

GLD16 Life Cleric 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 life cleric presented from CR0 through CR20.

Contents

Supplement Summary	2
Using this Supplement.....	2
CR0: Leather-Wearing.....	3
CR1/8: Sacred-Flaming	3
CR 1/4: ASI	4
CR 1/2: Dispelling.....	4
CR1: Blessed	5
CR2: Warded	5
CR3: Guardian	6
CR4: Communed.....	6
CR5: Divine	7
CR6: Harming	7
CR7: Healing.....	8
CR8: Ethereal.....	8
CR9: Regenerating.....	9
CR10: Holy.....	9
CR11: Super-Wise	10
CR12: Supreme.....	10
CR13: Fire Storming.....	11
CR14: Gating	11
CR15: Astral.....	12
CR16: Healthy	12
CR17: Fortitudinous	13
CR18: Irresistible.....	13
CR19: Understanding.....	14
CR20: Resistant	14

Credits	
Editing	Jeremy Esch
Contributor	Brandon Twyford
Cover Art	Fernando Olmedo (his work)

You can join the Dimgaard community (get additional content, contribute to the campaign, play in Dimgaard games, etc.) at <https://www.patreon.com/Dimgaard>. You can also find volume of Dimgaard modules and supplements on kickstarter by going to www.kickstarter.com/ and searching for: Dimgaard.

GLD16 Life Cleric CR0-20

By Dan Hass

Supplement Summary

GLD16 Life Cleric 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 life cleric 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 cleric's level just as if he were a PC. For example, the Blessed Cleric (CR 1) is a 6th level cleric with a +3 proficiency bonus rather than a +2 as a CR1 monster.

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

several reasons a DM may want to use one of the listed archer.

The cleric 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 a life cleric 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 a life cleric. 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*.

We are implementing a restrictive trait that prevents the cleric from healing himself. Self-healing convolutes the CR process because it is difficult to decide it constitutes additional hit points, or a substitute for damage.

With sources set, we jump into developing the statblocks. We use a custom spread sheet to validate the CR calculations.

We are going to use the 27 point buy method for ability scores (with no 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.

Using this Supplement

There are 24 stat blocks for the **Life Cleric** with a descriptive moniker added. There are

GLD16 Life Cleric CR0-20

By Dan Hass

CR0: Leather-Wearing

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	17	CR 0
To hit	Dmg	Note
+1	3	CR0

Leather-Wearing Cleric*Medium humanoid (any race), any alignment***Armor Class** 11 (leather armor)**Hit Points** 17 (2d8+4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	14(+2)	10(+0)	14(+2)	12(+1)

Saving Throws Wis +4, Cha +3**Skills** Athletics +3, Insight +4, Perception +4, Survival +4**Tool Proficiencies** Thieves' tools**Senses** passive Perception 14**Languages** two languages**Challenge** 0 (10 XP)**Channel Divinity (1/rest).** *Preserve Life* (15 pts): BR 23/PHB 60, *Turn Undead*: BR 23/PHB 59.**Disciple of Life.** Per BR 23/PHB 60.**Ritual Caster.** Per BR 22/PHB 58.**Selfless Healer.** The cleric can only target other creatures with healing spells.**Spellcasting.** The cleric is a 3rd level caster. Wisdom is his spellcasting ability (spell save DC12; +4 to hit). He has the following cleric spells prepared.Cantrips: *guidance, resistance, thaumaturgy*
1st (3 slots): *bless, command, cure wounds, detect magic, healing word, sanctuary***Actions****Whip.** *Melee Weapon Attack*: +1 to hit, reach 10 ft., one target. *Hit*: 3 (1d4+1) slashing damage.**"Tricks" to get to CR0**

To create a CR0 version, we need to reduce the armor, and choose spells that don't deal damage. Finally, we choose a weapon that the cleric doesn't have proficiency in (whip, a martial weapon).

CR1/8: Sacred-Flaming

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	24	CR 0
To hit	Dmg	Note
DC12	4	CR 1/4

Sacred-Flaming Cleric*Medium humanoid (any race), any alignment***Armor Class** 11 (leather armor)**Hit Points** 24 (3d8+6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	14(+2)	10(+0)	14(+2)	12(+1)

