

DROW ROGUE 1

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

CHARACTER NAME

Medium humanoid (drow elf), neutral

Armor Class 14 (leather)
Hit Points 8 (Hit Dice 1d8)
Speed 30 ft.

STR	DEX	CON
8 (+0)	16 (+3)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Dex +5, Int +3

Skills Deception +5, Insight +3, Investigation +3, Perception +5*, Persuasion +5, Sleight of Hand +5, Stealth +7*

Tools thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 15

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Spellcasting. Drow Magic (drow trait).

BONUS ACTIONS

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

OPTIONS

Sneak Attack. Rogue feature

DROW TRAITS

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.

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, leather armor, dungeoneer's pack, thieves' tools, disguise kit, signet ring of a minor drow noble (your false identity), dark common clothes with a hood, belt pouch.

DROW ROGUE 2

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

CHARACTER NAME

Medium humanoid (drow elf), neutral

Armor Class 15 (studded leather)

Hit Points 13 (Hit Dice 2d8)

Speed 30 ft.

STR	DEX	CON
8 (+0)	16 (+3)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Dex +5, Int +3

Skills Deception +5, Insight +3, Investigation +3, Perception +5*, Persuasion +5, Sleight of Hand +5, Stealth +7*

Tools thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 15

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Spellcasting. Drow Magic (drow trait).

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

OPTIONS

Sneak Attack. Rogue feature

DROW TRAITS

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.

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, signet ring of a minor drow noble (your false identity), dark common clothes with a hood, belt pouch.

DROW ROGUE 3

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

CHARACTER NAME

Medium humanoid (drow elf), Assassin, neutral

Armor Class 15 (studded leather)

Hit Points 18 (Hit Dice 3d8)

Speed 30 ft.

STR	DEX	CON
8 (+0)	16 (+3)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Dex +5, Int +3

Skills Deception +5, Insight +3, Investigation +3, Perception +5*, Persuasion +5, Sleight of Hand +5, Stealth +7*

Tools disguise kit, poisoner's kit, thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 15

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Spellcasting. Drow Magic (drow trait).

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

OPTIONS

Sneak Attack. Rogue feature

Assassinate. Rogue feature

DROW TRAITS

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.

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

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

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, poisoner's kit, signet ring of a minor drow noble (your false identity), *potion of healing*, dark common clothes with a hood, belt pouch.

DROW ROGUE 4

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

CHARACTER NAME

Medium humanoid (drow elf), Assassin, neutral

Armor Class 16 (studded leather)

Hit Points 23 (Hit Dice 4d8)

Speed 30 ft.

STR	DEX	CON
8 (+0)	18 (+4)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Dex +6, Int +3

Skills Deception +5, Insight +3, Investigation +3, Perception +5*, Persuasion +5, Sleight of Hand +6, Stealth +8*

Tools disguise kit, poisoner's kit, thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 15

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target.

Hit: 1d6 + 4 piercing damage.

Spellcasting. Drow Magic (drow trait).

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

OPTIONS

Sneak Attack. Rogue feature

Assassinate. Rogue feature

DROW TRAITS

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.

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

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

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, poisoner's kit, signet ring of a minor drow noble (your false identity), *potion of healing*, dark common clothes with a hood, belt pouch.

DROW ROGUE 5

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

DROW TRAITS

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.

Sunlight Sensitivity. You have disadvantage on attack rolls and on

CHARACTER NAME

Medium humanoid (drow elf), Assassin, neutral

Armor Class 16 (studded leather)

Hit Points 28 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON
8 (+0)	18 (+4)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)

Proficiencies (+3 proficiency bonus)

Saving Throws Dex +7, Int +4

Skills Deception +6, Insight +4, Investigation +4, Perception +7*, Persuasion +6, Sleight of Hand +7, Stealth +10*

Tools disguise kit, poisoner's kit, thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 17

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip, and you can cast the *darkness* and the *faerie fire* spell once per day (save DC 14). Charisma is your spellcasting ability for these spells.

