



## Knight-Sorcerer

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Strength

Skills (+5): Arcana, Insight

Saves (+6): Strength, Constitution

- **Melee Weapon Attack:** +6 to hit, 1d8+4 slashing damage.
- **Shield** (3 per day): Reaction, +5 to your AC, no damage from magic missile, 1 round duration.



## Necromancer

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Intelligence

Skills (+5): Intimidation, Religion

Saves (+6): Intelligence, Wisdom

- **Chill Touch:** +6 to hit, 1d8 necrotic damage and can't regain HP until the start of your next turn. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. A ghostly skeletal hand clings to the target.
- **Blindness/Deafness** (3 per day): Target makes DC 13 CON save and is blinded or deafened for 1 minute. At the end of each turn, a DC 13 CON save by the target ends the spell.



## Warlord

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Strength

Skills (+5): Athletics, Intimidation

Saves (+6): Strength, Constitution

- **Melee Weapon Attack:** +6 to hit, 1d12+4 piercing damage.
- **Commanding Strike** (3 per day): the warlord attacks a target, then selects an ally within 30 feet to make a free attack the same target.