

Ulther's Spellthief



Community content for adding the
Spellthief class to your campaign



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Ulther's Spellthief
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Design by Ulther



SPELLTHIEF

A slender human smirks at the guard as she leaps from the top of the palace walls, descending as though she was as light as a feather.

A halfling traces his hands over the apparently plain wall, feeling for the invisible switch hidden by magic, painfully obvious to his attuned senses.

Blade in one hand, the tall elf slashed at the goblin in front of him. Lightning surging from his open palm into the group to his side.

Each of these is a spellthief, different as they might be. They rely on their wits and their magic, exploiting any situation to get the upper hand. As versatile as they are resourceful, they make an excellent ally in any adventuring party.

SPELL AND BLADE

In combat a spellthief relies on adapting to the weaknesses of their opponents far more than brute strength. By combining swift attacks and powerful magic, they wear down their foes. A skilled and experienced spellthief will use their enemies' attacks and spells against them in a magical parry and riposte.

STUDY OF MAGIC

Each spellthief has spent countless hours studying the magic that they hope to learn and master, and all are adept at detecting the presence of it. How they come to dedicate so much time to this study varies greatly. Often the lure of personal power and knowledge draws many an unsavory character to this pursuit.

UNSAVORY CHARACTERS

Many a spellthief has a shady background, often living as burglars, assassins, cutpurses, or con artists. However, so too are there skilled investigators, agents and spies who seek the benefits that only being skilled in magic can provide. A spellthief can come from both sides of the law, but regardless of disposition, they should never be underestimated.

NOTE ON ITEM ATTUNEMENT

At the DM's discretion, a spellthief should be eligible for attuning to any item that a wizard would be allowed to attune to.

QUICK BUILD

You can make a spellthief quickly by following these suggestions. First, Dexterity or Intelligence should be your highest ability score (Dexterity if you wish to be more skilled with a weapon, Intelligence if you wish to be more skilled with magic). Regardless, the other of the two should be your second highest ability score. Second, choose the charlatan background.

CLASS FEATURES

As a spellthief, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per spellthief level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per spellthief level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, rapiers, shortswords, whips

Tools: Thieves' Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose three from Acrobatics, Athletics, Arcana, Deception, Investigation, Perception, Sleight of Hand, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword or (c) a shortbow and quiver of 20 arrows
- (a) a burglar's pack or (b) a dungeoneer's pack
- (a) a component pouch or (b) an arcane focus
- leather armor, two daggers, and thieves' tools



THE SPELLTHIEF

Level	Proficiency		Cantrips Known	Spells Known	Spell Slots per Spell Level				
	Bonus	Features			1st	2nd	3rd	4th	5th
1st	+2	Expertise, Spellsight	-	-	-	-	-	-	-
2nd	+2	Spellcasting, Mage Hand Legerdemain	3	4	2	-	-	-	-
3rd	+2	Schools of Focus	3	5	3	-	-	-	-
4th	+2	Ability Score Improvement	4	6	3	-	-	-	-
5th	+3	Spellblade	4	7	4	2	-	-	-
6th	+3	Schools of Focus Feature	4	8	4	2	-	-	-
7th	+3	Evasion	4	9	4	3	-	-	-
8th	+3	Ability Score Improvement	4	10	4	3	-	-	-
9th	+4	-	4	11	4	3	2	-	-
10th	+4	Clandestine Spellcasting	5	12	4	3	2	-	-
11th	+4	Improved Spellblade	5	13	4	3	3	-	-
12th	+4	Ability Score Improvement	5	14	4	3	3	-	-
13th	+5	-	5	15	4	3	3	1	-
14th	+5	Expertise	5	16	4	3	3	1	-
15th	+5	Stolen Knowledge	5	17	4	3	3	2	-
16th	+5	Ability Score Improvement	5	18	4	3	3	2	-
17th	+6	-	5	19	4	3	3	3	1
18th	+6	Schools of Focus Feature	5	20	4	3	3	3	1
19th	+6	Ability Score Improvement	5	21	4	3	3	3	2
20th	+6	Spell Thief	5	22	4	3	3	3	2

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 14th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

SPELLSIGHT

Through your extended study of the arcane, and your familiarity with each school of magic, you have the ability to recognise the signs of its presence.

As an action, you can attune your senses to detect the presence of magic within 30 feet of you. If you sense magic in this way, you can use a bonus action to see a faint aura around any visible creature or object within range that bears magic, and you learn its school of magic, if any.

This ability can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

You may use this feature a number of times equal to your Intelligence modifier (with a minimum use of 1). When you finish a long rest, you regain all expended uses.

