

ARCANE THIEF

Small or Medium • Humanoid • Any Alignment

Armor Class 14

Initiative +3 (13)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	13 (+1)	12 (+1)	12 (+1)

Skills Deception +3, Sleight of Hand +7, Stealth +5

Gear dagger, leather

Senses passive Perception 11

Languages Common, Thieves' Cant

CR 1 (XP 200; PB +2)



ACTIONS

Multiattack. The thief makes two Dagger attacks. It can replace one of these attacks with a use of Spellcasting.

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

Spellcasting. The thief casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 11, +3 to hit with spell attacks):

At will: *fire bolt*, *mage hand* (invisible), *minor illusion*, *shocking grasp*

1/day: *charm person*, *disguise self*, *invisibility*

BONUS ACTIONS

Cunning Action. The thief takes the Dash, Disengage, or Hide action.

Stealthy Mage Hand. *Wisdom Saving Throw:* DC 11, one creature within 30 feet of the thief. *Failure:* The thief can steal a tiny object from the target without the target noticing it. *Success:* The target notices the thief trying to steal the object and can prevent it.

REACTIONS

Hijack Spell (1/Day). *Trigger:* A creature within 30 feet of the thief that it can see casts a spell of level 3 or lower. *Response:* The thief decides the targets of that spell or decides the area or point the spell is targeting. The new selection must be viable and possible for the original spellcaster to target.

ARCANE THIEF — WEAKER

Armor Class 12

Initiative +1 (11)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Sleight of Hand +5, Stealth +3

Gear dagger, leather

Senses passive Perception 10

Languages Common, Thieves' Cant

CR 1/8 (XP 25; PB +2)



ACTIONS

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

Spellcasting. The thief casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 10, +2 to hit with spell attacks):

At will: *fire bolt*, *mage hand* (invisible), *minor illusion*, *shocking grasp*

1/day: *charm person*, *disguise self*

BONUS ACTIONS

Cunning Action. The thief takes the Dash, Disengage, or Hide action.

Stealthy Mage Hand. *Wisdom Saving Throw:* DC 10, one creature within 30 feet of the thief. *Failure:* The thief can steal a tiny object from the target without the target noticing it. *Success:* The target notices the thief trying to steal the object and can prevent it.

ARCANE THIEF — STRONGER

Armor Class 15

Initiative +3 (13)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	15 (+2)	14 (+2)	14 (+2)

Skills Deception +4, Sleight of Hand +8, Stealth +6

Gear dagger, leather

Senses passive Perception 12

Languages Common, Thieves' Cant

CR 4 (XP 1,100; PB +2)



ACTIONS

Multiattack. The thief makes two Dagger attacks and uses its Spellcasting once.

Dagger. *Melee or Ranged Weapon Attack:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 9 (2d4 + 4) piercing damage.

Spellcasting. The thief casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *fire bolt*, *mage hand* (invisible), *minor illusion*, *shocking grasp*

2/day: *charm person*, *disguise self*, *invisibility*

BONUS ACTIONS

Cunning Action. The thief takes the Dash, Disengage, or Hide action.

Stealthy Mage Hand. *Wisdom Saving Throw:* DC 12, one creature within 30 feet of the thief. *Failure:* The thief can steal a tiny object from the target without the target noticing it. *Success:* The target notices the thief trying to steal the object and can prevent it.

REACTIONS

Hijack Spell (2/Day). *Trigger:* A creature within 30 feet of the thief that it can see casts a spell of level 4 or lower. *Response:* The thief decides the targets of that spell or decides the area or point the spell is targeting. The new selection must be viable and possible for the original spellcaster to target.