

D. COLEMAN

EBONCLAD

GALLERY OF THIEVES



A Collection of Ebonclad Thieves
for 5th Edition Roleplaying

WEAR THE NIGHT

WHAT IS THE GALLERY OF THIEVES?

Ebonclad: Gallery of Thieves is an official supplement to the *Ebonclad* setting, adding new characters to the thieves' guild. The difference in this supplement is each NPC has been submitted by a member of the roleplaying community. As *Ebonclad* grows, so will the *Gallery of Thieves*, and each installment will **always** be based upon the ideas of backers, customers, and fans.

HOW CAN I SUBMIT AN NPC IDEA?

If you've got a character or idea you think fits into the *Ebonclad* thieves' guild, share it to my social media, or send it to me directly at dcoleman330@gmail.com.

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There is no limit to how many ideas you can submit or how often you can submit them. I am collecting all the submitted ideas and will occasionally choose a set to expand the supplement with. Please keep in mind not every submission can be selected, and I may modify the submissions slightly for cohesion to the world-setting and diversity within the product. If your idea is selected, you'll be credited for the submission on the NPC's page.

HOW OFTEN WILL YOU UPDATE?

Whenever I come out with new content for *Ebonclad*, *Gallery of Thieves* will grow in kind. Other than that, it boils down to whenever I can afford it! I've hired very talented artists to handle the lion's share of artwork for *Ebonclad*, and I want to make sure they're compensated for their efforts.

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ALICE OF TREVA

Medium humanoid (human), lawful neutral

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	16 (+3)	11 (+0)	14 (+2)

Saving Throws Wis +2, Cha +4

Skills Deception +4, History +5, Insight +2, Persuasion +4

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Quick. While wearing no armor and wielding no shield, Alice has advantage on initiative rolls so long she is not incapacitated or surprised. While wearing no armor and wielding no shield, Alice's walking speed increases by 5 feet (included in her speed).

Lightfooted. Alice can take the Dash or Disengage action as a bonus action on each of her turns.

Sneak Attack (1/Turn). Alice deals an extra 7 (2d6) damage when she 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 Alice that isn't incapacitated and Alice doesn't have disadvantage on the attack roll.

Actions

Multiattack. Alice makes two melee attacks with her dagger.

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

Poisoned Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage.

The thieves' guild had never received a client from such a high-ranking house before, and was delighted to see Alice embraced its practice. In time, Alice of Treva was indoctrinated into the guild, serving as Face within her own house, using her resources and insider knowledge to aid Ebonclad's goals. After deposing of her betrothed, she now seeks full authority over House Treva, by any means necessary.

Alice is strikingly beautiful, with long, flowing hair that shimmers between deep brown to auburn depending upon how the light hits it. She dresses in silk gowns and jewelry appropriate for her wealth. Alice is cunning and patient, and excellent at using others for her own means, especially those who underestimate her.



ALICE OF TREVA

Face, House Treva, lawful neutral human female

For decades, House Treva has stood as a cornerstone of the Kintallan elite, producing a line of well-respected bureaucrats replete with wealth and authority. The Treva family holds their reputation above all else; many have grown to become influential politicians, leaders within the Gilded Ring, or Proconsuls of the royal court.

Young Alice of Treva stands last in line to inherit control of her family's house, after her two brothers Cedric and Bertrum. She was raised to never expect leadership of House Treva and, for most of her life, she didn't. It wasn't until her eldest brother Cedric arranged her marriage did Alice realize her family's gift for manipulation. Infuriated with the match Cedric has chosen for her, Alice put together an "unfortunate accident" for her husband-to-be. It was Ebonclad that she hired to help handle the dirty work.

DEXILLIAN “JABBER” DIGGERBODY

Thorn, neutral evil halfling male

Born Dexillian Diggerbody, the halfling “Jabber” quickly gained his nickname for his propensity to prattle about to anyone with the will to listen. He always found himself down on his luck, unable to hold down jobs, and spent what little coin he came across in Kintalla’s inns and public houses. Eventually, Jabber managed to string together a couple silvers digging graves outside the city – a job that quickly led to a career in grave-robbing.

Jabber would spend the day burying bodies, and would spend the night digging them back up. One fateful night, the halfling exhumed the wrong corpse. After lifting a mysterious, silver holy symbol off a long-dead corpse, Jabber was overcome by a strange force that resided within it. The experience knocked him unconscious and left him blind in one eye, but when he came to he realized this wasn’t a punishment, but a gift. For now he had great power at his command - a power for thievery - a power he could not be given, a power that could only be *stolen*.

Jabber’s magic instantly made him a proficient thief and warrior, skilled and deadly and brimming with confidence. It wasn’t long before he was scouted by Ebonclad’s Seekers, and was brought into the guild quickly thereafter. He’s retained his job of a gravedigger during the day, but he now considers the graveyards a sacred place he wouldn’t steal from again. The rest of Kintalla, by his measure, is fair game.



