drow**.

ENCOUNTER 3: PUTRID PEDIPALPI

See page 15 for the following information. There are four **giant pedipalpis**.

CHAPTER THREE

You can find this chapter on page 16 of the *Menzoberranzan Book Three: The Adventure* by TSR, Inc.

ENTERING THE MARKETPLACE

See pages 17-18 for the following information. To find the secret doors requires a successful DC 20 Wisdom (Perception) check. It has AC 17 and 40 hp. If the door collapses, it explodes, dealing 42 (12d6) bludgeoning damage. A successful DC 15 Dexterity saving throw reduces the damage to half.

To notice the trap requires a successful DC 15 Wisdom (Perception) check. Damage for the trap is 28 (8d6) fire damage every round the target is in the corridor. Successful Dexterity saving throw reduces the damage to half.

GUARD PATROLS

See pages 18-20 for the following information. Guard patrols consist of three **drow**, six **svirfnebli** (**guards** with 3 hit dice, shortswords, and darts), four **duergar**, and three **ogres**.

THE STALLS

See pages 23-24 for the following information. The stalls are very woody in nature, not easily broken into or smashed, AC 12, 40 hp each.

Kassawar Plickenstint is a **svirfneblin priest** with 8 hit dice, breastplate, dagger, and dart.

Kassawar has the following items on sale: *figurine of wondrous power* (ivory goats), *figurine of wondrous power* (ebony fly), *figurine of wondrous power* (onyx dog), *ioun stones* (all types are available), *stone of controlling earth elementals*, *stone of good luck*, *vicious war pick*, *brooch of shielding*, *portable hole*, and *oil of etherealness*.

THE WAREHOUSE

See pages 24-26 for the following information. There are 12 **svirfnebli**.

Badrock Feerayton is a **svirfneblin knight** with the ability to *conjure elemental* (earth only) 1/day, breastplate, shortsword, and dart.

Horriwart Tlinglicken is a **svirfneblin knight** with 10 hit dice, +2 *shortsword*, and crystal caltrops (5; these will be crushed if stepped on; also they can be thrown or dropped. Creates a 10' wide gas cloud, target must make a successful DC 13 Constitution saving throw or lose consciousness for 1 minute; cloud dissipates in 2 rounds.)

THE STALLS

See pages 26-27 for the following information. Gradrock Gant is a **duergar knight** with 9 hit dice, *vorpal shortsword*, *boots of speed*, and *plate of force resistance*.

There are ten **duergar**.

The **duergar** have the following items in stock:

- 40 - 260 longsword blades (200 gp)
- 30 - 180 shortsword blades (100 gp)
- 10 - 120 rapier blades (120 gp)
- 101 - 200 dagger blades (50 gp)
- 200 - 1200 pike heads (10 gp)
- 1000 - 6000 arrowheads (10 gp)
- 10 - 60 axeblades (200 gp)

Gray dwarf captain is a **duergar** with 7 hit dice, banded mail, shield, and +2 *war pick*.

The 10 duergar veterans are **duergar**.

The 20 young duergar are duergar **guards** with scale mails, shields, war picks, and light crossbows.

The 10 spider-mounted outriders are **duergar** with lances in addition to their standard equipment. Their mounts are ten **giant wolf spiders**.

THE PAVILION

See pages 28-31 for the following information. There is **Yyssisiryl H'tithet**.

Guard captain is a **drow elite warrior**.

Four drow guards are **drow**.

Yyssisiryl has the following items in stock:

Drow Weapons and Armor:

+1 *longsword* 10,000 gp
+2 *longsword* 50,000 gp
+3 *longsword* 100,000 gp
dagger of venom 65,000 gp
+1 *hand crossbow* 25,000 gp

+1 *mace* 12,000 gp
+3 *mace* 80,000 gp
+1 *shield* 10,000 gp
+2 *shield* 35,000 gp
+2 *chain mail* 50,000 gp
+3 *chain mail* 100,000 gp

Magical items:

piwafwi (drow cloak) 10,000 gp
drow boots (boots of elvenkind) 10,000 gp
ring of poison resistance 12,000 gp
tentacle rod 20,000 gp
wand of web 25,000 gp
bracers of defense 25,000 gp
flying carpet 20,000 gp
driftglobe 5,000 gp
goggles of night 8,000 gp

THE WAREHOUSE

See pages 31-33 for the following information. There is **Reftael Jeritril**.

In the first room are seven **drow**. In the second room are six **drow**.

In the vault there are 10 **giant spiders**.

Each chest is enchanted. If any non-evil approaches the chest, it immediately *teleports* to the central chamber of House Baenre, in Menzoberranzan.

THE STALLS

See pages 33-35 for the following information. Chief Negotiator Laral Kroul is a half-orc **assassin** with +2 *chain mail* and +3 *shortsword*.

Saarduel is a **mage** with 11 hit dice and *dagger of venom*.

There are five **ogres**.

Ten orcs and half-orcs are **guards** with chain mail, greataxes and javelins.

The seven human bullies are **veterans**.

Laral has the following spells in scrolls:

Wizard:

Earth tremor (1st level)
Dust devil (2nd level)
Earthbind (2nd level)
Pyrotechnics (2nd level)
Erupting earth (3rd level)
Stoneskin (4th level)
Storm sphere (4th level)
Vitriolic sphere (4th level)
Watery sphere (4th level)
Transmute rock (5th level)

Cleric:

Guiding bolt (1st level)
Calm emotions (2nd level)
Warding bond (2nd level)
Glyph of warding (3rd level)
Meld into stone (3rd level)
Tongues (3rd level)
Banishment (4th level)
Divination (4th level)
Stone shape (4th level)

THE WAREHOUSE

See pages 35-36 for the following information. The chests are locked but not trapped. To open the lock requires a successful DC 15 Dexterity check with thieves' tools.

CHAPTER FOUR

You can find this chapter on page 40 of the *Menzoberranzan Book Three: The Adventure* by TSR, Inc.

ENCOUNTER 1

See pages 40-41 for the following information. There are 12 **ogres**. Ogre mage is an **oni**.

ENCOUNTER 2

See pages 41-42 for the following information. There are eight **duergar** riding eight **giant wolf spiders** and 12 **svirfnebli**.

