



## Thieves' Gallery

# DUNGEONS & DRAGONS

## HONOR AMONG THIEVES

A handful of characters from the film *Dungeons & Dragons: Honor Among Thieves* are presented here as NPCs you can include in your D&D campaigns.

The stat blocks in this collection use a presentation similar to that which is found in the *Monster Manual*. If you are unfamiliar with the stat block format, read the [introduction](#) of the *Monster Manual* before proceeding further. That book explains stat block terminology and gives rules for various monster traits—information that isn't repeated here.



*A COLLECTION OF HEROES AND VILLAINS FOR THE WORLD'S GREATEST ROLEPLAYING GAME*

## Unusual Attacks and Magic

Some creatures have weapons that deal unusual damage types and spellcasting that functions in an atypical way. For example, [Forge Fitzwilliam](#) deals extra poison damage with his heavy crossbow. This extra damage isn't a feature of the weapon. Such an exception is a special feature of a stat block and represents how the creature uses its weapon or casts its spells; the exception has no effect on how a weapon or spell functions for a different creature.

## Stat Blocks

### Doric

The tiefling Doric was taken in by a wood elf enclave in Neverwinter Wood after being abandoned as a child, and she guards her adoptive community with nature's ferocity. The Circle of the Moon has taught her to heed her primal instincts, which rarely lead her astray. She can be brusque, but she will fight to the tooth and nail for a cause she believes in.

Doric has joined the Emerald Enclave, a network of survivalists who tend to the balance between civilization and nature. When the Lord of Neverwinter targeted her woodland home for its resources, Doric rallied the resistance.



## DORIC

Medium Humanoid (Druid), Neutral Good

**Armor Class** 14 (leather armor)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft.

STR	DEX	CON
12 (+1)	16 (+3)	14 (+2)
INT	WIS	CHA
16 (+3)	19 (+4)	10 (+0)

**Saving Throws** Int +6, Wis +7

**Skills** **Insight** +7, **Nature** +6, **Perception** +7, **Survival** +7

**Damage Resistances** fire

**Senses** **darkvision** 60 ft., passive Perception 17

**Languages** Common, Druidic, Elvish, Infernal, Sylvan

**Challenge** 5 (1,800 XP)   **Proficiency Bonus** +3

## Actions

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**Multiaction.** Doric makes two Shaped Claw or Sling attacks. She can replace one attack with a use of Spellcasting.

**Shaped Claw.** Melee Spell Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

**Sling.** Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

**Spellcasting.** Doric casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *animal messenger, beast sense, speak with animals*

2/day each: *cure wounds, entangle, faerie fire, thunderwave*

## Bonus Actions

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**Change Shape (5/Day).** Doric magically transforms into a Beast with a challenge rating of 3 or less or into an **owlbear** (see the *Monster Manual*).

Doric can remain in that form for up to 2 hours. She can choose whether her equipment falls to the ground, melds with her new form, or is worn by the new form. Doric reverts to her true form if she is **incapacitated** or dies. She can revert to her true form using a bonus action.

While Doric is transformed, her stat block is replaced by the stat block of that form, except she keeps her current hit points, her hit point maximum, this bonus action, her alignment, and her Intelligence, Wisdom, and Charisma scores.

## Reactions

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**Fiery Rebuke (3/Day).** When Doric is damaged by a creature that she can see within 60 feet of herself, she magically engulfs the creature in flames. The creature must make a DC 15 Dexterity saving throw, taking 16 (3d10) fire damage on failed save, or half as much damage on a successful one.

## Edgin Darvis

Edgin Darvis has a talent for improvisation and strategy. He's a musician and tale-teller who relies on charisma first—rather than magic or muscle—to escape trouble. Once a member of the Harpers, a spy organization dedicated to protecting Faerûn's common folk, Edgin has forsaken his oath and turned to thievery to support his family. Edgin's strong moral compass compels him to steal only from people he believes deserve to lose both coin and face.

Edgin's confidence and rakish demeanor make him a natural leader. With carefully chosen words, he inspires the members of his thieves' crew to greatness. But when his past mistakes come calling, Edgin must face the music. He now seeks to make amends to those he's wronged and to confront those who have wronged him.