The halfling is an unnerving sight, often caked in dirt from head to toe with a tangled mess of hair. Jabber’s left eye is grey and lifeless, though this hasn’t affected his skills in the least. He always lugs around his gravedigging shovel wherever he goes; he wields it as a master-at-arms would wield a maul. More than one poor soul has met their fate at the end of Jabber’s shovel, and many more have had their graves dug with it.

DEXILLIAN “JABBER” DIGGERBODY

Small humanoid (halfling), neutral evil

Armor Class 16 (breastplate)

Hit Points 88 (16d6 + 32)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Dex +5, Wis +3

Skills Athletics +6, Intimidation +5, Perception +3, Stealth +5

Senses passive Perception 13

Languages Common, Halfling

Challenge 5 (1,800 XP)

Halfling Nimbleness. Jabber can move through the space of any creature that is Medium or larger.

Naturally Stealthy. Jabber can attempt to hide even when he is obscured only by a creature that is Medium or larger.

Spellcasting. Jabber is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *charm person, command, expeditious retreat, wrathful smite*

2nd level (3 slots): *branding smite, invisibility, locate object, magic weapon, mirror image*

Actions

Multiattack. Jabber makes three attacks with his shovel.

Shovel. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Conjure Duplicate (Recharges after a Short or Long Rest). Jabber makes a visual illusion of himself that lasts for 1 minute or until he loses concentration (as if concentrating on a spell). The illusion appears in an unoccupied space of his choice that he can see within 30 feet of him. The illusion looks exactly like Jabber; it is silent; it is his size, is insubstantial, and doesn’t occupy its space; and it is unaffected by attacks and damage. As a bonus action on Jabber’s turn, he can move the illusion up to 30 feet to a space he can see, but the illusion must remain within 120 feet of him.

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

Reactions

Treacherous Strike. If a creature within 5 feet of Jabber misses him with a melee attack, he can use his reaction to force the attacker to reroll that attack against a creature of his choice that is also within 5 feet of the attacker. This ability fails if the attacker is immune to being charmed.

GIRTER GEARHOLLOW

Torch, lawful neutral gnome male

Kintalla has never been a city picky about the gods its people serve, and this attitude is precisely what brought the gnome Girtler Gearhollow to its gates. Girtler is an acolyte of the *Six-Toothed Cog*: an uncaring, clockwork god spurned by reputable tinkers and craftsmen.

The Six-Toothed Cog is less a deity and more a force of the cosmos, representing the churning inevitability of the end of all things. Girtler knows his devotion won't earn him much acceptance throughout the realm, but he believes it to be his duty to create a temple dedicated to this god. Even in a city as accepting as Kintalla, such a brazen feat is a tall order. To do so, Girtler has become a master of knowledge, magic, secrecy, and deception, all traits quickly recognized by Ebonclad.

Girtler was brought into the thieves' guild as a Torch, asked to aid its missions with his magic and wealth of knowledge. The gnome has grown to enjoy the company Ebonclad provides; at the very least, his guild mates don't judge him for the god he worships, even if they find the idea of building a temple off-putting. That, and the pay is good. He's coming across money quickly enough to make his plan a reality, even if he'll have to lie about the temple's true purpose. For now, Ebonclad is a means to an end.



Girtler is slightly tall for a gnome, sporting an ostentatious goatee and pair of spectacles. His clothing and armor are adorned with the imagery of clockwork pieces, though he's careful to never reveal a holy symbol of the Six-Toothed Cog. He can be uncomfortably quiet, often pausing in sentences mid-speech to carefully consider his choice of words. He is calculating, like machinery, following an intricate plan laid in motion eons ago. Should the gnome's temple ever come to fruition, it only furthers the heartless machinations of the Six-Toothed Cog, to an end not even Girtler truly understands.

GIRTLER GEARHOLLOW

Small humanoid (gnome), lawful neutral

Armor Class 15 (chain shirt)

Hit Points 59 (9d6 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +4, Wis +4

Skills Deception +4, Insight +4, Perception +4, Religion +4, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnomish

Challenge 3 (700 XP)

Gnome Cunning. Girtler has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Nimble Escape. Girtler can take the Disengage or Hide action as a bonus action on each of his turns.

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

Cantrips (at will): *guidance, light, thaumaturgy, true strike*

1st level (4 slots): *bless, cure wounds, guiding bolt*

2nd level (3 slots): *hold person, silence*

3rd level (2 slots): *clairvoyance, remove curse*

Actions

Multiattack. Girtler makes two mace attacks.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft. one target. **Hit:** 5 (1d6 + 2) bludgeoning damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage.

Blessing of the Trickster. Girtler can touch a willing creature other than himself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until Girtler uses the feature again.

Cloak of Shadows (Recharges after a Short or Long Rest). Girtler becomes invisible until the end of his next turn. He becomes visible before this time if he attacks or casts a spell.

KORA RAVENHAIR

Shadow, neutral human female

Ebonclad operatives often depend on small, easy-to-conceal weapons, and avoid armor too bulky for sneaking around in. For Kora Ravenhair, no weapon is deadlier than her own fist, and no armor is more silent than none at all. On missions, Kora accompanies guild teams as an enforcer and point man, quickly rising in this role for her ability to blend in seamlessly with a crowd. To onlookers, she's just another commoner in the streets.