ENCOUNTER 3

See page 42 for the following information. There are two **drow**.

ENCOUNTER 4

See page 43-45 for the following information. Location A consists of six **drow**.

Location B consists of five **drow**.

Location C consists of two **drow elite warriors** and one **drow priestess of Lolth**.

ENCOUNTER 5

See page 45 for the following information. There are **revenants**.

CHAPTER FIVE

You can find this chapter on page 46 of the *Menzoberranzan Book Three: The Adventure* by TSR, Inc.

MERCANTILE HOUSE

See pages 47-51 for the following information. Trap on the top of the wall. Anyone in the area suffers 21 (6d6) piercing damage, or half as much on a successful save. The trap is also extended in the air: anyone flying over the wall triggers a different trap. *Magic missiles* shoot from several different apertures. The flying character will be struck by 2d6 of these, for 3 (1d4 + 1) force damage each.

There is **Tolokoph** and **Krecil Treak**.

First wave consists of four **drow** on **giant riding lizards**.

Second waves consists of two **drow priestess of Lolth**.

Third wave consists of ten **drow**. Fourth wave consists of two **drow mages**.

CHAPTER SIX

You can find this chapter on page 55 of the *Menzoberranzan Book Three: The Adventure* by TSR, Inc.

HOUSE MILLITHOR

See pages 55-56 for the following information. House Millithor's forces include matron mother **Ki'Willis Millithor**.

There are eight nobles. Two high priestesses, **Narcelia Millithor** and **Carcelen Millithor**, and two drow **priests** (priestesses).

House males comprises of **Marckarius Millithor**, **Torrellan Millithor**, **Dariel Kront'tane**, and **Quertus Millithor**.

Drow soldiers include 20 **drow elite warriors**, 50 **drow** archers with longbows with drow poison, 50 **drow** and 20 **drow** riding **giant riding lizards**.

Slave force includes 100 **goblins** without shortbows and 100 **goblins**.

1. THE HOUSE WALL

See page 57 for the following information. Anyone touching the wall receives a blast of lightning. A target must make a successful DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage, or half as much damage on a successful one.

The walls have AC 23 and damage threshold of 20 for a small section of the walls. The gates have AC 23 and 50 hp.

Anyone flying over the walls receives 1d3 lightning bolts for 28 (8d6) lightning damage each.

2. BATTLE TOWER

See page 57 for the following information. The battle tower door has AC 19 and 40 hp.

3. POOL

See page 57 for the following information. There is a **water elemental** in the pool.

8. UPPER FLOOR ANTECHAMBER

See pages 59-60 for the following information. To find the secret door requires a successful DC 20 Wisdom (Perception) check.

9. MATRON MOTHER'S QUARTERS

See page 60 for the following information. The mirror petrifies all other beings except Matron Millithor. Those seeing their reflection on the mirror, must make a successful DC 15 Constitution saving throw or turn to stone.

11. YOUNG PRIESTESS QUARTERS

See pages 60-61 for the following information. If non-evil creature comes near the statue, it spits out a magic missile dealing 3 (1d4 + 1) force damage. On the following round the creature must make a DC 13 Constitution saving throw or suffer 3 (1d6) poison damage each round at the start of its turn until the saving throw is successful.

There are 12 drow **acolytes**.

13. QUARTERS OF THE PATRON

See page 61 for the following information. If the chest is destroyed, anyone in the room will suffer 49 (14d6) bludgeoning damage from the explosion, half as much if a DC 15 Dexterity saving throw is successful. Also, the creature must make a successful DC 17 Constitution saving throw or be poisoned for 1 hour.

14. HOUSE ARMORY AND PRACTICE ROOM

See page 61 for the following information. At least one example is enchanted to a level of +1. Adamantine chain mails are not magical.

The chests are trapped with a poison needle trap. The DC to spot them is 15 (Intelligence [Investigation]). A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much on a successful one.

THE TROOPS OF HOUSE NURBONNIS

See pages 62-63 for the following information. First wing: 150 **goblins** are without shortbows, 75 goblin archers are **goblins**.

Second wing: 75 goblin archers are **goblins**, 100 **bugbears**, 30 drow lizardriders are **drow** with **giant riding lizards**, 40 drow archers are **drow** with longbows with drow poison.

Third wing: 40 drow archers are **drow** with longbows with drow poison, 40 drow footsoldiers are **drow**, 30 **drow elite warriors**.

HOUSE NURBONNIS NPCs

See page 63 for the following information. Rynn'qynnil Nurbonniss is a **drow priestess of Lolth**.

Lynn'qynnoss Nurbonniss is a **drow priestess of Lolth**.

Carri'pol Nurbonniss is a **drow priestess of Lolth** with a +1 *mace* instead of a scourge.

Karelist Nurbonnis is a **drow mage** with a *+3 dagger* instead of a staff.

Pernictal Nurbonnis is a **drow mage** with a *+2 dagger* instead of a staff.

Daevion'lyr Nurbonnis is a **drow elite warrior** with a *+3 shortsword*.

Caraf'nir Pron'nonnis is a **drow elite warrior** with a *+2 shortsword*.

Adlictin Lot'ttl is a **drow elite warrior** with a *+2 shortsword* riding a **giant riding lizard**.

APPENDIX 1: MONSTER/NPC STATISTICS

GIANT PEDIPALPI

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	2 (-4)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 2 (200 XP)

Actions

Multiattack. The pedipalpi makes three melee attacks: two with its claws and once with its bite.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 12). The pedipalpi has two claws, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Poison Gas (3/Day). The pedipalpi releases poison gas in a 20' radius sphere centered on the pedipalp. Each creature in that area (except other pedipalpi) must make a DC 12 Constitution saving throw or become poisoned for 1 minute.

GIANT RIDING LIZARD

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Spider Climb. The lizard can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

HADROGH PROHL

Medium humanoid (half-elf), chaotic neutral

Armor Class 16 (*cloak of protection, gem of reflection*)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	18 (+4)	12 (+1)	14 (+2)

Saving Throws Dex +7, Int +8; advantage on all saving throws

Skills Arcana +7, History +7, Perception +4, Persuasion +5, Stealth +7

Tools Thieves' tools

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Thieves' cant, Undercommon

Challenge 5 (1,800 XP)

Fey Ancestry. Hadrogh has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Hadrogh's spellcasting ability is Charisma (spell save DC 12). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, detect magic, faerie fire, levitate* (self only)

Sneak Attack (1/Turn). Hadrogh deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of him that isn't incapacitated and he doesn't have disadvantage on the roll.