SPELLCASTING

When you reach 2nd level, you have learned enough about spellcasting through dedicated study and memorization, and you gain the ability to cast spells.

CANTRIPS

At 2nd level you learn three cantrips: *mage hand* and two other cantrips of your choice from the spellthief spell list. You learn additional spellthief cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Spellthief table.

SPELL SLOTS

The Spellthief table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.



SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the spellthief spell list.

The Spells Known column of the Spellthief table shows when you learn more spellthief spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the spellthief spells you know and replace it with another spell from the spellthief spell list, which also must be of a level for which you have the spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your spellthief spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spellthief spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

RITUAL CASTING

You can cast any spellthief spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your spellthief spells.

MAGE HAND LEGERDEMAIN

Starting at 2nd level, when you cast *mage hand*, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of hand) check contested by the creature's Wisdom (Perception) check. In addition you can use a bonus action to control the hand.

SCHOOLS OF FOCUS

At 3rd level, you choose a combination of two schools of magic to focus your dedication and studies upon. The combined schools of magic are: Abjuration and Evocation, Conjuration and Illusion, Divination and Necromancy, or Enchantment and Transmutation. These combined schools are detailed at the end of class description. This choice grants you features at 3rd level and then again at 6th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SPELLBLADE

At 5th level, when you cast a cantrip, you may make an unarmed or weapon attack as a bonus action. You may cast the cantrip before or after making the attack.

At 11th level, when you cast a spell, you may make an unarmed or weapon attack as a bonus action. You may cast the spell before or after making the attack.

EVASION

At 7th level, you have learnt how to nimbly dodge out of the way of certain area effects. 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.

CLANDESTINE SPELLCASTING

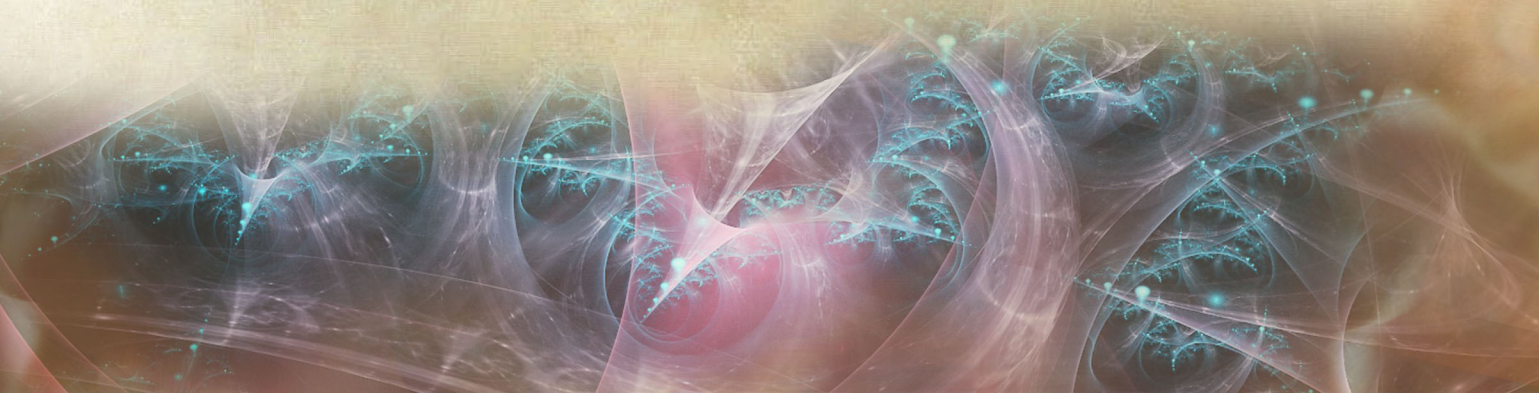
At 10th level, your ability to conceal the spells you cast has developed to the point where you no longer have to make verbal utterances to set the threads of magic in motion. When you cast a spell, you are able to cast it without any verbal components.

In addition, you may silently activate any item requiring a verbal component or spoken command word.

STOLEN KNOWLEDGE

At 15th level, your extensive knowledge of magic allows you to recreate a wide range of spells. You may call to mind one spell of your choice from any class's spell list and cast it as you do so. The spell must be of a level for which you have spell slots, and you follow the normal rules for casting it, including expending a spell slot. The spell counts as a spellthief spell when you cast it.

You can't use this feature again until you finish a short rest.



SPELL THIEF

At 20th level, you gain the ability to magically replicate any spell you see being cast by another spellcaster.

When a creature casts a spell within your sight, you can choose to acquire the knowledge of how it was cast. You gain the ability to cast the same spell. You follow the normal rules for casting it, using the same spell slot as the cast spell, which you are granted by this feature. The spell counts as a spellthief spell when you cast it.

