

GLD14 Arcane Archer 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 fighter with the Arcane Archer archetype presented from CR0 through CR20.

Contents

Supplement Summary	2
Using this Supplement.....	2
CR0: Blind	3
CR1/8: Daggered	3
CR 1/4: Sighted	4
CR 1/2: Throwing	4
CR1: Depleted.....	5
CR2: Arcane.....	5
CR3: ASI	6
CR4: Extra-Attacking	6
CR5: Dexterous.....	7
CR6: Super-Dex.....	7
CR7: Triple-Shot.....	8
CR8: Accurate	8
CR9: Ever-Ready	9
CR10: Indomitable.....	9
CR11: Defensive	10
CR12: Surging.....	10
CR13: Magically-Armored	11
CR14: Constitutional	11
CR15: Fortitudinous	12
CR16: Aided.....	12
CR17: Blessed	13
CR18: Warded.....	13
CR19: Extra-Surging	14
CR20: Shielded	14

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This is one of the many, many titles in the Dimgaard series. There is currently a kickstarter for Volume XIX (www.kickstarter.com/projects/1000694697/dimgaard-vol-xix-5e-dnd-adventures) and an ongoing patreon (www.patreon.com/Dimgaard).

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PREVIEW

Supplement Summary

GLD14 Arcane Archer CR0-20 is a 5th Edition supplement designed to help DMs broaden their campaign. 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 (here)*: *Feats (UAF)*, *Feats for Skills (UAFS)*, and *Feats for Races (UAFR)*. 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.

There may be references to online supplements for *Elemental Evil (EE)*, *Hoard of the Dragon Queen (HDQ)*, *Princes of the Apocalypse (PA)*, and *Rise of Tiamat (RT)* available at www.wizards.com.

As the title suggests, this supplement presents a Fighter (Arcane Archer) 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).

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 arcane archer's level just as if he were a PC. For example, the Accurate Archer (CR 8) is an 14th level fighter (arcane archer) with a +5 proficiency bonus rather than a +3 as a CR8 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 **Arcane Archer** with a descriptive moniker added. There are several reasons a DM may want to use one of the listed archer.

The arcane archer NPC can serve a variety of roles for the DM. For example, the DM determines encounter distance, and closing distance while under fire can make a very interesting complication. The archers are good minions/support for a more influential villain – even at low levels.

As detailed in the *DMG* 92-93 there are several uses for NPCs (followers, fellow adventurers, contacts, or patrons) in addition to being villain, and an arcane archer can fill any of those roles.

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 an arcane archer. We are going to use only free resources. This presents the first problem. While we could use ability improvements for every ASI, generally we want to include a selection of Feats, so we need sources for feats. We address this problem by utilizing the free and positively reviewed *Wardrow's Feat Compendium* and the feats provided through *Unearthed Arcana*.

With sources set, we jump into developing the statblocks. We use a custom spread sheet to validate the CR calculations (not included in this document).

We are going to use the 27 point buy method for ability scores (with a presumed +2 Dexterity and +1 Intelligence racial adjustments), but we may redistribute the points to achieve the CR results we are targeting.

We will strive for a balanced build keeping the Defensive CR & Offensive CR as close as possible. We will generally use armor choices to modulate defensive CR and mechanics to disable offensive traits to modulate offensive CR.

PREVIEW

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CR0: Blind

CR calculations (Defensive; Offensive)		
AC	HP	Note
15	27	
-4		Blind
	+8	Second Wind
11	35	CR 0
To hit	Dmg	Note
+2	4	
-4		Blind
	+1	Action surge
-2	5	CR 0

Blind Archer*Medium humanoid (any race), any alignment***Armor Class** 15 (studded leather)**Hit Points** 27 (3d10+6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	14(+2)	16(+3)	10(+0)	8(-1)

Saving Throws Str +2, Con +4**Skills** Athletics +2, Deception +1, Nature +5, Perception +2, Stealth +5, Survival +2**Tool Proficiencies** Alchemist's supplies**Senses** passive Perception 8**Languages** Common, two additional languages**Challenge** 0 (10 XP)**Action Surge (1/rest).** Per BR 25/PHB 72.**Arcane Shot (2/rest).** Per UASR 3-4 (DC13 Save): Piercing Arrow, Seeking Arrow.**Blind.** The archer is blind.**Fighting Style (Archery).** Per BR 25/PHB 72.**Magic Arrow.** Per UASR 3.**Out of Arrows.** The archer has used all his arrows.**Second Wind (1d10+3).** Per BR 25/PHB 72.**Actions****Longbow.** Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 8 (1d8+4) magic piercing.**Flail.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d8) bludgeoning damage.**Handaxe.** Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or 20/60 ft., one target. Hit: 2 (1d4) slashing damage.**"Tricks" to get to CR0**

To create a CR0 version of we need eliminate the longbow attack (because the damage is too high) by adding the **Out of Arrows** trait. Blindness means attacks against the NPC have advantage (-4 to the NPC's armor class) and his attacks have disadvantage (-4 to hit).