Spellcasting. Hadrogh is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt, friends, light, prestidigitation*

1st level (4 slots): *feather fall, magic missile, sleep*

2nd level (3 slots): *blindness/deafness, invisibility*

3rd level (3 slots): *fireball, haste, lightning bolt, stinking cloud*

4th level (1 slots): *hallucinatory terrain, polymorph*

Special Equipment. *Cloak of protection (piwafwi), gem of reflection* (+2 bonus to Armor Class and advantage on all saving throws), *+3 rapier, folding boat*, and gold-handled thieves' tools.

Actions

+3 Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage when in rapier form, or 8 (1d4 + 6) piercing damage when in dagger form. If the target is hit, Hadrogh may shout a command word and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

JARLAXLE

Medium humanoid (elf), neutral evil

Armor Class 19 (+3 chain mail)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +8, Con +5, Wis +5

Skills Acrobatics +8, Deception +7, History +6, Insight +5, Perception +5, Persuasion +7, Stealth +8

Senses darkvision 120 ft., passive Perception 15

Languages Common, Elvish, Undercommon

Challenge 8 (3,900 XP)

Fey Ancestry. Jarlaxle has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Jarlaxle's spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *detect magic*, *faerie fire*, *levitate* (self only)

Special Equipment. +3 chain mail, +2 dagger (5), rapier of wounding, shortsword of life stealing, necklace of fireballs, eye patch (functions as wand of magic missiles and Jarlaxle can see through the eye patch), boots of elvenkind, piwafwi of scintillating colors (combines both piwafwi and robe of scintillating colors), wand of enemy detection, pouch of holding (as bag of holding, except smaller), and beads of force (several).

Sunlight Sensitivity. When in sunlight, Jarlaxle has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Jarlaxle makes three melee attacks, four if he has two melee weapons in his hands, or three ranged attacks.

Rapier of Wounding. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. Once per turn, when Jarlaxle hits a creature, he can wound the target. At the start of each of the wounded creature's turns, it takes 2 (1d4) necrotic damage for each time he wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success. Hit points lost to this weapon's damage can be regained only through a short or a long rest, rather than by regeneration, magic, or any other means.

Shortsword of Life Stealing. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. When Jarlaxle rolls a 20 on the attack roll, the target takes an extra 10 necrotic damage if it isn't construct or an undead. Jarlaxle also gains 10 temporary hit points.

+3 dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d4 + 8) piercing damage.

Reactions

Parry. Jarlaxle adds 4 to its AC against one melee attack that would hit him. To do so, Jarlaxle must see the attacker and be wielding a melee weapon.

KRECIL TREAK, DROW MAGE/ASSASSIN

Medium humanoid (elf), neutral evil

Armor Class 16 (*adamantine chain mail*)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Dex +7, Int +7

Skills Acrobatics +7, Arcana +7, Deception +4, Perception +4, Stealth +10

Tools Poisoner's kit, thieves' tools

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 10 (5,900 XP)

Assassinate. During his first turn, Krecil has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Krecil scores against a surprised creature is a critical hit.

Evasion. If Krecil is subjected to an effect that allows it to make a Dexterity saving throw or take only half damage, Krecil instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Fey Ancestry. Krecil has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Krecil's spellcasting ability is Charisma (spell save DC 12). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *detect magic*, *faerie fire*, *levitate* (self only)

Sneak Attack (1/Turn). Krecil deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of him that isn't incapacitated and he doesn't have disadvantage on the roll.

Spellcasting. Krecil is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Krecil has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *magic missile*, *sleep*

2nd level (3 slots): *continual flame*, *detect thoughts*, *rope trick*

3rd level (3 slots): *blink*, *lightning bolt*, *major image*, *nondetection*

4th level (3 slots): *dimension door*, *hallucinatory terrain*

5th level (1 slot): *telekinesis*

Sunlight Sensitivity. When in sunlight, Tolokoph has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Special Equipment. Krecil has *+2 longsword*, *daggers of stone death* (2; +2 daggers), *ring of teleportation* (the ring allows the wearer to *teleport*), and *boots of elvenkind*.

Actions

Multiattack. Krecil makes two melee attacks.

+2 Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Dagger of Stone Death. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage. If the target is hit it must make a DC 13 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one. The target must also make another DC 13 Constitution saving throw or turn to stone. Only spells, such as *flesh to stone* may reverse this condition.

PHARIUS DEL'ARMGO

Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saves Con + 4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 8 (3,900 XP)

Fey Ancestry. Pharius has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. Pharius's spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. Pharius is an 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Pharius has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *web*

3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*

4th level (3 slots): *divination*, *freedom of movement*

5th level (1 slots): *insect plague*, *mass cure wounds*

Sunlight Sensitivity. When in sunlight, Pharius has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Pharius makes three melee attacks with her tentacle rod.

Tentacle Rod. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. *Hit:* 3 (1d6) bludgeoning damage. If Pharius hits a target with all three tentacles, it must make a DC 15 Constitution saving throw. On a failure, the creature's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions for 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Summon Demon (1/Day). Pharius attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, Pharius takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

REFTAEL JERRITRIL

Medium humanoid (elf), lawful evil

Armor Class 18 (+2 chain mail)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Dex +5, Con +5

Skills Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 6 (1,800 XP)

Fey Ancestry. Reftael has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Reftael's spellcasting ability is Charisma (spell save DC 11). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *detect magic*, *faerie fire*, *levitate* (self only)

Special Equipment. Reftael has +2 chain mail, +3 longsword, cloak of invisibility, boots of elvenkind, +1 bolts (6), poisoned bolts (wyvern poison) (2), poisoned bolts (drow poison) (2), lightning bolt bolts (2; on a hit, the target takes 28 (8d6) lightning damage).

Sunlight Sensitivity. When in sunlight, Reftael has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Reftael makes three melee attacks.

+3 Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage is used with two hands plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 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.