Kora is guildborn, raised by guild operatives since birth, trained her whole life in the art of thievery. The whereabouts of her true parents are a mystery that once chipped away at her in youth, but in adulthood she's learned to stop asking questions she fears the answers to. Once she embraced her future, she stopped worrying about her past. Kora has found a place within Ebonclad, the only family she's ever had, and has proven herself to be a more capable thief than most. Kora can sneak into a house to steal the collar off a sleeping mastiff, pluck an arrow out of the air with an open hand, and kick a man so hard he'd see stars.

Kora is woman in her early twenties, with pale, porcelain skin and lake-blue yes. Her name is no misnomer; her whole life she's sported black hair she keeps cropped at shoulder length. Her most distinguishing feature is a small, black tattoo – just underneath her right eye – that looks like the gashing of a crow's claw. Kora often wears her hair over the right side of her face to hide her eye and tattoo entirely.



KORA RAVENHAIR

Medium humanoid (human), neutral

Armor Class 15 (unarmored defense)

Hit Points 50 (7d8 + 18)

Speed 40 ft. (unarmored movement)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	10 (+0)	17 (+3)	11 (+0)

Saving Throws Con +4, Wis +5

Skills Athletics +3, Acrobatics +4, Perception +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 15

Languages Common

Challenge 3 (700 XP)

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

Fancy Footwork. During her turn, if Kora makes a melee attack against a creature, that creature can't make opportunity attacks against her for the rest of Kora's turn.

Unarmored Defense. While Kora is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Unarmored Movement. While Kora is wearing no armor and wielding no shield, Kora's walking speed increases 10 feet (included in her speed).

Wounded Fury. While she has 13 hit points or fewer, Kora has advantage on attack rolls. In addition, she deals an extra 7 (2d6) damage to any target she hits with a melee attack.

Actions

Multiattack. Kora makes three unarmed strikes.

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

Reactions

Deflect Missiles. When Kora is hit by a ranged weapon attack, she reduces the damage from the attack by 1d10 + 4. If the damage is reduced to 0, Kora can catch the missile if it is small enough to hold in one hand and Kora has at least one hand free.

TYR'AIGLOS

Medium humanoid (elf), lawful evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +5, Int +3

Skills Acrobatics +5, Deception +5, Perception +3, Persuasion +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 4 (1,100 XP)

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

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

Master of Tactics. Tyr'Aiglos can use the Help action as a bonus action. When Tyr'Aiglos uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of him, rather than 5 feet of him, if the target can see or hear Tyr'Aiglos.

Sneak Attack (1/Turn). Tyr'Aiglos 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 Tyr'Aiglos that isn't incapacitated and Tyr'Aiglos doesn't have disadvantage on the attack roll.

Spellcasting. Tyr'Aiglos is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *message*, *minor illusion*, *vicious mockery*

1st level (4 slots): *disguise self*, *illusory script*, *sleep*

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

3rd level (3 slots): *feign death*, *major image*, *tongues*

Actions

Multiattack. Tyr'Aiglos makes two shortsword attacks.

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



TYR'AIGLOS

Shadow, lawful evil elf male

Tyr'Aiglos may have once been an elven king, but that future was stolen from him long ago. Hundreds of years ago, before Isalla Bly ever led her people to settle what would become Kintalla, Tyr'Aiglos lived in the seat of comfort of the elf kingdom far removed from the affairs of humans. Born a prince, his family had held sway over their land and people for ages, and he was groomed to lead for the centuries ahead. But all that would change.

Tyr'Aiglos' fate came at the hands of a rival family, the *Siledir*, whose assassins came to slaughter the prince's people and loved ones in one dark, red night. To his knowledge, Tyr'Aiglos was the only one who escaped the assassins, still haunted by the cries of his siblings and the footfalls of their murderers. The young elf did the only thing he could do; he ran. He waited. And he learned.

A man could live and die six times over since that fated night. The elf swore vengeance upon his enemies and, piece by piece, he's been collecting it. Now a master assassin himself, he hunts down any with a connection to the *Siledir* line, delivering them a red night of their own. In his long lifetime, he's been able to take out most of his enemies, unsure whether he'll find relief or despair should the day come he completes this task. His quest for revenge brought the elf to Kintalla, and there Ebonclad discovered him. Serving as a Shadow, Tyr'Aiglos' arrangement is simple; he'll run guild missions in exchange for information about his targets. Several names on the elf's list have been scratched out in thanks to the thieves' guild.

Tyr'Aiglos is tall and handsome, with blond hair usually kept tied away from his face. He dresses humbly, choosing a simple suit of leather armor for protection, but goes through pains to stay clean and well-groomed. He's quite charming in conversation, and careful not to let any details slip about his past. However, he can be prone to outbursts of rage if insulted or reminded in some way of the family he lost long ago. In these moments, elf draws away to collect himself.

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