

# GLD13 Avatar CR0-20

By Dan Hass



Sometimes a DM wants to present an opponent that is built in the same way a PC is or the DM wants to add an NPC to the party – to strengthen a weaker party or to provide a voice for the DM within the party. Here is a mystic of the avatar order presented from CR0 through CR20.

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## Supplement Summary

*GLD13 Avatar CR0-20* is a 5th Edition supplement designed to help DMs broaden their campaign. It extensively uses the *Unearthed Arcana Mystic* class (*UAM*; available free [here](#)). It requires the *Basic Rules* (*BR*) and *DM's Basic Rules* (*DBR*) (available free [here](#)). It also uses the supplement *Wardrow's Feat Compendium* (*WFC*; available free [here](#)) and the playtest material *Unearthed Arcana Feats* (*UAF*; available free [here](#)). The point is for the DM to have a challenge to present to PCs of any level that relies only on free resources.

It references the *Player's Handbook*® (*PHB*) and *Dungeon Master's Guide*® (*DMG*), but these are not required to use this supplement.

As the title suggests, this supplement presents a variant human Mystic (Avatar) scaled from a CR0 creature to CR20. It follows the guidelines for modifying a monster as described in the *Dungeon Master's Guide*® (*DMG*) beginning on p.273 (but the *DMG* is not required).

There are notes associated with the champion at some CRs.

### *Deliberate Variations from DMG*

The *DMG* is not required to use this supplement, but it is the primary resource for building custom monsters & NPCs. Building an NPC using the rules for building a PC is an option presented on *DMG* 96, but leads to some direct conflicts with later guidelines for building monsters. It is unclear if these are equal options or if the later guidelines supersede the elements of PC classes.

A monster's proficiency bonus is based on their CR, but we are using the mystic's level just as if he were a PC. For example, the Dexterous Thief (CR4) is an 8<sup>th</sup> level rogue with a +3 proficiency bonus rather than a +2 as a CR4 monster.

We are comfortable with this because after all the variations, we are applying the table on *DMG* 274.

## Using this Supplement

There are 24 stat blocks for the **Avatar** with a descriptive moniker added. There are several reasons a DM may want to use one of the listed mystics.

The avatar is versatile. It can serve a variety of roles – spy, criminal mastermind or minion, contact, leader in both civil and

military situations. When used as an opponent, our avatar is going to rely heavily on stealth and will be exploiting the fact that psionics (as presented in the *UA* document) have elements of the Subtle metamagic built in (requiring no components).

As detailed in the *DMG* 92–93 there are several uses for NPCs (followers, fellow adventurers, contacts, or patrons) in addition to being villains.

### *Scaling Strategy*

The *DMG* has the guidelines spelled out for scaling armor class, hit points, attack bonus, and damage per attack, and we'll follow these to build a mystic. We are going to use only free resources. This presents the first problem. While the variant human is in the *Basic Rules*, an integral feature of the variant human – a feat – is not. We address this problem by utilizing the free and positively reviewed *Wardrow's Feat Compendium* and the feats provided through *Unearthed Arcana*.

We are going to start with a well-constructed mystic (avatar), that can serve a variety of roles – infiltrator, support caster, battlefield control, and damage dealer. As we will see, this works out to be a CR1/2 creature.

To produce lower CR versions, we'll employ some tricks, and once caught up we'll advance the avatar.

## CR0: Cursed

We use several mechanisms to reduce the avatar's CR to 0.

To get the offensive CR down, we have to eliminate the disciplines, as each will burst the cap; we do this by eliminating his psi points. Leaving only the talents, the biggest damage is *mind thrust*, which will do 5 (1d10) psychic damage. This is CR ¼ damage if the DC is 13, but we reduce it by one increment for every two that we reduce the DC. To get the save DC down to 9 we need to reduce the avatar's intelligence by a whopping 8; curses are a versatile mechanic and we employ one here.

The defensive CR needs only to have the AC reduced by one, and so we attach a rider to the curse to do just this.

### CR Calculations

Defensive		
24 hps	11 AC	CR 0
Offensive		
5 dmg	DC9	CR 0

### Cursed Avatar

*Medium humanoid (variant human), any*

**Armor Class** 11

**Hit Points** 24 (3d8+6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	14(+2)	8(-1)	12(+1)	10(+0)

**Saving Throws** Int +1, Wis +3

**Skills** Arcana +1, Deception +2, Investigation +1, Perception +3, Stealth +6

**Tool Proficiencies** Thieves' tools

**Senses** passive Perception 13

**Languages** Common, and two other; telepathy 120 ft.

**Challenge** 0 (10 XP)

**Avatar of Battle.** Per UAM 5.

**Cursed.** The avatar's Int is reduced by 8 (to 8), and attacks against the avatar has a +1 bonus (reducing AC to 11).

**Depleted Psi Points.** The avatar used his final two psi points pre-casting *miniature form*. He must complete a rest to recover his psi point pool.