## EDGIN DARVIS

Medium Humanoid (Bard), Chaotic Good

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**Armor Class** 14 (leather armor)

**Hit Points** 110 (17d8 + 34)

**Speed** 30 ft.

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

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**Saving Throws** Dex +6, Cha +7

**Skills** Deception +7, Performance +10, Persuasion +10, Sleight of Hand +6

**Senses** passive Perception 13

**Languages** Common

**Challenge** 5 (1,800 XP)    **Proficiency Bonus** +3

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### Actions

**Multiaction.** Edgin makes two Reinforced Lute or Shortsword attacks.

**Reinforced Lute.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 11 (2d10) thunder damage.

**Shortsword.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 11 (2d10) thunder damage.

**Disorienting Words.** Edgin magically taunts up to three creatures he can see within 60 feet of himself. Each creature must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage and have disadvantage on the next attack roll it makes before the start of Edgin's next turn.

**Spellcasting.** Edgin casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *friends*, *message*

3/day each: *charm person*, *disguise self*

1/day: *suggestion*

#### Reactions

**Inspiring Words (3/Day).** When a creature Edgin can see within 60 feet of himself fails an ability check, an attack roll, or a saving throw, Edgin grants the creature magical encouragement. The creature can roll a d8 and add the number rolled to the total, potentially turning the failure into a success.

## Forge Fitzwilliam

Forge Fitzwilliam is a con artist who manipulates others with lies and flattery. The audacious criminal has left a trail of broken promises and false identities along the Sword Coast. He conceals flexible morals and a ready dagger behind his winning smile.

Forge enjoys the finer things in life, particularly when they result from his own cleverness. Decades of heists and cons haven't slaked his thirst—in fact, his ambitions only grow grander with time.



**FORGE FITZWILLIAM***Medium Humanoid, Neutral Evil***Armor Class** 17 (Disarming Charm)**Hit Points** 110 (20d8 + 20)**Speed** 30 ft.

STR	DEX	CON
11 (+0)	14 (+2)	13 (+1)
INT	WIS	CHA
15 (+2)	17 (+3)	20 (+5)

**Saving Throws** Dex +5, Int +5**Skills** **Acrobatics** +5, **Deception** +11, **Investigation** +8, **Persuasion** +11, **Sleight of Hand** +5, **Stealth** +8**Senses** passive Perception 13**Languages** Common, Thieves' Cant**Challenge** 8 (3,900 XP)    **Proficiency Bonus** +3**Disarming Charm.** While Forge isn't wearing armor, his AC includes his Charisma modifier.**Double-Cross.** If Forge hits a creature friendly to him with an attack roll, the attack is automatically a critical hit.**Evasion.** If Forge is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he takes no damage if he succeeds on the saving throw, and only half damage if he fails, provided he isn't **incapacitated**.**Actions****Multiaction.** Forge makes two Dagger attacks, two Heavy Crossbow attacks, or one of each.**Dagger. Melee or Ranged Weapon Attack:** +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage plus 24 (7d6) poison damage, and the target is **poisoned** until the end of its next turn.**Heavy Crossbow. Ranged Weapon Attack:** +5 to hit, range 100/400 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage plus 24 (7d6) poison damage. **Hit or Miss:** If the target is a creature, it has disadvantage on the next attack roll it makes before the start of Forge's next turn.**Bonus Actions****Cunning.** Forge takes the **Dash**, **Disengage**, or **Hide** action, or he gives himself advantage on the next attack roll he makes before the end of this turn.**Reactions****Uncanny Dodge.** Forge halves the damage he takes from an attack that hits him. He must be able to see the attacker.**Holga Kilgore**

Holga Kilgore is a member of the Uthgardt Elk Tribe, and her strength and scowl conceal a generous heart. She's a woman of few words who lets her actions (and punches) speak for her. A fearsome combatant when her ire is up, Holga wields anything that comes to hand—from weapons to snacks. Her unwavering loyalty makes her a fierce defender of allies, particularly her best friend, Edgin.

After Holga was exiled from her clan, she wandered unmoored and craving connection. Now that she has forged a new home with Edgin and his band of thieves, she won't lose another family without a fight.

**HOLGA KILGORE***Medium Humanoid, Chaotic Good***Armor Class** 15 (Unarmored Defense)**Hit Points** 120 (16d8 + 48)**Speed** 40 ft.