You may only use the spell slot granted by this feature to cast the spell you have acquired, and both the spell slot and knowledge of the spell are lost once you have either cast it or finished a short rest.

Once you have used this feature, you can't use it again until you finish a short rest.

SCHOOLS OF FOCUS

Your studies and research into magic have led you to believe that certain schools of magic are linked in a way that greater synergises their strengths and weaknesses. This focus on a combination of two of the schools of magic being used together, has unlocked magical secrets that were otherwise inaccessible.

ABJURATION AND EVOCATION

The magical school of Abjuration is dedicated to blocking, banishment and protection magic, and combined with the elemental power of Evocation magic, becomes a powerful force in any confrontation.

ABJURER-EVOKER ADEPT

At 3rd level, you learn the *shield* spell. If you already know this spell, you learn a different 1st level spellthief spell of your choice, it doesn't count against your number of spells known.

When you cast the *shield* spell, until the end of your next turn, the first time you hit with a spell or weapon attack, you deal an additional 1d6 force damage. If the *shield* spell absorbs the *magic missile* spell, you instead deal an additional 2d6 force damage on your next attack.

EMPOWERED STRIKES

At 6th level, you learn to channel some of your elemental magic into your weapons. When you cast a spell or cantrip that deals damage, you may have all damage dealt by your next weapon attack become the same type as the spell or cantrip. This lasts until the end of your next turn.

IMPROVED COUNTERSPELL

At 18th level, you learn the *counterspell* spell. If you already know this spell, you learn a different spellthief spell of your choice, of which you have spell slots for, it doesn't count against your number of spells known.

When you cast the *counterspell* spell, if you successfully interrupt a spell that deals damage, until the end of your next turn, the first time you hit with a spell or weapon attack, you deal additional damage of the type of the spell you interrupted. The additional damage is a number of d6s equal to the level of the interrupted spell.



CONJURATION AND ILLUSION

Tricks and deceptions are at the heart of Illusion magic, and knowing what is or isn't real can be made that much more difficult when combined with Conjuration magic. Through Conjuration, a conjurer is able to pull threads of shadow material directly from the Shadowfell to empower his illusions, giving them a semblance of reality.

SHADOW CONJURER

At 3rd level, you learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different spellthief cantrip of your choice, it doesn't count against your number of cantrips known.

When you cast *minor illusion* and use it to create the image of an object, you may infuse the illusion with shadow material to give it a semblance of reality. The illusion must be of an object no larger than 3 feet on a side and it must weigh no more than 10 pounds. The object is visibly magical, and faintly translucent. It may be used as though it is the real, physical version of that object.

The object disappears when this spell ends, when you use this feature again, or if it takes any damage from being directly attacked.

SHADOW DURABILITY

At 6th level, your ability to combine Conjuration and Illusion magic has developed to the point where maintaining focus on the magic becomes second nature to you. While you are concentrating on a Conjuration or Illusion spell, your concentration cannot be broken as a result of taking damage.

In addition, your *minor illusions* are more easily maintained and you may use the Shadow Conjurer feature three times before objects will disappear.

SHADOWFELL MASTERY

At 18th level, your mastery over drawing shadow material from the Shadowfell allows you to cast the *illusory dragon* spell as a spellthief spell once without expending a spell slot.

You must finish a long rest before you can use this feature again.

DIVINATION AND NECROMANCY

The line between life and death can be fragile, by using Divination to gain supernatural knowledge of the brief moments before death, you can tailor your Necromancy magic to better preserve life force in both yourself and your creations, and better manipulate enervating energy.

TOUCH OF CONDEMNATION

At 3rd level, you learn the *chill touch* cantrip. If you already know this cantrip, you learn a different spellthief cantrip of your choice, it doesn't count against your number of cantrips known.

When you cast *chill touch* and successfully hit with it, you may apply one of the following additional effects:

- You may regain hit points equal to the amount of necrotic damage dealt.
- The target creature has disadvantage on attack rolls until the end of your next turn.
- The target creature takes additional necrotic damage equal to half your spellthief level (rounded down).

You may use this feature a number of times equal to your Intelligence modifier (with a minimum use of 1). When you finish a long rest, you regain all expended uses.

ENERVATION MASTERY

At 6th level, you learn the *ray of enfeeblement* spell. If you already know this spell, you learn a different 2nd level spellthief spell of your choice, it doesn't count against your number of spells known. When you cast the *ray of enfeeblement* spell, the target deals half damage with weapon attacks that use Strength or Dexterity.