Reactions

Parry. Reftael adds 3 to its AC against one melee attack that would hit him. To do so, Reftael must see the attacker and be wielding a melee weapon.

SINISTER BAT

Large beast, neutral evil

Armor Class 15 (missile deflection)

Hit Points 27 (5d10)

Speed 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	6 (-2)	10 (+0)	14 (+2)

Skills Stealth +3

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Innate Spellcasting. The sinister's innate spellcasting ability is Charisma. The sinister can innately cast the following spell, requiring no material components:

1/day: *hold monster*

Missile Deflection. The sinister has immunity to nonmagical missiles and absorbs spells such as *Melf's acid arrow* and *magic missile*.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

TOLOKOPH, DROW MAGE/ROGUE

Medium humanoid (elf), neutral evil

Armor Class 15 (*adamantine chain shirt*)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Dex +5, Int +5

Skills Arcana +5, History, +5, Perception +3, Persuasion +3, Stealth +5

Tools Thieves' tools

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Thieves' cant, Undercommon

Challenge 2 (450 XP)

Fey Ancestry. Tolokoph has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Tolokoph's spellcasting ability is Charisma (spell save DC 11). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *detect magic*, *faerie fire*, *levitate* (self only)

Sneak Attack (1/Turn). Tolokoph deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of him that isn't incapacitated and he doesn't have disadvantage on the roll.

Spellcasting. Tolokoph is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Tolokoph has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *alarm*, *detect magic*, *magic missile*, *sleep*, *Tenser's floating disc*

2nd level (3 slots): *detect thoughts*, *suggestion*

3rd level (2 slots): *glyph of warding*

Sunlight Sensitivity. When in sunlight, Tolokoph has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Yyssisiryl H'tithet, Chief Negotiator for The Drow

Medium humanoid (elf), neutral evil

Armor Class 14 (*adamantine elven chain*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	15 (+2)	14 (+2)	18 (+4)	13 (+1)

Saves Wis +6, Cha +3

Skills History +4, Perception +6, Persuasion +3,
Religion +4, Stealth +2

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 4 (1,100 XP)

Fey Ancestry. Yyssisiryl has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. Yyssisiryl's spellcasting ability is Charisma (spell save DC 11). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *detect magic*, *faerie fire*, *levitate* (self only)

Spellcasting. Yyssisiryl is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +6 to hit with spell attacks). Yyssisiryl has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *detect evil and good*, *detect poison and disease*, *inflict wounds*, *sanctuary*

2nd level (3 slots): *charm person*, *silence*, *zone of truth*

3rd level (3 slots): *animate dead*, *bestow curse*, *speak with dead*, *tongues*, *water walk*

4th level (3 slots): *divination*, *freedom of movement*, *stone shape*

5th level (1 slot): *flame strike*

6th level (1 slot): *word of recall*

Sunlight Sensitivity. When in sunlight, Yyssisiryl has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

+2 Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 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.

APPENDIX 2: HOUSE MILLITHOR

MATRON MOTHER KI'WILLIS MILLITHOR

Medium humanoid (drow elf), neutral evil

Armor Class 17 (+2 scale mail, 13 with bracers of defense while wearing no armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Con +6, Wis +9, Cha +6

Skills History +6, Insight +9, Perception +9, Persuasion +6, Religion +6

Tools Poisoner's kit

Senses darkvision 120 ft., passive Perception 19

Languages Common, Elvish, Undercommon

Challenge 9 (5,000 XP)

Fey Ancestry. Ki'Willis has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. Ki'Willis's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Special Equipment. +2 scale mail, +2 scourge, holy symbol amulet, *ring of animal influence*, and *bracers of defense*.

Spellcasting. Ki'Willis is an 11th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *charm person*, *cure wounds*, *detect evil and good*, *detect poison and disease*, *disguise self*, *inflict wounds*

2nd level (3 slots): *calm emotions*, *hold person*, *lesser restoration*, *mirror image*, *pass without trace*, *zone of truth*

3rd level (3 slots): *animate dead*, *blink*, *dispel magic*, *meld into stone*, *protection from energy*

4th level (3 slots): *dimension door*, *freedom of movement*, *guardian of faith*, *polymorph*

5th level (2 slots): *dominate person*, *flame strike*, *insect plague*, *modify memory*

6th level (1 slot): *planar ally*

Sunlight Sensitivity. Ki'Willis has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when she, the target of her attack, or whatever she is trying to perceive is in direct sunlight.

Actions

Multiattack. Ki'Willis makes two scourge attacks.

+2 Scourge. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 17 (5d6) poison damage.

Summon Demon (1/Day). Ki'Willis attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, Ki'Willis takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

MARCKARIUS MILLITHOR, ELDERBOY OF HOUSE MILLITHOR

Neutral Evil Male Drow Elf, Fighter 7

Hit Dice 7d10

Hit Points 60

Armor Class 18 (+2 *chain mail*; 19 with buckler, or while wielding a separate melee weapon in each hand)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	15 (+2)	12 (+1)	11 (+0)	13 (+1)

Proficiency Bonus +3

Saving Throws Str +8, Con +5

Skills Athletics +8, History +4, Intimidation +4, Perception +3, Persuasion +4

Feats Dual Wielder

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Dragonchess set

Senses Darkvision 120 ft., passive Perception 13

Languages Common, Elvish, Undercommon

ATTACK ROUTINE

+2 Longsword (Action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8 + 7 slashing damage, or 1d10 + 7 slashing damage if used with two hands.

+1 Shortsword (Bonus Action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d6 + 6 piercing damage.

+2 Longsword (Extra Attack). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8 + 7 slashing damage, or 1d10 + 7 slashing damage if used with two hands.

OR

+1 Dagger (Action). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

+1 Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

OR

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 1 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.

RACIAL TRAITS

Drow Magic. You know the *dancing lights* cantrip, and you can cast *faerie fire*, *darkness*, *detect magic*, and *levitate* (self only) spells each once per day. Charisma is your spellcasting ability for these spells, save DC 12.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Trance. You don't need sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 7 hit points.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 5 feet.

FEATS

Dual Wielder. You gain +1 bonus to AC while you are wielding a separate melee weapon in each hand.

