

Made by u/Sythiox.

Jarlaxle Baenre

Medium humanoid (drow), Neutral Evil

Armor Class AC 17 (+1 leather armor)

Hit Points 147 (13d8/7d10+40)

Speed 30 ft., climb 30 ft.

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

Skills Arcana +16, Insight +14, Perception +8, Deception +16, Persuasion +16

Saving Throws DEX +11, INT +10

Senses Darkvision 120 ft; Passive Perception 18; Sunlight Sensitivity

Languages Common, Elven, Abyssal, Halfling, Gnome, Thieves' Cant

Challenge 10 (5,900 XP)

Fey ancestry Advantage on saving throw against charm and magic can't put you to sleep.

Expertise (Arcana, Insight, Deception, Persuasion)

Second wind (Bonus action > restore 1d10+7 HP)

Indomitable If you fail a saving throw, reroll and use new. 1 per short or long rest.

Action Surge extra action for this turn. Once per short or long rest.

Sneak attack Once per turn when you hit and have advantage you add the extra 7d6 damage. Attack must use finesse or ranged weapon.

Cunning action Bonus action > Dash, Disengage, Hide or Use object

Evasion When you make Dex saving throw you take no damage on a success and only half when you fail.

Reliable talent 9 and lower on d20 for proficient skill check=10

Supreme Sneak Advantage on stealth if moving at half speed.

Use Magic Device Jarlaxle ignores all class, race and level restrictions on magic items.

Maneuvers. Save DC 19, Dice pool: 5d8

1. **Disarming Attack** Add rolled die dmg; target makes Str save and drops one item of Jarlaxle's choice it holds on fail.

2. **Evasive Footwork** Add AC until Jarlaxle stops moving.

3. **Feinting attack** Bonus action > on this turn you have advantage on your next melee attack.

4. **Menacing attack** Add rolled die dmg; Target makes Wis save and is frightened of Jarlaxle on fail.

5. **Riposte** Reaction > When someone misses Jarlaxle with melee attack, he can make a single melee attack against him and add rolled die dmg.

(using each maneuver expends superiority die. Only one can be used per attack.)

Innate Spellcasting.

At will: *Dancing Light* Once per day: *Faerie Fire*, *Darkness*

Actions

Multiattack. Jarlaxle makes two attacks with his Extending Daggers.

Damage depends on the type of weapons Jarlaxle made of them (dagger, shortsword or "longsword")

Extending daggers. 1. Dagger, +11 to hit, one target, 5 or 20/60 ft., 9 (1d4+7) piercing dmg.

2. Shortsword +11 to hit, one target, 5 ft., 10 (1d6+7) piercing dmg.

3. "Longsword" +11 to hit, one target, 5 ft., 11 (1d8+7) slashing dmg.

Hand Crossbow +11 to hit, one target, 30/120 ft., 8 (1d6+5) piercing dmg.

Reactions

Uncanny Dodge Reaction > when hit with an attack. Halve the dmg

Riposte. See under 'Maneuvers'

Counterspell? (See under 'Brooch of Shielding')

Jarlaxle is infamous for his magical items! His bonus action is often used on using one of them. Many of them require an action, but Jarlaxle can use bonus action for them because he is a thief!

Magic Items

Diatryma (Axe Beak) Feather

Wonderous Item, rare

The *Diatryma (Axe Beak) Feather* is a long, shaggy feather from the Underdark bird of the same name, typically pinned into a hat or disguised as an ink pen. This feather is enchanted and you may use an action to blow on it. At the beginning of the next turn, a summoned Axe Beak will appear within 5 feet of where you enacted the feather's magic. The Axe Beak is angry, acts under its own will, and will attack the nearest creature until it or its target are dead. The feather may be used once, then will recharge at sunrise 1d4 days later.

Grappling Hook Earring

Magical Item, uncommon

The *Grappling Hook Earring* appears to be a standard grappling hook, however it is small enough to fit in your ear. While holding the earring, you may use an action to will the earring to grow to the size of a normal grappling hook or back to wearable size.

X-Ray Eyepatch of Mind Blank

Wonderous Item, rare

The *X-Ray Eyepatch of Mind Blank* appears to be a normal black silken eyepatch, however it has two effects when worn over either eye.

When worn over the left eye, you will have the ability to see through barriers thinner than 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

While worn over the right eye, you are permanently under the effects of the spell *Mind Blank*.

Blurred Piwafwi

Wonderous Item, rare

The *Blurred Piwafi* is a shimmering, multi-colored cloak that seems to displace light. While wearing the Piwafwi, ranged attacks from more than 30 feet against you are rolled with disadvantage.