ROGUE FEATURES

Sneak Attack. Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 4 piercing damage.

Spellcasting. Drow Magic (drow trait); *helm of telepathy*

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Assassinate. Rogue feature

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, poisoner's kit, signet ring of a minor drow noble (your false identity),

helm of telepathy, dark common clothes with a hood, belt pouch.

Helm of Telepathy. While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

DROW ROGUE 6

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

DROW TRAITS

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.

Sunlight Sensitivity. You have disadvantage on attack rolls and on

CHARACTER NAME

Medium humanoid (drow elf), Assassin, neutral

Armor Class 16 (studded leather)

Hit Points 33 (Hit Dice 6d8)

Speed 30 ft.

STR	DEX	CON
8 (+0)	18 (+4)	10 (+0)

INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)

Proficiencies (+3 proficiency bonus)

Saving Throws Dex +7, Int +4

Skills Deception +9*, Insight +7, Investigation +4, Perception +7*, Persuasion +6, Sleight of Hand +7, Stealth +10*

Tools disguise kit, poisoner's kit, thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 17

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip, and you can cast the *darkness* and the *faerie fire* spell once per day (save DC 14). Charisma is your spellcasting ability for these spells.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 4 piercing damage.

Spellcasting. Drow Magic (drow trait); *helm of telepathy*

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Assassinate. Rogue feature

target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception, Perception, or Stealth skills.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, poisoner's kit, signet ring of a minor drow noble (your false identity),

helm of telepathy, potion of healing, dark common clothes with a hood, belt pouch.

Helm of Telepathy. While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

DROW ROGUE 7

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

DROW TRAITS

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.

Sunlight Sensitivity. You have disadvantage on attack rolls and on

CHARACTER NAME

Medium humanoid (drow elf), Assassin, neutral

Armor Class 16 (studded leather)

Hit Points 38 (Hit Dice 7d8)

Speed 30 ft.

STR	DEX	CON
8 (+0)	18 (+4)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)

Proficiencies (+3 proficiency bonus)

Saving Throws Dex +7, Int +4

Skills Deception +9*, Insight +7, Investigation +4, Perception +7*, Persuasion +6, Sleight of Hand +7, Stealth +10*

Tools disguise kit, poisoner's kit, thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 17

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip, and you can cast the *darkness* and the *faerie fire* spell once per day (save DC 14). Charisma is your spellcasting ability for these spells.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 4 piercing damage.

Spellcasting. Drow Magic (drow trait); *helm of telepathy*

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Evasion. Rogue feature

Sneak Attack. Rogue feature

Assassinate. Rogue feature

target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception, Perception, or Stealth skills.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, poisoner's kit, vial of basic poison, signet ring of a minor drow noble (your false identity), *helm of telepathy*,

potion of healing, dark common clothes with a hood, belt pouch.

Helm of Telepathy. While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

DROW ROGUE 8

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

DROW TRAITS

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.

Sunlight Sensitivity. You have disadvantage on attack rolls and on

CHARACTER NAME

Medium humanoid (drow elf), Assassin, neutral

Armor Class 16 (studded leather)

Hit Points 43 (Hit Dice 8d8)

Speed 30 ft.

STR	DEX	CON
8 (+0)	18 (+4)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	18 (+4)

Proficiencies (+3 proficiency bonus)

Saving Throws Dex +7, Int +4

Skills Deception +10*, Insight +7, Investigation +4, Perception +7*, Persuasion +7, Sleight of Hand +7, Stealth +10*

Tools disguise kit, poisoner's kit, thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 17

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

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

ROGUE FEATURES

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 4 piercing damage.

Spellcasting. Drow Magic (drow trait); *helm of telepathy*

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Evasion. Rogue feature

Sneak Attack. Rogue feature

Assassinate. Rogue feature

Sneak Attack. Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception, Perception, or Stealth skills.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, poisoner's kit, vial of basic poison (2), signet ring of a minor drow noble (your false identity), *helm of telepathy*, *potion of healing* (2), dark common clothes with a hood, fine clothes, belt pouch.