STR	DEX	CON
19 (+4)	14 (+2)	16 (+3)
INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)

**Saving Throws** Str +7, Con +6**Skills** Athletics +7, Intimidation +4, Nature +3, Survival +6**Damage Resistances** lightning (granted by *darksteel greataxe*)**Senses** passive Perception 13**Languages** Common, Halfling**Challenge** 5 (1,800 XP)    **Proficiency Bonus** +3

**Reckless.** At the start of her turn, Holga can gain advantage on melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

**Special Equipment.** Holga carries a *darksteel greataxe*, a magic weapon that grants her resistance to lightning damage while she carries it (included above).

**Unarmored Defense.** While Holga isn't wearing armor, her AC includes her Constitution modifier.

### Actions

**Multiattack.** Holga makes three Darksteel Greataxe or Improvised Weapon attacks, in any combination.

**Darksteel Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

**Improvised Weapon.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

### Bonus Actions

**Wrestle.** Holga shoves a creature within 5 feet of herself. That creature must succeed on a DC 15 Strength saving throw or be moved 5 feet into an unoccupied space of Holga's choice.

## Simon Aumar

Simon Aumar suffers under the weight of his family name. Though he is a descendent of an elf and the legendary wizard Elminster Aumar, Simon's own sorcerous wild magic runs uncontrolled through his veins. Simon has not yet developed the ability to harness his power, and his spells explode or fizzle seemingly at random.

Though he's dogged by doubt, the brave young mage has earned his place in Edgin's crew. He performs best under pressure, instinctively unleashing his magic in dire moments. How he will continue to unlock his potential and what he will do with his volatile gift are yet to be seen.

### SIMON AUMAR

Medium Humanoid (Sorcerer), Chaotic Good

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

STR	DEX	CON
8 (-1)	14 (+2)	13 (+1)
INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)

**Saving Throws** Con +4, Cha +6

**Skills** Arcana +6, Deception +6, History +6, Religion +6, Survival +4

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic, Elvish

**Challenge** 5 (1,800 XP)    **Proficiency Bonus** +3

**Fey Ancestry.** Simon has advantage on saving throws he makes to avoid or end the **charmed** condition on himself, and magic can't put him to sleep.

**Special Equipment.** Simon carries a *bag of holding*, two pairs of *sending stones*, and a *deathly token* (see Spellcasting).

**Wild Magic.** When Simon takes 20 or more damage from a single source or takes damage from a critical hit, he must roll on the **Wild Magic Surge** table in the *Player's Handbook*.

### Actions

**Multiaction.** Simon makes three Quarterstaff or Chaos Bolt attacks. He can replace one attack with one use of Spellcasting.

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands, plus 11 (2d10) force damage.

**Chaos Bolt.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (2d10 + 3) damage of a random type determined by rolling a d8: 1, acid; 2, cold; 3, fire; 4, force; 5, lightning; 6, poison; 7, psychic; 8, thunder.

**Spellcasting.** Roll a d6. On a roll of 1, Simon must roll on the [Wild Magic Surge](#) table in the *Player's Handbook*. On a roll of 2 or higher, Simon casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At will: *mage hand, minor illusion, prestidigitation, speak with dead* (Simon must be holding his *deathly token* to cast this spell)

2/day each: *fog cloud, mage armor, magic missile, spider climb*

1/day each: *Bigby's hand, major image*

## Reactions

**Sheltering Shield (3/Day).** When Simon or another creature he can see within 10 feet of himself would take damage, he conjures a shimmering, 10-foot-radius sphere of magical force centered on himself. Creatures inside the sphere have resistance to the damage that triggered this reaction.



## Sofina

Sofina is a Red Wizard of Thay, an elite practitioner of magic with ties to Thay's tyrannical magocracy. Sofina specializes in necromancy. Death and fear are both tools in her arsenal.

As Red Wizards are shunned outside Thay, Sofina conceals her affiliations and coldly rebuffs any who seek her friendship. A canny operator, she has patiently moved her pieces into place, and her grand designs now begin to take shape.



### SOFINA

Medium Humanoid (Wizard), Neutral Evil

**Armor Class** 14 (magic robe; 17 with *mage armor*)

**Hit Points** 161 (19d8 + 76)

**Speed** 30 ft.

STR	DEX	CON
12 (+1)	14 (+2)	18 (+4)
INT	WIS	CHA
20 (+5)	14 (+2)	8 (-1)

**Saving Throws** Str +2, Dex +3, Con +5, Int +11, Wis +8, Cha +0

**Skills** Arcana +10, History +10, Insight +7

**Damage Resistances** necrotic

**Senses** passive Perception 12

**Languages** Abyssal, Common, Draconic, Infernal, Thayan

**Challenge 15 (13,000 XP) Proficiency Bonus +5**

**Special Equipment.** Sofina wears a magic robe that grants her a +2 bonus to AC and a +1 bonus to saving throws (included above).