**Mystical Recovery.** Per UAM 4.

**Psionics.** Per UAM 3: 14 psi points & 3 psi limit. DC9 talent/discipline saves; +1 to hit.

Talents (at-will): *mind thrust*, *psychic hammer*

Disciplines: *diminution*, *mantle of command*, *mantle of fury*, *psychic assault*

### Actions

**Improvised Club.** *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) bludgeoning damage.

### Tactics

➤ Pre-cast: *miniature form*

➤ Rds 1-3: remain hidden and cast *mind thrust*

## CR1/8: Armored

We are going to scale up the avatar from CR0 by increasing the save DC of the avatar's powers by two (by reducing the effect of the curse by 4). We keep the psi point depletion in place for the same reasons at CR0.

We do a similar thing with the avatar's AC to increase defensive CR.

### CR Calculations

Defensive		
24 hps	14 AC	CR 1/8
Offensive		
5 dmg	DC11	CR 1/8

### Armored Avatar

*Medium humanoid (variant human), any*

**Armor Class** 14 (studded leather)

**Hit Points** 24 (3d8+6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	14(+2)	12(+1)	12(+1)	10(+0)

**Saving Throws** Int +3, Wis +3

**Skills** Arcana +3, Deception +2, Investigation +3, Perception +3, Stealth +6

**Tool Proficiencies** Thieves' tools

**Senses** passive Perception 13

**Languages** Common, and two other; telepathy 120 ft.

**Challenge** 1/8 (25 XP)

**Avatar of Battle.** Per UAM 5.

**Cursed.** The avatar's Int is reduced by 4 (to 12)

**Depleted Psi Points.** The avatar used his final two psi points pre-casting *miniature form*. He must complete a rest to recover his psi point pool.

**Mystical Recovery.** Per UAM 4.

**Psionics.** Per UAM 3: 14 psi points & 3 psi limit. DC11 talent/discipline saves; +3 to hit.

Talents (at-will): *mind thrust*, *psychic hammer*

Disciplines: *diminution*, *mantle of command*, *mantle of fury*, *psychic assault*

### Actions

**Club.** *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) bludgeoning damage.

### Tactics

➤ Pre-cast: *miniature form*

➤ Rds 1-3: remain hidden and cast *mind thrust*

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## CR 1/4: Shield-bearing

We continue with the AC progression to increase defensive CR. In this case adding a shield will add one to defensive CR.

Offensively, we eliminate the curse altogether, but we maintain the depletion of the psi points.

**CR Calculations**

Defensive		
24 hps	16 AC	CR 1/4
+3 hps		Mystical Recovery
27 hps	16 AC	CR <b>1/4</b>
Offensive		
5 dmg	DC13	CR <b>1/4</b>

**Shielded Avatar**

*Medium humanoid (variant human), any*

**Armor Class** 16 (studded leather, shield)

**Hit Points** 24 (3d8+6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	14(+2)	16(+3)	12(+1)	10(+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, Deception +2, Investigation +5, Perception +3, Stealth +6

**Tool Proficiencies** Thieves' tools

**Senses** passive Perception 13

**Languages** Common, and two other; telepathy 120 ft.

**Challenge** 1/4 (50 XP)

**Avatar of Battle.** Per UAM 5.

**Depleted Psi Points.** The avatar used his final two psi points pre-casting *miniature form*. He must complete a rest to recover his psi point pool.

**Mystical Recovery.** Per UAM 4.

**Psionics.** Per UAM 3: 14 psi points & 3 psi limit. DC13 talent/discipline saves; +5 to hit.

Talents (at-will): *mind thrust, psychic hammer*

Disciplines: *diminution, mantle of command, mantle of fury, psychic assault*

**Actions**

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

**Tactics**

- Pre-cast: *miniature form*
- Rd 1: *ego whip*
- Rds 2-3: remain hidden and cast *mind thrust*

## CR 1/2: Rested

We can now fully implement the avatar. By holding the defensive CR at CR1/4 we have room for the offensive CR1 of the avatar's powers.

**CR Calculations**

Defensive		
24 hps	16 AC	CR 1/4
+9 hps		Mystical Recovery
33 hps	16 AC	CR <b>1/4</b>
Offensive		
13 dmg	DC13	CR <b>1</b>

**Rested Avatar**

*Medium humanoid (variant human), any*

**Armor Class** 16 (studded leather, shield)

**Hit Points** 24 (3d8+6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	14(+2)	16(+3)	12(+1)	10(+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, Deception +2, Investigation +5, Perception +3, Stealth +6

**Tool Proficiencies** Thieves' tools

**Senses** passive Perception 13

**Languages** Common, and two other; telepathy 120 ft.

**Challenge** 1/2 (100 XP)

**Avatar of Battle.** Per UAM 5.

**Mystical Recovery.** Per UAM 4.

**Psionics.** Per UAM 3: 14 psi points & 3 psi limit. DC13 talent/discipline saves; +5 to hit.

Talents (at-will): *mind thrust, psychic hammer*

Disciplines: *diminution, mantle of command, mantle of fury, psychic assault*

**Actions**

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

**Tactics**

- Pre-cast: *miniature form*
- Each round: *ego whip* or *psionic blast*, and use *Mystical Recover* when less than full hit points.