Brooch of Shielding

Wonderous Item, rare

The *Brooch of Shielding* is a Silver brooch with a sapphire gem set in the center. The Brooch has 8 charges. While wearing the brooch, if a spell targets you or has an area of effect that includes you, you may cast the spell *Counterspell* without using any spell components. When you do so, subtract a number of charges equal to the spell level of the spell cast against you. If the brooch reaches 0 or fewer charges, roll 1d20. On a result of 1-4, the brooch melts and is forever lost. Each day at sunrise, the brooch recovers 1d4-1 (0-3) charges.

Drow Noble Boots

Wonderous Item, rare

The *Drow Noble Boots* are a pair of black leather, knee-high riding boots. While wearing the boots, you may at-will, decide how loud or quiet your steps are. If you select completely silent, you may add your proficiency bonus to stealth rolls, even if you already have added the bonus one or more times.

Like all Drow-made items, extended use outside of the protection on the Underdark will cause the boots to lose their magic after 1d20 days. They will then completely fall apart another 1d20 days later.

Drow Noble Brooch

Wonderous Item, rare (requires attunement)

The *Drow Noble Brooch* is an adamantine spider-shaped brooch with two triangle cut rubies inlaid end-to-end. While attuned to and wearing the brooch, you may use your reaction to cast the spell *Levitate* on yourself without using any spell components. Each activation of the brooch uses 2 charges and the brooch has a maximum number of charges equal to your character level. Each morning at sunrise, the brooch recharges 1d4 charges.

Like all Drow-made items, extended use outside of the protection on the Underdark will cause the brooch to lose its magic after 1d20 days. It will then completely fall apart another 1d20 days later.

Ring of Arbitration

Legendary Item, rare (requires attunement)

The *Ring of Arbitration* is a golden ring set with a heart-shaped ruby. When a *Ring of Arbitration* is created, it is permanently paired with a matching ring. For the effects of the ring to work, someone else must be wearing the matched ring.

While each of you are attuned to and wearing the rings, and on the same plane, the following effects are all true.

- If either of you would take damage, you both take half that amount of damage, rounded up.
- If you would take damage as a result of the other wearer taking damage, you cannot reduce that damage in any way and the damage ignores temporary hit points.
- While either of you has more than 0 hit points, falling to 0 hit points does not cause you to fall unconscious, however you do make death saving throws at the end of your turn.
- If you succeed in 3 saving throws in this manner, you fall unconscious and if you fail 3 saving throws, you die.
- If either of you would receive healing from magic or a potion, both of you receive half the number of hit points, up to your maximum number of hit points. Half hit points cannot be shared and must go to one or the other of you, as decided by your dungeon master.
- If the wearer of either ring removes their ring, the ruby in the other turns clear.
- If the wearer of either ring dies, the ruby in the other turns black.

Mirror Image Ring

Wonderous Item, rare

The *Mirror Image Ring* is a gold ring inset with a reflective piece of polished metal. While wearing the ring, you can use an action to speak a word of power to activate the ring's magic and cast the spell *Mirror Image* on yourself, without using any components. The ring may be used in this way once per day and the ring regains its charge each morning at sunrise.

Ring of Teleport

Wonderous Item, rare

The *Ring of Teleport* is a silver ring inset with an Amethyst gem. While wearing the ring, you can use an action to speak a word of power and cast the spell *Teleport* on yourself without using any spell components. Once used this way, the ring becomes dormant and can be used again after dawn in 1d4 days.

Bracers of Illusory Daggers

Wonderous Item, rare (requires attunement)

The *Bracers of Illusory Daggers* are a pair of copper bracers with images of daggers etched into them. The bracers are the source of a seemingly unending supply of daggers, while attuned to and wearing the bracers, you can use your action to draw and throw a flurry of magical illusory daggers at a creature within 20 feet. The target must make a Wisdom saving throw DC = 8 + Dexterity Modifier + Proficiency

Bonus. On a failed save, the creature takes 3d4 piercing damage. On a successful save, the creature takes no damage and automatically succeeds on future saving throws against this effect for 24 hours. Creatures that are immune to, or that can see the true nature of illusions automatically succeed on this saving throw.

Extending Daggers

Wonderous Item, rare (requires attunement)

The *Extending Daggers* are a pair of +0 magical daggers. While attuned to and wielding the daggers, you can use an action to will the one or both daggers to grow to the size of a dagger, a short sword, or a long sword. While either dagger is at any of the three sizes, it has the characteristics and stats of that weapon.