One Fewer Hit Points

To get to the 35 hit points maximum, we have to shave one hit point off the 10+6+6 (+6 from Con); this can be reflected as a slightly low "hit die roll".

CR1/8: Daggered

CR calculations (Defensive; Offensive)		
AC	HP	Note
15	27	
-4		Blind
	+8	Second Wind
11	27	CR 0
To hit	Dmg	Note
+5	5	
-4		Blind
	+1	Action surge
+1	6	CR 1/4

Daggered Archer*Medium humanoid (any race), any alignment***Armor Class** 15 (studded leather)**Hit Points** 27 (3d10+6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	14(+2)	16(+3)	10(+0)	8(-1)

Saving Throws Str +2, Con +4**Skills** Athletics +2, Deception +1, Nature +5, Perception +2, Stealth +5, Survival +2**Tool Proficiencies** Alchemist's supplies**Senses** passive Perception 8**Languages** Common, two additional languages**Challenge** 1/8 (25 XP)**Action Surge (1/rest).** Per BR 25/PHB 72.**Arcane Shot (2/rest).** Per UASR 3-4 (DC13 Save): Piercing Arrow, Seeking Arrow.**Blind.** The archer is blind.**Fighting Style (Archery).** Per BR 25/PHB 72.**Magic Arrow.** Per UASR 3.**Out of Arrows.** The archer has used all his arrows.**Second Wind (1d10+3).** Per BR 25/PHB 72.**Actions****Longbow.** Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 8 (1d8+4) magic piercing.**Dagger.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or 20/60 ft., one target. Hit: 5 (1d4+3) piercing damage.**Added a Dex Weapon**

Simply by adding a Dexterity based weapon (a dagger) we increase the offensive CR by two increments (CR0 to CR 1/4).

GLD14 Arcane Archer CR0-20

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PREVIEW

CR 1/4: Sighted

CR calculations (Defensive; Offensive)		
AC	HP	Note
15	27	
	+8	Second Wind
15	35	CR 1/4
To hit	Dmg	Note
+2	4	
	+1	Action surge
+2	5	CR 1/4

Sighted Archer*Medium humanoid (any race), any alignment***Armor Class** 15 (studded leather)**Hit Points** 27 (3d10+6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	14(+2)	16(+3)	10(+0)	8(-1)

Saving Throws Str +2, Con +4**Skills** Athletics +2, Deception +1, Nature +5, Perception +2, Stealth +5, Survival +2**Tool Proficiencies** Alchemist's supplies**Senses** passive Perception 12**Languages** Common, two additional languages**Challenge** 1/4 (50 XP)**Action Surge (1/rest).** Per BR 25/PHB 72.**Arcane Shot (2/rest).** Per UASR 3-4 (DC13 Save): Piercing Arrow, Seeking Arrow.**Fighting Style (Archery).** Per BR 25/PHB 72.**Magic Arrow.** Per UASR 3.**Out of Arrows.** The archer has used all his arrows.**Second Wind (1d10+3).** Per BR 25/PHB 72.**Actions****Longbow.** Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) magic piercing.**Flail.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.**Javelin.** Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.**Removed the Dex Weapon**

We eliminate the Blindness, but to make the math work, we have to remove the Dexterity based weapon.

CR 1/2: Throwing

CR calculations (Defensive; Offensive)		
AC	HP	Note
15	27	
	+8	Second Wind
15	35	CR 1/4
To hit	Dmg	Note
+5	5	
	+1	Action surge
+5	6	CR 1

Throwing Archer*Medium humanoid (any race), any alignment***Armor Class** 15 (studded leather)**Hit Points** 27 (3d10+6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	14(+2)	16(+3)	10(+0)	8(-1)

Saving Throws Str +2, Con +4**Skills** Athletics +2, Deception +1, Nature +5, Perception +2, Stealth +5, Survival +2**Tool Proficiencies** Alchemist's supplies**Senses** passive Perception 12**Languages** Common, two additional languages**Challenge** 1/2 (100 XP)**Action Surge (1/rest).** Per BR 25/PHB 72.**Arcane Shot (2/rest).** Per UASR 3-4 (DC13 Save): Piercing Arrow, Seeking Arrow.**Fighting Style (Archery).** Per BR 25/PHB 72.**Magic Arrow.** Per UASR 3.**Out of Arrows.** The archer has used all his arrows.**Second Wind (1d10+3).** Per BR 25/PHB 72.**Actions****Longbow.** Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) magic piercing.**Dagger.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.