




Spectre

👤 IRL	 Adam Butler
☰ Race & Class	Drow Rogue Assassin
☰ Special role	Quartermaster
🔗 Character Sheet	https://www.dndbeyond.com/characters/
<input checked="" type="checkbox"/> Main character	
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☰ Tags	



Spectre, the first son of Jarlaxle Baenre, was born into a life of privilege and power.

Jarlaxle Baenre is a drow rogue and mercenary who founded the criminal organization Bregan D'aerthe as a way to secure his own power and influence in the Underdark, and the organization has since grown to become one of the most formidable forces in drow society and beyond. The group is known for its cunning, stealth, and versatility, and is feared and respected by those who know of its existence.

As the son Jarlaxle, Spectre was trained from a young age in the art of deception,

stealth, and assassination. He learned from his father the importance of cunning, charm, and always having a backup plan.

Growing up, Spectre watched as Jarlaxle manipulated those around him to get what he wanted, and he began to develop his own sense of ambition. He yearned to prove himself as a worthy successor to his father and make a name for himself in the Underdark.

As he grew older, Spectre honed his skills as a rogue and assassin, taking on dangerous missions for his father and quickly becoming known for his stealth and efficiency. He became a valuable asset to Bregan D'aerthe operations, but always felt overshadowed by his father's reputation.

One day, Spectre was tasked with assassinating the first-born daughter of a drow noble house, which had taken exception to Jarlaxle's growing power and influence. The mission was a success, but in the aftermath, Spectre discovered a plot by his own father to betray him. Jarlaxle had set him up to take the fall for the assassination, hoping to eliminate the competition and secure his own position.

Enraged by his father's treachery, Spectre turned against Jarlaxle and fled into the Underdark, vowing to make a name for himself as the greatest rogue and assassin the drow had ever known. He operated for decades as a mercenary, taking on dangerous missions and using his skills to undermine those who would seek to control him. Despite his reputation as a ruthless killer, Spectre is still searching for a sense of purpose and a place where he truly belongs.

Jarlaxle was nothing if not resourceful, and he was determined to bring Spectre back to Bregan D'aerthe, one way or another. So, he devised a cunning plan to trick and trap his errant son.

He spread rumors throughout the Underdark that a powerful artifact was hidden in a remote corner of the caverns, guarded by a fierce monster. The artifact was said to grant immense power to whoever claimed it, and Jarlaxle knew that Spectre's greed and ambition would lead him straight to it.

Sure enough, Spectre heard the rumors and set out to find the artifact, eager to prove himself as a powerful and independent rogue. When he reached the location,

he found the "monster" guarding the artifact was actually a group of Bregan D'aerthe mercenaries, armed and waiting for him.

Spectre's exceptional stealth enabled him to penetrate Bregan D'aerthe's defenses, and he recognized one of Jarlaxle's generals. Upon retreat, Jarlaxle was forced to kill the general with a precise throw of his short-sword and flee back into the Underdark.

Many years passed, and Spectre was a skilled rogue who had made a name for himself as a successful assassin in the Underdark. He had been hired by the ruling family of a Duergar city to drive a group of svirfneblin miners away from a valuable vein of gemstones, and he had accepted the job without hesitation.

However, as he began to carry out the mission, he started to have suspicions. The Duergar family seemed overly eager to get rid of the svirfneblin, and they had sent their oldest son to accompany Spectre on the mission. Spectre's instincts told him that something was not right, and he decided to investigate further.

What he discovered shocked him: the mission was funded by none other than Bregan D'aerthe, and it was a trap to kill him. Jarlaxle had grown tired of Spectre's independence and wanted to bring him back into the fold, and he saw this as the perfect opportunity to do so.

Spectre knew that he had to act quickly if he wanted to survive. He executed the oldest son of the Duergar family and fled, pursued by powerful forces among the drow and duergar.

He knew that he couldn't stay in the Underdark for long, as he was a marked man, and he decided to flee to the surface. He was a skilled rogue, and he was confident that he could find a new life and start anew.

Spectre arrived on the surface with nothing but the clothes on his back and his wits to rely on. He was a skilled rogue and an accomplished assassin, but he was in a strange and unfamiliar land, and he had to start from scratch.

He soon discovered that the surface was a land of opportunity, and he began to search for ways to make his mark and build a new life. He soon joined a martial company, a misfit group of warriors and adventurers who traveled the land, taking on

dangerous missions and battling against all odds.

One day, the martial company was hired to protect a wealthy merchant family as they traveled across the realm. The head of the family was a shrewd businessman, and he was always on the lookout for ways to increase his wealth and prestige.

Spectre saw an opportunity to impress the head of the merchant family and to gain a valuable contract for his martial company. To gain the contract, he challenged the merchant a game of dice, a fast-paced and risky game that he had learned from Jarlaxle.

The head of the merchant family was intrigued, and he agreed to play. Spectre was a skilled player, and he had a secret weapon: one of his dice was loaded. He also knew how to use the games to maximize payoffs. Spectre and his company played the game with the merchant for hours, losing on purpose until the merchant was drunk and pliable.

Finally, Spectre persuaded the merchant to bet a lucrative contract that would dramatically improve the family's position in their businesses. Spectre's loaded die helped him win the game and the contract. The contract brought wealth and prestige to the company, and it cemented Spectre's role in the group.

From that day on, the martial company was known far and wide as a competent and trusted band for hire, and they were sought after by wealthy merchants and noble families with tasks that required special expertise, tactics, and discretion.