Wand of Lightning Bolts

Wand, rare

The *Wand of Lightning Bolts* is a slender steel wand, blackened at one end. The wand has 9 charges and while you hold it, you can use an action to cast the following spells without any components:

- *Lightning Bolt* as if you used a 3rd-level spell slot, using 3 charges
- *Chain Lightning* as if you used a 6th-level spell slot, using 6 charges

The wand regains 1d4+1 expended charges each day at dawn. However, if you expend the wand's last charge, roll a d20. On a 1, the wand crumbles to dust and is destroyed.

Wand of Glue

Wand, uncommon

The *Wand of Glue* is a sticky, wooden wand. While you hold the wand, you can use an action to expend 2 of its 6 charges to cast the *Web* spell without using any components. The effect of the wand differ from the *Web* spell in that instead of webbing, the substance is a green sticky goo and it does not catch fire. A creature caught in the goo can use its action to make a Strength check DC 14 to escape.

The wand regains 1d4-1 expended charges each day at dawn. However, if you expend the wand's last charge, roll a d20. On a 1, the wand crumbles to dust and is destroyed.

Wand of Illusory Fire

Wand, rare

The *Wand of Illusory Fire* is a blackened wooden wand that constantly smokes and smolders, emitting a very faint glow. While you hold this wand, you can use an action to expend 3 of its 6 charges to cast the *Fireball* spell without using any spell components. Each creature within the range of the fireball blast must make a Wisdom

saving throw instead of Dexterity. A creature that succeeds on the saving throw, that is immune to illusions, that can see the true nature of illusions, or that know the nature of the wand take no damage instead of half damage. The Illusory fire does not ignite flammable objects.

The wand regains all expended charges at dawn 1d4 days after its last use. However, if you expend the wand's last charge, roll a d20. On a 1, the wand crumbles to dust and is destroyed.

Silver Mace Charm

Magical Item, rare

The *Silver Mace Charm* is a tiny silver mace on a silver bracelet. While wearing the bracelet, you can use an action to will the charm to grow into a full-sized silvered mace or back to charm-sized. While in full size, the mace has the characteristics of a mace and all the benefits of being silvered.

Drow Sleeping Poison

Poison, rare

Drow Sleeping Poison is a rare and insidious concoction brewed from a selection of ingredients only found in the lower underdark. You may use an action to apply poison to your next weapon attack or 3 pieces of ammunition. The poison, once applied, retains its potency for 1 minute. When you do damage to a creature with a weapon or piece of ammunition coated in the poison, roll 5d8. If the creature has fewer hit points than the total, they immediately fall asleep for 1 hour. This poison is cumulative and remains in a creature's system for 1 hour, each attack increases the total to compare against. Creatures resistant to poison are effected by half and creatures immune to poison are unaffected. Creatures immune to magical sleep are **not** immune to the effects of this poison.

Double-Sided Portable Hole

Wonderous Item, rare

The *Double-Sided Portable Hole* is 2 foot wide black flat circle that may be folded small enough to fit in a pocket. You can use an action to unfold and place the portable hole on a flat surface.

Placing the hole forwards gives you access to an extradimensional space on the Astral Plane. This space is 5 feet wide, deep, and tall. It can be used to store goods or treasure and has a maximum of 8 hours of breathable air for one creature. Tearing the portable hole causes the link to this space and anything in it to be lost forever.

Placing the hole backwards creates a literal hole in whatever surface it is on. The hole can provide a portal through less than 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of

wood or dirt. You can pull the backwards hole through itself to retrieve it from the other side after passing through.

Ring of Portals

Wonderous Item, rare

The *Ring of Portals* is a wooden ring with a strip of steel banded around one end. While wearing the ring, you may use an action to cast the spell *Dimension Door* without spell components by speaking a word of power. Once used this way, the ring becomes dormant and can be used again after dawn in 1d4 days.

Flat Bat

Wonderous Item, rare (requires attunement)

The *Flat Bat* is a bat-shaped piece of fabric. While attuned to the *Flat Bat* you can use an action to cast the spell *Find Familiar* without using any spell components and to transform it into the facsimile of a real bat. You may end the spell as an action or the spell ends automatically after 1 hour, and the *Flat Bat* transforms back into fabric. Once the spell ends, *Flat Bat* becomes dormant and can be used again after dawn in 1d4 days.