Saving Throws Wis +4, Cha +3**Skills** Athletics +3, Insight +4, Perception +4, Survival +4**Tool Proficiencies** Thieves' tools**Senses** passive Perception 14**Languages** two languages**Challenge** 1/8 25 XP)**Channel Divinity (1/rest).** *Preserve Life* (15 pts): BR 23/PHB 60, *Turn Undead*: BR 23/PHB 59.**Disciple of Life.** Per BR 23/PHB 60.**Ritual Caster.** Per BR 22/PHB 58.**Selfless Healer.** The cleric can only target other creatures with healing spells.**Spellcasting.** The cleric is a 3rd level caster. Wisdom is his spellcasting ability (spell save DC12; +4 to hit). He has the following cleric spells prepared.Cantrips: *guidance, sacred flame, thaumaturgy*
1st (4 slots): *bless, command, cure wounds, detect magic, healing word, sanctuary*
2nd (2-slots) (used): *hold person, lesser restoration, spiritual weapon***Actions****Whip.** *Melee Weapon Attack*: +1 to hit, reach 10 ft., one target. *Hit*: 3 (1d4+1) slashing damage.**Spell Slots**

The CR won't accommodate *spiritual weapon* (which is a domain spell for Life clerics), so we have to show that the 2nd level spell slots are used. Simply by adding a Dexterity based weapon (a dagger) we increase the offensive CR by two increments (CR0 to CR 1/4).

GLD16 Life Cleric CR0-20

By Dan Hass

CR 1/4: ASI

CR calculations (Defensive; Offensive)		
AC	HP	Note
16	33	CR 1/4
To hit	Dmg	Note
DC13	4	CR 1/4

ASI Cleric*Medium humanoid (any race), any alignment***Armor Class** 16 (scale mail)**Hit Points** 33 (4d8+10)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	14(+2)	10(+0)	16(+3)	12(+1)

Saving Throws Wis +5, Cha +3**Skills** Athletics +3, Insight +5, Perception +5, Survival +5**Tool Proficiencies** Thieves' tools**Senses** passive Perception 15**Languages** two languages**Challenge** 1/4 (50 XP)**Channel Divinity (1/rest).** *Preserve Life* (20 pts): BR 23/PHB 60, *Turn Undead*: BR 23/PHB 59.**Disciple of Life.** Per BR 23/PHB 60.**Ritual Caster.** Per BR 22/PHB 58.**Selfless Healer.** The cleric can only target other creatures with healing spells.**Spellcasting.** The cleric is a 4th level caster. Wisdom is his spellcasting ability (spell save DC13; +5 to hit). He has the following cleric spells prepared.Cantrips: *guidance, resistance, sacred flame, thaumaturgy*1st (4 slots): *bles, command, cure wounds, detect magic, healing word, sanctuary*2nd (3 slots) (used): *hold person, lesser restoration, silence, spiritual weapon***Actions****Whip.** *Melee Weapon Attack*: +1 to hit, reach 10 ft., one target. *Hit*: 3 (1d4+1) slashing damage.

CR 1/2: Dispelling

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	38	CR 1/8
To hit	Dmg	Note
+4	9	
+5	+5	2 rounds of <i>spiritual weapon</i>
+5	14	CR2

Dispelling Cleric*Medium humanoid (any race), any alignment***Armor Class** 11 (leather armor)**Hit Points** 38 (5d8+10)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	14(+2)	10(+0)	16(+3)	12(+1)

Saving Throws Wis +6, Cha +4**Skills** Athletics +4, Insight +6, Perception +6, Survival +6**Tool Proficiencies** Thieves' tools**Senses** passive Perception 16**Languages** two languages**Challenge** 1/2 (100 XP)**Channel Divinity (1/rest).** *Preserve Life* (25 pts): BR 23/PHB 60, *Turn Undead*: BR 23/PHB 59.**Disciple of Life.** Per BR 23/PHB 60.**Ritual Caster.** Per BR 22/PHB 58.**Selfless Healer.** The cleric can only target other creatures with healing spells.**Spellcasting.** The cleric is a 5th level caster. Wisdom is his spellcasting ability (spell save DC14; +6 to hit). He has the following cleric spells prepared.Cantrips: *guidance, resistance, sacred flame, thaumaturgy*1st (4 slots): *bles, command, cure wounds, detect magic, healing word, sanctuary*2nd (3 slots): *hold person, lesser restoration, silence, spiritual weapon*3rd (2 slots): *beacon of hope, dispel magic, mass healing word, revivify***Actions****Whip.** *Melee Weapon Attack*: +1 to hit, reach 10 ft., one target. *Hit*: 3 (1d4+1) slashing damage.**Attacks**

The cleric is now using his *spiritual weapon* (+5 for 1d8+3) and *sacred flame* (DC14 for 2d8). We are presuming the cleric will be using his *spiritual weapon* every other round (using his bonus action for other spells like *healing word* or *sanctuary* on his other turns).