#### Actions

**Multiaction.** Sofina makes three Necrotic Strike attacks.

**Necrotic Strike.** *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 32 (5d10 + 5) necrotic damage.

**Spellcasting.** Sofina casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18):

At will: *mage hand, message, prestidigitation*

2/day each: *bestow curse, Bigby's hand, dimension door, mage armor, Otiluke's resilient sphere, thunderwave*

1/day each: *Evard's black tentacles, finger of death, time stop*

**Swarm of Meteors (1/Day).** Sofina magically calls down a meteor swarm that detonates in four 40-foot-radius spheres, each one centered on a point she can see within 1 mile of herself. These spheres can overlap. Each creature in one or more of these spheres must make a DC 18 Dexterity saving throw, taking 35 (10d6) fire damage and 35 (10d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful one. A creature in multiple spheres takes this damage only once.

#### Bonus Actions

**Summon Wraith (1/Day).** Sofina magically summons the spirit of a Thayan assassin, which appears as a **wraith** (see the *Monster Manual*). The summoned **wraith** appears in an unoccupied space within 60 feet of Sofina, whom it obeys. The summoned **wraith** takes its turn immediately after Sofina. It lasts for 1 hour, until it or Sofina dies, or until Sofina dismisses it as a bonus action.

## Xenk Yendar

Raised in the nation of Thay, Xenk Yendar has sworn an oath of devotion to aid the innocent. Every inch the knight in shining armor, he thrives when inspiring goodness in his allies. The words "Neither virtue nor blade shall break" are etched in Celestial on the blade of his daggersword.

Xenk ages more slowly than a normal human, and with this gift comes the burden of perspective. His longevity has something to do with Szass Tam's nightmarish rise to power and Xenk's narrow escape from the lich.

Now based in Mornbryn's Shield, Xenk travels Faerûn in search of evil to thwart. He approaches problems with absolute seriousness of purpose—an outlook that clashes with Edgin's nonchalance.

**XENK YENDAR***Medium Humanoid (Paladin), Lawful Good***Armor Class** 15 (half plate)**Hit Points** 157 (21d8 + 63)**Speed** 30 ft.

STR	DEX	CON
19 (+4)	11 (+0)	16 (+3)
INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)

**Saving Throws** Str +8, Cha +7**Skills** Athletics +8, History +6, Insight +7, Survival +7**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 13**Languages** Common, Thayan, Undercommon**Challenge** 10 (5,900 XP)    **Proficiency Bonus** +4

**Aura of Protection.** Xenk and his allies within 10 feet of him have advantage on saving throws.

#### Actions

**Multiaction.** Xenk makes three Daggersword attacks and uses Daggersword Flourish. He can replace Daggersword Flourish with Cleansing Touch if it's available.

**Daggersword.** Choose the attack that corresponds to the *daggersword*'s current form (see Daggersword Shift below):

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 6 (1d12) radiant damage.

**Shortsword and Dagger.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 6 (1d12) radiant damage.

**Daggersword Flourish.** Choose the option that corresponds to the *daggersword*'s current form (see Daggersword Shift below):

**Longsword.** Xenk magically detaches the longsword's blade from its hilt, launching the blade at a creature he can see within 30 feet of himself. The target must make a DC 16 Dexterity saving throw. On a failed save, the target is impaled by the blade, taking 14 (3d6 + 4) piercing damage, and is knocked **prone**. At the end of the current turn, the blade magically reattaches to its hilt.

**Shortsword and Dagger.** Xenk lashes out with both weapons. Each creature of his choice within 10 feet of him must make a DC 16 Dexterity throw. On a failed save, the creature takes 7 (2d6) piercing damage and has disadvantage on attack rolls until the start of Xenk's next turn. On a successful save, the creature takes half as much damage and suffers no other effect.

**Cleansing Touch (1/Day).** Xenk touches a creature within 5 feet of himself. The target magically regains 27 (6d8) hit points and gains the benefit of a *lesser restoration* spell.

#### Bonus Actions

**Daggersword Shift.** Xenk changes the form of his *daggersword*, choosing one of the following forms: a longsword, or a shortsword in one hand and a dagger in the other.

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