Ornamental Dragon

Wonderous Item, rare

The *Ornamental Dragon* is a silvery palm-sized statuette of a dragon of indeterminate chroma. It is rearing, with its wings spread and jaw open. Once per day using an action, it may be activated by speaking a word of power. When you do so, roll 1d10. The result of that roll determines the color the statue turns and the type of breath weapon it uses.

1. Black, Acid Damage, 5 by 30 ft. line (Dex. save)
2. Blue, Lightning Damage, 5 by 30 ft. line (Dex. save)
3. Brass, Fire Damage, 5 by 30 ft. line (Dex. save)
4. Bronze, Lightning Damage, 5 by 30 ft. line (Dex. save)
5. Copper, Acid Damage, 5 by 30 ft. line (Dex. save)
6. Cold, Fire Damage, 15 ft. cone (Dex. save)
7. Green, Poison Damage, 15 ft. cone (Con. save)
8. Red, Fire Damage, 15 ft. cone (Dex. save)
9. Silver, Cold Damage, 15 ft. cone (Con. save)
10. White, Cold Damage, 15 ft. cone (Con. save)

The breath weapon color, shape, and type are determined after you aim and deals 5d6 damage on a failed saving throw or half on success.

Tablecloth of Heroes' Feast

Wonderous Item, rare

The *Tablecloth of Hero's Feast* is a 6 foot square red and white plaid and block patterned tablecloth. Once per week using an action, you can speak a word of power to activate the cloth. When you do so, the cloth begins to float as if it were lying on an invisible table. Upon the cloth, the spell *Heroes' Feast* is cast without using any spell components.

Obsidian Nightmare

Wonderous Item, rare

The *Obsidian Nightmare* is a palm-sized figurine of a horse with a flaming mane and tail and flames erupting from its hooves fashioned from a piece of obsidian volcanic rock. The figurine is always very warm to the touch. You may use an action to toss the figurine on the ground to cast the spell *Phantom Steed*. The figurine erupts into a cloud of ash and smoke and transforms into a Nightmare under the command of the person who summoned it. The Nightmare remains for 8 hours, until it is killed, or can be dismissed early using an action. After the Nightmare is dismissed, it turns back into a figurine and cannot be summoned again for 16 hours.

Whistle of Knocking

Wonderous Item, rare

The *Whistle of Knocking* is fashioned from silver and hangs on a long silver chain. You may use an action to blow through the whistle to produce any one of the following effects:

- Cast the spell *Arcane Lock* without using any spell components
- Cast the spell *Knock* without using any spell components
- Instantaneously cause an unlocked door or window within 30 feet to fly open or slam shut
- Produce a whistling sound that can be heard by only one creature that you can see

After using the whistle, it becomes dormant and cannot be used again for one hour.

Horn of Hearing

The *Horn of Hearing* appears to be an old tarnished brass ear trumpet. You may use an action to listen with the horn and gain advantage on any Wisdom (Perception) checks related to hearing. Additionally, the horn allows you to hear sounds that are exceptionally far away, anything you are trying to hear sounds like it is only 1/10th the distance away or if it is in an adjacent room, it instead sounds like it is in the room you are in.

Orb of Last Resort

Legendary Artifact, rare

The *Orb of Last Resort* is a palm-sized crystal marble that has multicolored smoke trapped within. As an action, you may make a melee attack against a creature, or as a reaction, you may crush the orb to cast the spell *Plane Shift* without any material components. Using the orb in either way, even if you miss, destroys it. When you do, roll 1d20, you or the target are instantly shifted to a random location somewhere in the multiverse as determined by the following chart:

- | | |
|-----|--------------------------|
| 1. | The Abyss |
| 2. | Acheron |
| 3. | Arborea |
| 4. | Arcadia |
| 5. | Beastlands |
| 6. | Bytopia |
| 7. | Carceri |
| 8. | Elysium |
| 9. | The Feywild |
| 10. | Gehenna |
| 11. | Hades |
| 12. | Limbo |
| 13. | The Nine Hells |
| 14. | Mechanus |
| 15. | Mount Celestia |
| 16. | The Outlands |
| 17. | Pandemonium |
| 18. | The Prime Material Plane |
| 19. | The Shadowfell |
| 20. | Ysgard |

Ruby Pendant of Beguiling

Wonderous Item, rare

The *Ruby Pendant of Beguiling* is a large, multifaceted ruby that hangs from a gold chain. You can use an action to spin the pendant and cast the spell *Charm Person* without any using spell components against a creature within 10 feet that can see it spinning. The spell level of the *Charm Person* effects may be as high as your Charisma modifier, minimum 1.