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

EQUIPMENT

The elderboy of House Millithor possesses a *+2 longsword*, which is his favorite weapon. He wears *+2 chain mail*, and carries a small buckler. As secondary weapons, he wears a *+1 shortsword*, and conceals a pair of *+1 daggers*, one in each of his sleeves.

In addition, of course, Marckarius wears the standard *piwafwi* and *boots of elvenkind* common to the drow. He wears around his neck an *amulet of proof against detection and location*, keeping this concealed beneath his tunic. He also carries three metal flasks in a pouch nestled in the small of his back. These flasks contain single doses, each, of a *potion of greater healing*, a *potion of invisibility*, and a *potion of flying*.

On the mundane side, Marckarius possesses about 7,500 gp worth of fine jewelry—ruby and emerald rings, a diamond amulet (which he wears in plain sight) and earring bedecked with an assortment of gems. Though he does not wear these into battle, they are common accoutrements whenever he ventures out socially. The elderboy also has a personal stash of about 2,000 gp in ready cash.

+2 chain mail, buckler, *+2 longsword*, *+1 shortsword*, *+1 dagger* (2), hand crossbow, crossbow bolts (20) tipped with drow poison, crossbow bolt case, insignia of House Millithor, *piwafwi*, *boots of elvenkind*, *amulet of proof against detection and location*, *potion of healing*, *potion of invisibility*, and *potion of flying*.

PHYSICAL DESCRIPTION

Marckarius is somewhat shorter than the average drow, and slightly more heavyset. His physique is muscular, and his arms are unusually long. He wears his white hair short, finding this useful for combat—and also because he likes to be a little different from the typical Menzoberranyr drow.

Marckarius wears clothes of undeniably fine quality, as befits his idea of his own status. Silver and platinum threads are embroidered into his cloaks, shirts, and leggings—not, however, into his *piwafwi*. He is careful of his appearance at all times.

PERSONALITY

Marckarius is more sociable and fun-loving than the typical drow. He possesses the nasty alignment of most of his kin, but is unusually willing to cooperate with others in pursuit of a common task. He has been very loyal to his mother, and she, in turn, recognizes his value. He has been given an unusual amount of freedom for a drow male.

MOTIVATIONS

Marckarius wants his house to survive and prosper, and he wishes to grow to a ripe old age—free to do what he wants. He is extremely wary of involvements with other clans or priestesses, but confident enough to be assertive when dealing with the priestesses of his own family.

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

BOOTS OF ELVENKIND

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

PIWAFWI

Wondrous item, uncommon (requires attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

POTION OF FLYING

Potion, very rare

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

POTION OF HEALING

Potion, common

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

POTION OF INVISIBILITY

Potion, very rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

NARCELIA MILLITHOR, ELDER DAUGHTER OF HOUSE MILLITHOR

Neutral Evil Female Drow Elf, Cleric 7 of Lolth

Hit Dice 7d8

Hit Points 45

Armor Class 14 (*elven chain*)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	15 (+2)	18 (+4)	14 (+2)

Proficiency Bonus +3

Saving Throws Wis +7, Cha +5

Skills History +5, Insight +7, Perception +7, Persuasion +5, Religion +5

Armor Light armor, medium armor, shields

Weapons Simple weapons, rapiers, shortswords, hand crossbows

Tools Poisoner's kit

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Undercommon

ATTACK ROUTINE

Mace of Blinding (Action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. The blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

OR

+1 Scourge (Action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 slashing damage plus 5d6 poison damage.

OR

Dagger (Action). *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 1 piercing damage.

RACIAL TRAITS

Drow Magic. You know the *dancing lights* cantrip, and you can cast *faerie fire*, *darkness*, *detect magic*, and *levitate* (self only) spells each once per day. Charisma is your spellcasting ability for these spells, save DC 13.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Trance. You don't need sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLASS FEATURES

Channel Divinity. You can channel divine energy to create one of the following effects. You can do so twice between short or long rests.

Cloak of Shadows. As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

Invoke Duplicity. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 15 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1/2 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Spellcasting Ability. You have the ability to cast spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast. To do so, choose 11 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use a holy symbol as a spellcasting focus for your cleric spells.

You can cast any cleric spell as a ritual if that spell has the ritual tag.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (1)

Cantrips (at will): *guidance*, *mending*, *sacred flame*, *thaumaturgy*

DIVINE DOMAIN: TRICKERY

Blessing of the Trickster. You can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Domain Spells. You know the following domain spells that are always prepared and don't count against the number of spells you can prepare each day:

1st-level: *charm person*, *disguise self*

2nd-level: *mirror image*, *pass without trace*

3rd-level: *blink*, *dispel magic*

4th-level: *dimension door*, *polymorph*

EQUIPMENT

Narcelia has a choice of favorite weapons. Her *mace of blinding* is a potent weapon that has this additional effect: anyone who is struck with it must make a DC 15 Charisma saving throw or be blinded for 1 minute. Alternately, Narcelia has a *+1 scourge*.

She also wears the usual *piwafwi* and *boots of elvenkind* employed by the drow. Her shirt is *elven chain*, and she usually does not carry a shield. She does, however, have three metal flasks of potion concealed in a pouch at the small of her back; these contain a *potion of greater healing*, a *potion of diminution* (single dose each), and *oil of sharpness*—enough for 4 uses.

Though not prone to ostentatious displays, the priestess has several rings and a brooch (worth a total of 3,000 gp) that she wears for ceremonial occasions. Also, Narcelia has access to her own source of funds, totaling about 10,000 gp worth of coins.

Elven chain, mace of blinding, +1 scourge, dagger, holy symbol amulet, insignia of House Millithor, piwafwi, boots of elvenkind, potion of greater healing, potion of diminution, and oil of sharpness (4).

PHYSICAL DESCRIPTION

Narcelia is a remarkably somber-appearing drow, not prone to the cackling displays of vicious humor that characterize so many drow high priestesses. She is lithe and attractive, but tends to wear modest and unadorned garments that conceal her body and the back of her head. Her hair is exceptionally long, but she usually keeps it bound at the base of her neck.

PERSONALITY

Narcelia is careful and thoughtful far beyond the normal standards of the drow. She is considered by many to be a little slow—this is a mistake, however. In reality, she is a precise planner and, if she takes her time to develop a plan, that plan is likely to have few flaws. She does not enjoy cruelty for cruelty's sake, and even recognizes the uses of kindness in earning the loyalty of underlings and allies.