In addition, the *ray of enfeeblement* spell no longer requires concentration for you to maintain. The duration remains the same, and you may only have one target affected by the *ray of enfeeblement* spell at a time.

HARBINGER OF UNDEATH

At 18th level, any undead you create using a necromancy spell is gifted with an innate sense of when you are under threat. If you are targeted by an attack, and one of your undead minions is also in range of the attack, it may use a reaction to instead make itself the target.

In addition, your mastery over enervation energy and undeath allows you to cast the *finger of death* spell as a spellthief spell once without expending a spell slot.

You must finish a long rest before you can use this feature again.

ENCHANTMENT AND TRANSMUTATION

The school of Enchantment is dedicated to altering the minds of others, and by using such magic to empower your Transmutation spells, you can alter far more than just matter and energy. The combination of these two schools can create alteration magic which has combined the strengths of both Enchantment and Transmutation.

PARALYSIS

At 3rd level, you learn the *charm person* spell. If you already know this spell, you learn a different 1st level spellthief spell of your choice, it doesn't count against your number of spells known.

When you cast the *charm person* spell, and a target fails the saving throw, you may choose to apply the following additional effect: the target is paralyzed until the end of your next turn. At higher levels this may affect additional targets based on the spell slots used. You may apply the effect to one or more targets.

ALTERATION STABILITY

At 6th level, your ability to combine Enchantment and Transmutation magic has developed to the point where the resulting spells are far more stable. While you are concentrating on an Enchantment or Transmutation spell, your concentration cannot be broken as a result of taking damage.

ENHANCED TRANSFORMATION

At 18th level, your dedicated study into Transmutation magic allows you to cast the *tenser's transformation* spell as a spellthief spell once without expending a spell slot.

In addition, by fortifying your mind for the side effects with Enchantment magic, you may automatically succeed on the Constitution save made for avoiding exhaustion when the spell ends.

You must finish a long rest before you can use this feature again.



SPELLTHIEF SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Booming Blade
Chill Touch
Control Flames
Fire Bolt
Friends
Frostbite
Green-Flame Blade
Light
Lightning Lure
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shape Water
Shocking Grasp
Sword Burst
Thunderclap
Truesrike

1ST LEVEL

Absorb Elements
Alarm
Burning Hands
Catapult
Cause Fear
Charm Person
Color Spray
Command
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Grease
Ice Knife
Identify
Illusory Script
Inflict Wounds
Jump
Longstrider

1ST LEVEL

Mage Armor
Magic Missile
Ray of Sickness
Shield
Silent Image
Sleep
Snare
Tenser's Floating Disk
Thunderwave
Witch Bolt
Zephyr Strike

2ND LEVEL

Alter Self
Arcane Lock
Blindness / Deafness
Blur
Calm Emotions
Cloud of Daggers
Darkness
Darkvision
Detect Thoughts
Earthbind
Enlarge / Reduce
Find Traps
Gentle Repose
Hold Person
Invisibility
Knock
Levitate
Locate Object
Magic Weapon
Mind Spike
Mirror Image
Misty Step
Nystul's Magic Aura
Pass without Trace
Phantasmal Force
Protection from Poison
Ray of Enfeeblement
Rope Trick
Scorching Ray
See Invisibility
Shadow Blade
Spider Climb
Suggestion
Web

3RD LEVEL

Animate Dead
Bestow Curse
Blink
Catnap
Clairvoyance
Counterspell
Dispel Magic
Enemies Abound
Fear
Feign Death
Fireball
Flame Arrows
Fly
Glyph of Warding
Haste
Life Transference
Lightning Arrow
Lightning Bolt
Magic Circle
Major Image
Nondetection
Phantom Steed
Protection from Energy
Remove Curse
Sending
Slow
Summon Lesser Demons
Thunder Step
Tiny Servant
Tongues
Vampiric Touch
Water Breathing
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Charm Monster
Confusion
Conjure Minor Elementals
Dimension Door
Elemental Bane
Fabricate
Fire Shield
Greater Invisibility

4TH LEVEL

Hallucinatory Terrain
Locate Creature
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Phantasmal Killer
Polymorph
Summon Greater Demons

5TH LEVEL

Animate Objects
Bigby's Hand
Cone of Cold
Conjure Elemental
Creation
Danse Macabre
Dominate Person
Dream
Enervation
Far Step
Geas
Hold Monster
Infernal Calling
Legend Lore
Mislead
Modify Memory
Passwall
Planar Binding
Rary's Telepathic Bond
Scrying
Seeming
Skill Empowerment
Steel Wind Strike
Synaptic Static
Telekinesis
Teleportation Circle
Transmute Rock

