

GLD19 Evoker 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 wizard (evoker) presented from CR0 through CR20.

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Supplement Summary

GLD19 Evoker 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](#)), and the *SRD* (available free [here](#)). **If there is no source listed for a spell, then it can be found in the SRD.** 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), Feats for Races (UAFR), and Starter*. It also utilizes elements from the *Elemental Evil Player's Companion (EE)*; 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.

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 wizard <evoker> scaled CR0 creature to CR20. It follows the guidelines for modifying a monster from 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 evoker's level just as if he were a PC. For example, the CR1/4 evoker has a +3 proficiency bonus (from 5th level) rather than a +2 (from CR1/4).

Also, although a medium sized creature, our evoker uses d6 for hit dice.

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 **evoker** with a descriptive moniker added. There are several reasons a DM may want to use one of the listed evokers.

The evoker NPC can serve a variety of roles for the DM. He can be helpful or an opponent. He can serve as a downtime foil. He can be an arcane advisor or an agent.

As detailed in the *DMG* 92-93 there are several uses for NPCs (followers, fellow adventurers, contacts, or patrons) in addition to being villains, and an evoker 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 evoker. 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 going to use spell selection to modulate CR, and **changing the evoker's prepared spells likely will affect CR.**

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 no racial adjustments, but we may redistribute the points or presume a variation due to "rolled ability scores" 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.

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CR0: Frostbiting

| CR calculations (Defensive; Offensive) | | |
|--|------------------------|------|
| AC | HP | Note |
| 11 | 20 | CR0 |
| Save | Dmg | Note |
| 11 | 3 (<i>frostbite</i>) | CR0 |

Frostbiting Evoker*Medium humanoid (any race), any alignment***Armor Class** 11**Hit Points** 20 (3d6+6)**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 12(+1) | 12(+1) | 15(+2) | 12(+1) | 14(+2) | 13(+1) |

Saving Throws Int +3, Wis +4**Skills** Arcana +3, Athletics +3, Investigation +3, Perception +4**Tool Proficiencies** Alchemist's supplies**Senses** passive Perception 14**Languages** Common, one additional language**Challenge** 0 (10 XP)**Arcane Recovery.** Per BR 31/PHB 115.**Ritual Casting.** Per BR 20/PHB 114. Ritual spells in the evoker's spell book are *comprehend languages*, *detect magic*, and *magic mouth*.**Sculpt Spell.** Per BR 32/PHB 117.**Spellcasting.** The evoker is a 3rd level spellcaster. Intelligence is his spellcasting ability (spell save DC11, +3 to hit with spell attacks). The evoker has the following wizard spells prepared (*indicates evocations spells).Cantrips (at will): **frostbite (EE)*, *mage hand*, *prestidigitation*1st level (4 slots): *sleep*, *snare (SS)*2nd level (2 slots): *hold person*, *invisibility***Actions****Improvised Club.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.**Ability Scores**

We have skewed our evoker's ability scores away from what one would expect (maximizing Intelligence) because a high Intelligence is difficult to accommodate at low CRs.

Hold Person

Hold person seems quite strong for a CR0 creature, but we can validate that an effect that paralyzes a creature after a saving throw has no effect on CR by examining creatures such as **giant wasp** and **giant wolf spider**.

CR1/8: Armored

| CR calculations (Defensive; Offensive) | | |
|--|------------------------|-------|
| AC | HP | Note |
| 14 | 26 | CR1/8 |
| Save | Dmg | Note |
| 13 | 3 (<i>frostbite</i>) | CR1/8 |

Armored Evoker*Medium humanoid (any race), any alignment***Armor Class** 11 (14 with *mage armor*)**Hit Points** 26 (4d6+8)**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 12(+1) | 12(+1) | 15(+2) | 16(+3) | 14(+2) | 10(+0) |

Saving Throws Int +5, Wis +4**Skills** Arcana +5, Athletics +3 Investigation +5, Perception +4**Tool Proficiencies** Alchemist's supplies**Senses** passive Perception 14**Languages** Common, one additional language**Challenge** 1/8 (25 XP)**Arcane Recovery.** Per BR 31/PHB 115.**Ritual Casting.** Per BR 20/PHB 114. Ritual spells in the evoker's spell book are *comprehend languages*, *detect magic*, and *magic mouth*.**Sculpt Spell.** Per BR 32/PHB 117.**Spellcasting.** The evoker is a 4th level spellcaster. Intelligence is his spellcasting ability (spell save DC13, +5 to hit with spell attacks). The evoker has the following wizard spells prepared (*indicates evocations spells).Cantrips (at will): **frostbite (EE)*, *mage hand*, *minor image*, *prestidigitation*1st level (4 slots): *mage armor*, *puppet (SS)*, *sleep*, *snare (SS)*2nd level (3 slots): **darkness*, *hold person*, *invisibility***Actions****Improvised Club.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.**Additional Options**

We restrict ourselves to the *Basic Rules*, but if the DM is utilizing the *Player's Handbook*, the evoker should have *find familiar* as a ritual spell, and a familiar (**owl** is a common choice).