MOTIVATIONS

Narcelia is curious about the world beyond Menzoberranzan. She is very loyal to her mother, and intends to become the next matron mother of House Millithor—but not for a century or two. She is suspicious of the schemes of others, and carefully examines suggestions and directives, looking for weaknesses.

BOOTS OF ELVENKIND

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

ELVEN CHAIN

Armor (chain shirt), rare

You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor.

MACE OF BLINDING

Weapon (mace), rare

You gain a +1 bonus to attack and damage rolls with this magic weapon.

When you hit a target with this weapon, the target must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. The blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

OIL OF SHARPNESS

Potion, very rare

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

PIWAFWI

Wondrous item, uncommon (requires attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

POTION OF DIMINUTION

Potion, rare

When you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

POTION OF GREATER HEALING

Potion, uncommon

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

TORRELLAN MILLITHOR, SECONDBOY OF HOUSE MILLITHOR

Neutral Evil Male Drow Elf, Fighter 7

Hit Dice 7d10

Hit Points 60

Armor Class 19 (+1 chain mail, +1 buckler)

Speed 30 ft.

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

Proficiency Bonus +3

Saving Throws Str +7, Con +5

Skills Arcana +6, Athletics +7, History +6, Perception +3, Persuasion +7

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Dragonchess set

Senses Darkvision 120 ft., passive Perception 13

Languages Common, Elvish, Undercommon

ATTACK ROUTINE

Longsword of Paralysis (Action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8 + 8 slashing damage, or 1d10 + 8 slashing damage if used with two hands, and the target must make a DC 13 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Longsword of Paralysis (Extra Attack). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8 + 8 slashing damage, or 1d10 + 8 slashing damage if used with two hands, and the target must make a DC 13 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

OR

+2 Dagger (Action). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 8 piercing damage, or 1d4 + 6 piercing damage if thrown.

+2 Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 8 piercing damage, or 1d4 + 6 piercing damage if thrown.

OR

+1 Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, reach 30/120 ft., one target. *Hit:* 1d6 + 3 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.

RACIAL TRAITS

Drow Magic. You know the *dancing lights* cantrip, and you can cast *faerie fire*, *darkness*, *detect magic*, and *levitate* (self only) spells each once per day. Charisma is your spellcasting ability for these spells, save DC 15.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Trance. You don't need sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 7 hit points.

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)

War Magic. When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Weapon Bond. You perform a ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

SPELLS KNOWN

Cantrips: *blade ward*, *light*

1st-level spells: *burning hands*, *fog cloud*, *magic missile*, *shield*

2nd-level spells: *invisibility*

EQUIPMENT

Torrellan carries a *+2 longsword* as his weapon of choice. The blade has a special characteristic—if it strikes a critical hit, the victim must make a DC 13 Constitution saving throw. Failure means that the victim is paralyzed for 1 minute. He also carries a *+1 hand crossbow*, with one six *+2 bolts*.

Torrellan wears *+1 chain mail* and carries a *+1 buckler* for protection. He wears *boots of elvenkind*, and keeps a *+2 dagger* in his sleeve. His most prized possession is a *cloak of the bat*.

+1 chain mail, +1 buckler, +2 longsword of paralysis, +2 dagger, +1 hand crossbow, +2 crossbow bolt (6), crossbow bolts (14) tipped with drow poison, crossbow bolt case, insignia of House Millithor, cloak of the bat, and boots of elvenkind.

PHYSICAL DESCRIPTION

Torrellan is a dashing, handsome young drow. He is larger than his older brother, which makes him about average in size. He wears his white hair long and unbound (except when combat might be expected). He spends a lot on his wardrobe, and is usually encountered with a cloak outlined in faerie fire, often with some kind of exotic hat on his head. He is much sought after by the females of the city.

PERSONALITY

Torrellan is famed as a practical joker. He delights in situations that are embarrassing to others—but he has an ability, very rare in drow, to also appreciate jokes directed against himself. He is easygoing and talkative, though he sometimes stretches the bounds of good taste in order to make a point.

However, he Millithor Secondboy is also quite sensitive to the pain of those he cares for. He will not forgive any slight directed against his family, and he's more vocal about his desire for revenge than most drow are comfortable with.

MOTIVATIONS

Torrellan is unusually devoted to his family—perhaps because they have not treated him with the cruelty that is the norm among drow society. He is loyal to his older brother; and will stick his neck out for anyone of his steady companions who might need his help. Torrellan wants to have some fun with his life, and he's not afraid to take a few risks.

BOOTS OF ELVENKIND

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

CLOAK OF THE BAT

Wondrous item, rare (requires attunement)

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast *polymorph* on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

LONGSWORD OF PARALYSIS

Weapon (longsword), very rare

You have a *+2* bonus to attack and damage rolls made with this magic weapon.

If you strike a critical hit with this weapon, the target must make a DC 15 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DARIEL Kront'tane, Adopted Son of House Millithor

Neutral Evil Male Drow Elf, Fighter 7

Hit Dice 7d10

Hit Points 74

Armor Class 16 (*elven chain*; 17 while wielding a separate melee weapon in each hand)

Speed 30 ft.

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

Proficiency Bonus +3

Saving Throws Str +6, Con +7

Skills Athletics +6, History +4, Perception +3, Persuasion +4, Survival +3

Feats Dual Wielder

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Three-Dragon Ante set

Senses Darkvision 120 ft., passive Perception 13

Languages Common, Elvish, Undercommon

ATTACK ROUTINE

+2 Longsword (Action). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 1d8 + 5 slashing damage, or 1d10 + 5 slashing damage if used with two hands.

Dagger (Bonus Action). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 3 piercing damage.

+2 Longsword (Extra Attack). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 1d8 + 5 slashing damage, or 1d10 + 5 slashing damage if used with two hands.

OR

+1 Hand Crossbow (Action). *Ranged Weapon Attack:* +6 to hit, reach 30/120 ft., one target. *Hit:* 1d6 + 3 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.

+1 Hand Crossbow (Extra Attack). *Ranged Weapon Attack:* +6 to hit, reach 30/120 ft., one target. *Hit:* 1d6 + 3 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.

