



Tracker

Health Levels: 3

AC: 15 (Medium Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Dexterity, Wisdom

Skills (+5): Investigation, Survival

Saves (+6): Strength, Dexterity

- **Ranged Weapon Attack:** +6 to hit, range 150/600 ft., 1d8+4 piercing damage
- **Hunter's Mark** (3 per day): Bonus Action, 90 ft. range, 1 hour duration. Choose a creature in sight, you deal an extra 1d6 damage on weapon attacks, and have advantage on Perception or Survival checks to find the target.



Cutpurse

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Dexterity

Skills (+5): Acrobatics, Deception, Sleight of Hand, Stealth

Saves (+6): Dexterity, Intelligence

- **Melee Weapon Attack:** +6 to hit, 2d6+2 piercing damage
- **Low Blow** (3 per day): Using its signature attack, the cutpurse attacks a weak point on an enemy creature, causing it to fall prone. The target must succeed on a CON saving throw or suffer disadvantage on all attacks it makes until the end of its next turn.



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.