

# Acolyte

March 8, 2023



Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

**Saving Throws**

**Skills** Medicine +4, Religion +2

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 44930 (50 XP)

**Spellcasting.** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared: Cantrips (at will): "", "", "" 1st level (3 slots): "", "", ""

## Actions

**Club.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage. **Acolytes** are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.