RACIAL TRAITS

Drow Magic. You know the *dancing lights* cantrip, and you can cast *faerie fire*, *darkness*, *detect magic*, and *levitate* (self only) spells each once per day. Charisma is your spellcasting ability for these spells, save DC 12.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Trance. You don't need sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 7 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 5 feet.

FEATS

Dual Wielder. You gain +1 bonus to AC while you are wielding a separate melee weapon in each hand.

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

EQUIPMENT

Dariel employs a +2 *longsword* as his major weapon of choice, though he also possesses a pair of +1 *hand crossbows*.

He has the typical *piwafwi* and *boots of elvenkind* worn by the drow and he has *elven chain* for protection. In addition, the pin he wears on his lapel is in fact a *brooch of shielding*. He has a pair of metal vials in his pockets, each contains six applications of magical *dust of disappearance*. He also routinely carries a flask of *dust of dryness* and wears a *ring of poison resistance*.

Since he is not of pure Millithor blood, Dariel does not have access to as much of the family fortune as do his adopted siblings. Still, he has stashed away some 1,200 gp.

Elven chain, +2 *longsword*, dagger, +1 *hand crossbow* (2), insignia of House Millithor, *piwafwi*, *boots of elvenkind*, *brooch of shielding*, *dust of disappearance* (6), *dust of dryness*, and *ring of poison resistance*.

PHYSICAL DESCRIPTION

Dariel is a thin, nervous drow. He survived his original house's slaughter (House Kront'Tane)—sine he was a second generation noble, his life or death was irrelevant once the matron mother and her offspring had perished. As such, he appealed for and was granted the protection of House Millithor.

Dariel dresses simply, in unadorned black—except for the small silver pin, in the shape of a miniature dagger, he wears on his collar. His hair is long, but he carefully binds it behind his head. He is tall enough that his lanky nature appears almost gaunt.

PERSONALITY

Because of the disastrous fate of his original house, Dariel tends to be a worrier. He is cautious, suspicious, and meticulous. More than any of his family-mates, Dariel is careful to examine every side of a situation for potential traps and pitfalls.

On the other hand, when a course of action has been determined, Dariel puts his energies behind it to the maximum of his abilities. This tenacity has drawn the admiration of the Matron Mother, and assures that he will have a place in House Millithor for as long as he wants.

MOTIVATIONS

Dariel is determined to do everything in his power to ensure the survival of House Millithor. In fact, so thoroughly has he been adopted that he places the house's survival above his own.

BOOTS OF ELVENKIND

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

BROOCH OF SHIELDING

Wondrous item, uncommon (requires attunement)

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

DUST OF DISAPPEARANCE

Wondrous item, uncommon

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature or object within 10 feet of you become invisible for 10 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

DUST OF DRYNESS

Wondrous item, uncommon

This small packet contains 1d6 + 4 pinches of dust. You can use an action to sprinkle a pinch of it over water. The dust turns a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible.

Someone can use an action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so ends that pellet's magic.

An elemental composed mostly of water that is exposed to a pinch of the dust must make a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

PIWAFWI

Wondrous item, uncommon (requires attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

RING OF POISON RESISTANCE

Ring, rare (requires attunement)

You have resistance to poison damage. The gem in the ring is an amethyst.

CARCELEN MILLITHOR, SECOND DAUGHTER OF HOUSE MILLITHOR

Neutral Evil Female Drow Elf, Cleric 7 of Lolth

Hit Dice 7d8

Hit Points 38

Armor Class 15 (*elven chain*)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	10 (+0)	11 (+0)	17 (+3)	12 (+1)

Proficiency Bonus +3

Saving Throws Wis +6, Cha +4

Skills History +3, Medicine +6, Perception +6, Persuasion +4, > - Religion +3

Armor Light armor, medium armor, shields

Weapons Simple weapons, rapiers, shortswords, hand crossbows

Tools Poisoner's kit

Senses darkvision 120 ft., passive Perception 16

Languages Common, Elvish, Undercommon

ATTACK ROUTINE

+2 Scourge (Action). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6 + 4 slashing damage plus 5d6 poison damage.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 2 piercing damage.

RACIAL TRAITS

Drow Magic. You know the *dancing lights* cantrip, and you can cast *faerie fire*, *darkness*, *detect magic*, and *levitate* (self only) spells each once per day. Charisma is your spellcasting ability for these spells, save DC 12.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Trance. You don't need sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLASS FEATURES

Spellcasting Ability. You have the ability to cast spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast. To do so, choose 10 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use a holy symbol as a spellcasting focus for your cleric spells.

You can cast any cleric spell as a ritual if that spell has the ritual tag.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (1)

Cantrips (at will): *light*, *mending*, *sacred flame*, *thaumaturgy*

Channel Divinity. You can channel divine energy to create one of the following effects. You can do so twice between short or long rests.

Cloak of Shadows. As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

Invoke Duplicity. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 14 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1/2 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

DIVINE DOMAIN: TRICKERY

Blessing of the Trickster. You can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Domain Spells. You know the following domain spells that are always prepared and don't count against the number of spells you can prepare each day:

1st-level: *charm person*, *disguise self*

2nd-level: *mirror image*, *pass without trace*

3rd-level: *blink*, *dispel magic*

4th-level: *dimension door*, *polymorph*

EQUIPMENT

Carcelen relies upon her +2 *scourge* as her primary weapon and wears *elven chain* for protection. She also carries an assortment of powders and potions, tiny glass vials stored in her belt. Unless noted, there is one dose of each: *dust of disappearance*, *dust of dryness*, *oil of slipperiness*, *potion of clairvoyance*, *potion of force resistance*, *potion of growth*, *potion of healing*, and *potion of mind reading*. She also wears a *ring of evasion*, and has a *six spell scrolls of cure wounds*.

Carcelen is not frugal with her money, though she has jewelry worth some 10,000 gp. Most of this is in chains of various types (gold, silver, and platinum) that she wears around her neck, wrists, waist, and ankles. She has a cash stockpile of around 3,000 gp.

Elven chain, +2 *scourge*, dagger, holy symbol amulet, insignia of House Millithor, *piwafwi*, *boots of elvenkind*, *dust of disappearance*, *dust of dryness*, *oil of slipperiness*, *potion of clairvoyance*, *potion of force resistance*, *potion of growth*, *potion of healing*, *potion of mind reading*, *ring of evasion*, *spell scroll of cure wounds* (6), and scroll case.

