



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.



Acolyte of Darkness

Health Levels: 3

AC: 15 (Medium Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Dexterity, Wisdom

Skills (+5): Acrobatics, Stealth

Saves (+6): Strength, Dexterity

- **Melee Weapon Attack:** +6 to hit, 2d4+2 bludgeoning damage
- **Darkness** (3 per day): Action, 60 ft. range, 30 ft. sphere of magical darkness, 10 minute duration.



Shadow Priest

Health Levels: 3

AC: 15 (Medium Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Wisdom

Skills (+5): Deception, Stealth

Saves (+6): Wisdom

- **Sacred Flame:** Action, 60 ft. range, 1d8 radiant on failed DEX save.
- **Pass Without Trace** (3 per day): Action, chosen creatures within 30 ft. of and including yourself add +10 to Stealth checks for 1 hour and can't be tracked except by magical means.