Evoker?

Damage dealing evocation spells generally are going to unleash more damage than low CR can accommodate. We will have to build up to the strong AoE evocations spells slowly. We'll use scrolls to control the offensive potency.

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CR 1/4: Abjuring

| CR calculations (Defensive; Offensive) | | |
|--|------------------------|-------|
| AC | HP | Note |
| 14 | 32 | CR1/8 |
| Save | Dmg | Note |
| 14 | 7 (<i>frostbite</i>) | CR1/2 |

Abjuring Evoker*Medium humanoid (any race), any alignment***Armor Class** 11 (14 with *mage armor*)**Hit Points** 32 (5d6+10)**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 12(+1) | 12(+1) | 15(+2) | 16(+3) | 14(+2) | 10(+0) |

Saving Throws Int +6, Wis +5**Skills** Arcana +6, Athletics +4, Investigation +6, Perception +5**Tool Proficiencies** Alchemist's supplies**Senses** passive Perception 15**Languages** Common, one additional language**Challenge** 1/4 (50 XP)**Arcane Recovery.** Per BR 31/PHB 115.**Ritual Casting.** Per BR 20/PHB 114. Ritual spells in the evoker's spell book are *comprehend languages*, *detect magic*, and *magic mouth*.**Sculpt Spell.** Per BR 32/PHB 117.**Spellcasting.** The evoker is a 5th level spellcaster. Intelligence is his spellcasting ability (spell save DC14, +6 to hit with spell attacks). The evoker has the following wizard spells prepared (*indicates evocations spells).Cantrips (at will): **frostbite (EE)*, *mage hand*, *minor image*, *prestidigitation*1st level (4 slots): *mage armor*, *sleep*, *snare (SS)*2nd level (3 slots): **darkness*, *hold person*, *invisibility*3rd level (2 slots): *counterspell*, *dispel magic***Actions****Staff. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage or 5 (1d8+1) when used two-handed.**Abjuration?**

Our "evoker" is preparing two abjuration spells as his new 3rd level spells. These are really "must haves" for spell casters.

CR 1/2: Potent

| CR calculations (Defensive; Offensive) | | |
|--|------------------------|---------------|
| AC | HP | Note |
| 14 | 38 | |
| +3 | | <i>shield</i> |
| 17 | 38 | CR 1 |
| Save | Dmg | Note |
| 14 | 7 (<i>frostbite</i>) | CR1/2 |

Potent Evoker*Medium humanoid (any race), any alignment***Armor Class** 11 (14 with *mage armor*)**Hit Points** 38 (6d6+10)**Speed** 30 ft. (40 ft. with *longstrider*)

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 12(+1) | 12(+1) | 15(+2) | 16(+3) | 14(+2) | 10(+0) |

Saving Throws Int +6, Wis +5**Skills** Arcana +6, Athletics +4, Investigation +6, Perception +5**Tool Proficiencies** Alchemist's supplies**Senses** passive Perception 15**Languages** Common, one additional language**Challenge** 1/2 (100 XP)**Arcane Recovery.** Per BR 31/PHB 115.**Potent Cantrips.** Per BR 32/PHB 117.**Ritual Casting.** Per BR 20/PHB 114. Ritual spells in the evoker's spell book are *comprehend languages*, *detect magic*, and *magic mouth*.**Sculpt Spell.** Per BR 32/PHB 117.**Spellcasting.** The evoker is a 6th level spellcaster. Intelligence is his spellcasting ability (spell save DC14, +6 to hit with spell attacks). The evoker has the following wizard spells prepared (*indicates evocations spells).Cantrips (at will): **frostbite (EE)*, *mage hand*, *minor image*, *prestidigitation*1st level (4 slots): *longstrider*, *mage armor*, *shield*, *snare (SS)*2nd level (3 slots): *hold person*, *invisibility*3rd level (3 slots): *banishment*, *counterspell*, *dispel magic***Actions****Staff. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage or 5 (1d8+1) when used two-handed.**Shield & CR**

Examining other creatures with *shield* we see that while *shield* can add +5 to AC, it is not a full-time benefit and is limited by the evoker's Reaction availability and spell slots. We set *shield's* effect at +3 to AC.