PHYSICAL DESCRIPTION

Carcelen is quite the opposite of her serious and dignified older sister. The younger daughter of House Millithor is humorous and social—a natural leader among females, and very attractive to males. Carcelen wears bright colored garments, often bedecked with patterns faerie fire, silver, and platinum. Her clothes do not always serve the interests of modesty, but other drow are guaranteed to find them interesting. Her hair is very long, and usually unkempt—swirling about her shoulders and back, hanging past her waist when it is unbound.

PERSONALITY

Carcelen is extraordinarily carefree for a drow. She delights in adventure and new experiences, and is curious to the point of rashness. Though she understands the treacherous nature of drow society, she herself tends to remain aloof from double-crosses and betrayals. She enjoys that stuff as much as the next drow, but it's fine with her to observe the squabbles between other dark elves, rather than to try and create her own.

MOTIVATIONS

For all her spontaneity, Carcelen is a loyal member of House Millithor. She is devoted to her mother and will not hesitate to follow the matron's instructions. She is courageous and steady in times of crisis, and willing to take great chances—if the reward is worthwhile.

BOOTS OF ELVENKIND

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

ELVEN CHAIN

Armor (chain shirt), rare

You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor.

OIL OF SLIPPERINESS

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.

PIWAFWI

Wondrous item, uncommon (requires attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

POTION OF CLAIRVOYANCE

Potion, rare

When you drink this potion, you gain the effect of the *clairvoyance* spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

POTION OF FORCE RESISTANCE

Potion, uncommon

When you drink this potion, you gain resistance to force damage for 1 hour.

POTION OF GROWTH

Potion, uncommon

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

POTION OF HEALING

Potion, common

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

POTION OF MIND READING

Potion, rare

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

RING OF EVASION

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

QUERTUS MILLITHOR, HOUSE WIZARD

Neutral Evil Male Drow Elf, Wizard 7

Hit Dice 7d6

Hit Points 30

Armor Class 13 (16 with *mage armor*)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	18 (+4)	12 (+1)	9 (-1)

Proficiency Bonus +3

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Investigation +7, Perception +4, Persuasion +2

Armor None

Weapons Rapiers, shortswords, hand crossbows, daggers, darts, slings, quarterstaves, light crossbows

Tools Alchemist's supplies

Senses darkvision 120 ft., passive Perception 14

Languages Common, Elvish, Undercommon

ATTACK ROUTINE

+3 Dagger (Action). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

RACIAL TRAITS

Drow Magic. You know the *dancing lights* cantrip, and you can cast *faerie fire*, *darkness*, *detect magic*, and *levitate* (self only) spells each once per day. Charisma is your spellcasting ability for these spells, save DC 10.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Trance. You don't need sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLASS FEATURES

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 4.

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 11 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 15

Spell Attack Modifier: +7

****Spell Slots:** 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (1)

ARCANE TRADITION: SCHOOL OF EVOCATION

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Potent Cantrip. Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Sculpt Spells. You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

SPELLS IN SPELLBOOK

Cantrips (at-will): *fire bolt*, *mage hand*, *mending*, *prestidigitation*

1st-level spells: *burning hands*, *detect magic*, *disguise self*, *feather fall*, *mage armor*, *magic missile*, *shield*, *unseen servant*

2nd-level spells: *continual flame*, *enlarge/reduce*, *invisibility*, *locate object*

3rd-level spells: *fireball*, *fly*, *haste*, *lightning bolt*

4th-level spells: *polymorph*, *wall of fire*

EQUIPMENT

Quertus keeps his hands free when he goes about Menzoberranzan or the Underdark, but he has a number of items in easy reach. His *+3 dagger* is concealed in his sleeve—he can drop it into his hand with a quick twitch of his elbow. He wears a *ring of jumping* and a *ring of the ram*. His robe, described above, is a *piwafwi* and also a *cloak of shielding*. On his left forearm he carries a *wand of paralysis*. He also has *spell scrolls* containing 10 spell levels of spells (maximum of 5 spells; maximum level 4th). The player can select these spells, subject to DM approval.

Quertus owns about 2,000 gp worth of jewelry. He also has a private cache of some 12,000 gp.

+3 dagger, arcane focus crystal, insignia of House Millithor, *boots of elvenkind*, *ring of jumping*, *ring of the ram*, *piwafwi of shielding*, *wand of paralysis*, *spell scrolls* (10 spell levels), scroll case, and spellbook.

PHYSICAL DESCRIPTION

Quertus Millithor is a pale and exceptionally youthful-looking drow—a fact that has caused more than one dark elf to assume that he is a weakling and target for abuse. Such bullies always find out differently, though often the fact is the last thing they learn in their lives. He dresses well, but cannot quite conceal his stooped shoulders or pinched, narrow face. His hair is naturally fine, but it looks so stringy on his head that he has taken to shaving his scalp. He wears a cloak with the House Millithor emblem emblazoned on the back in faerie fire—though he can quench the display with a command word, should stealth be required.

PERSONALITY

Quertus is sensitive about his looks, and quick to take offense at someone who insults him. When this is not the case, however, he can be sociable. He enjoys conversations about all manner of topics, and seeks whenever possible to learn things from those he talks to.

Quertus is a cousin of the Millithor noble family—he is not a descendant of the Matron Mother. He goes out of his way to make sure that everyone treats him like a true member of the family—he resists any suggestions to the contrary.

MOTIVATIONS

Quertus is very determined to prove that he is a full-fledged member of the Millithor clan. He always does his part, and regularly exhorts his fellow family members to do the same. He aspires to wizardly greatness, and will gladly sacrifice wealth or possessions for things that he thinks will bring him greater magical abilities.

BOOTS OF ELVENKIND

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

PIWAFWI OF SHIELDING

Wondrous item, rare (requires attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

While wearing this cloak, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

RING OF JUMPING

Ring, uncommon (requires attunement)

While wearing this ring, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

RING OF THE RAM

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

WAND OF PARALYSIS

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you. Make a ranged attack roll against that creature using your spell attack bonus. On a hit, the target is paralyzed for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.