Helm of Telepathy. While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

DROW ROGUE 9

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

DROW TRAITS

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.

Sunlight Sensitivity. You have disadvantage on attack rolls and on

CHARACTER NAME

Medium humanoid (drow elf), Assassin, neutral

Armor Class 16 (studded leather)

Hit Points 48 (Hit Dice 9d8)

Speed 30 ft.

STR	DEX	CON
8 (+0)	18 (+4)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	18 (+4)

Proficiencies (+3 proficiency bonus)

Saving Throws Dex +7, Int +4

Skills Deception +10*, Insight +7, Investigation +4, Perception +7*, Persuasion +7, Sleight of Hand +7, Stealth +10*

Tools disguise kit, poisoner's kit, thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 17

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

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

ROGUE FEATURES

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 4 piercing damage.

Spellcasting. Drow Magic (drow trait); *helm of telepathy*

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Evasion. Rogue feature

Sneak Attack. Rogue feature

Assassinate. Rogue feature

Sneak Attack. Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception, Perception, or Stealth skills.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, poisoner's kit, vial of basic poison (2), signet ring of a minor drow noble (your false identity), *helm of telepathy*, *potion of healing* (2), dark common clothes with a hood, fine clothes, belt pouch.

Helm of Telepathy. While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

DROW ROGUE 10

"I am in the business of removing obstacles."



Without divine or arcane magical ability, your options in the cutthroat world of drow society were limited. You either became an expert in death, or you died young.

After honing your murderous arts in the Underdark, you made your escape from the city of your birth to strike out on your own. Your reputation as a nigh-invisible killer strikes fear into those who would wrong you. But those who respect you earn your ready support.

BACKGROUND (CHARLATAN)

You know what makes people tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books.

Your favorite scheme is putting on new identities. Your facility with disguise makes it easy to insinuate yourself into any setting, the better to get your target alone.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Faction. You are a member of the Zhentarim, an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power.

Personality Trait. You lie about almost everything, even when there's no good reason to.

Ideal. You are a free spirit—no one tells you what to do.

Bond. You owe everything to your mentor—a master drow assassin who sees your defection as a personal affront.

Flaw. You're convinced that no one could ever fool you the way you fool others.

DROW TRAITS

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.

Sunlight Sensitivity. You have disadvantage on attack rolls and on

CHARACTER NAME

Medium humanoid (drow elf), Assassin, neutral

Armor Class 17 (studded leather)

Hit Points 53 (Hit Dice 10d8)

Speed 30 ft.

STR	DEX	CON
8 (+0)	20 (+5)	10 (+0)
INT	WIS	CHA
13 (+1)	12 (+1)	18 (+4)

Proficiencies (+4 proficiency bonus)

Saving Throws Dex +9, Int +5

Skills Deception +12*, Insight +9, Investigation +5, Perception +9*, Persuasion +8, Sleight of Hand +9, Stealth +13*

Tools disguise kit, poisoner's kit, thieves' tools

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 19

Languages Common, Elvish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

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.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip, and you can cast the *darkness* and the *faerie fire* spell once per day (save DC 16). Charisma is your spellcasting ability for these spells.

ROGUE FEATURES

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 1d6 + 5 piercing damage.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 1d4 + 5 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target.

Hit: 1d6 + 5 piercing damage.

Spellcasting. Drow Magic (drow trait); *helm of telepathy*

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Evasion. Rogue feature

Sneak Attack. Rogue feature

Assassinate. Rogue feature

Infiltration Expertise. You can unflinchingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception, Perception, or Stealth skills.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EQUIPMENT

Shortsword, dagger, hand crossbow, quiver with 20 bolts, studded leather, dungeoneer's pack, thieves' tools, disguise kit, poisoner's kit, antitoxin, vial of basic poison (2), signet ring of a minor drow noble (your false identity), *helm of telepathy*, *potion of healing* (3), dark common clothes with a hood, fine clothes, belt pouch.

Helm of Telepathy. While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.