

# GLD21 Ghostslayer 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 the blood hunter (ghostslayer) archetype presented from CR0 through CR20.

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This is one of the many titles in the Dimgaard series. There is an ongoing patreon ([www.patreon.com/Dimgaard](http://www.patreon.com/Dimgaard)), and volumes of Dimgaard titles are offered on Kickstarter which can be found by searching for Dimgaard from the kickstarter.com home page.

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## Supplement Summary

*GLD21 Ghostslayer 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 *Standard Reference Document (SRD)* ([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.

As the title suggests, this supplement presents a blood hunter (ghostslayer) (*BH*) scaled from a CR0 creature to CR20. (The blood hunter class by Matt Mercer is available [here](#).) 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 blood hunter's level just as if he were a PC. For example, the CR2 Extra-Attacking Ghostslayer has a proficiency bonus of +3 rather than +2.

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 **Blood Hunter (Ghostslayer)** with descriptive monikers added. There are several reasons a DM may want to use one of the listed ghostslayers.

The blood hunter NPC can serve a variety of roles for the DM. For example, the blood hunter is ideal as a monster-hunting zealot who may view any non-human PC as a target; it could be an ally for monster hunting PCs; or it could be an NPC who has studied monsters to learn the secrets to increase its own power.

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 a ghostslayer 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 Ghostslayer. We are using only free resources. 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 (external) 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 do presume that there will be a +2 to one ability score and a +1 to another.

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.

## Suggested Legendary Actions

As one of the stretch goals for the Dimgaard Vol. XXI kickstarter, here are a set of legendary actions appropriate for a notable blood hunter.

**Adjust.** The blood hunter moves up to half its speed without provoking opportunity attacks.

**Blood Jet.** One creature within 30 ft. of the blood hunter is blinded. An action to clear the eyes of the target ends the blindness.

**Blood Spray.** The area within 10 ft. of the blood hunter becomes highly obscured to any creature that is not a blood hunter.

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## CR0: Blind

CR calculations (Defensive; Offensive)		
AC	HP	Note
14	13	
-4		Blind
	-1	Crimson Rite
10	12	CR 0
To hit	Dmg	Note
+3	3	
-4		Blind
	+2	Crimson Rite
-1	5	CR 1/8

**Blind Ghostslayer***Medium humanoid (any race), any alignment***Armor Class** 14 (scale mail)**Hit Points** 13 (1d10+3)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	10(+0)	16(+3)	10(+2)	14(+2)	8(-1)

**Saving Throws** Str +3, Wis +4**Skills** Animal Handling +4, Athletics +3, Perception +4, Survival +4**Tool Proficiencies** Alchemist's supplies, Poisoner's Kit**Senses** passive Perception 14**Languages** Common, two additional languages**Challenge** 0 (10 XP)**Blind.** The Ghostslayer is blind.**Crimson Rite.** Per BH 3. Cold; 1d4; -1 max hit points.**Great Weapon Fighting.** Per BH 3.**Primal Rites.** Flame (BH 3).**Sick.** The blood hunter is suffering from a disease that reduces his Strength from 16 to 12.**Actions****Handaxe.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 3 (1d4+1) slashing damage.***Blind & Sick***

To drag the initial blood hunter's CRs down to CR0, we must impose conditions that are reasonable, and reduce its capabilities. Blindness is an effective -4 to attack rolls and armor class. But even with this powerful penalty in place, the offense is still too high; we use disease to reduce the Strength enough to bring the offensive CR into the necessary range.

## CR1/8: Sick

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	13	
	-1	Crimson Rite
11	12	CR 0
To hit	Dmg	Note
+3	3	
	+2	Crimson Rite
+3	5	CR 1/4

**Sick Ghostslayer***Medium humanoid (any race), any alignment***Armor Class** 11 (leather armor)**Hit Points** 13 (1d10+3)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	10(+0)	16(+3)	10(+2)	14(+2)	8(-1)

**Saving Throws** Str +3, Wis +4**Skills** Animal Handling +4, Athletics +3, Perception +4, Survival +4**Tool Proficiencies** Alchemist's supplies, Poisoner's Kit**Senses** passive Perception 14**Languages** Common, two additional languages**Challenge** 1/8 (25 XP)**Crimson Rite.** Per BH 3. Cold; 1d4; -1 max hit points.**Great Weapon Fighting.** Per BH 3.**Primal Rites.** Flame (BH 3).**Sick.** The blood hunter is suffering from a disease that reduces his Strength from 16 to 12.**Actions****Handaxe.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 3 (1d4+1) slashing damage.***Sick***

Simply removing the blindness condition increases the offensive CR enough, and we need the disease to keep the Strength constrained at the desired level.

## GLD21 Ghostslayer CR0-20

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PREVIEW

## CR 1/4: Healthy

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	13	
	-1	Crimson Rite
11	12	CR 0
To hit	Dmg	Note
+5	5	
	+2	Crimson Rite
+5	7	CR 1

**Healthy Ghostslayer***Medium humanoid (any race), any alignment***Armor Class** 11 (leather armor)**Hit Points** 13 (1d10+3)**Speed** 30 ft.

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

**Saving Throws** Str +5, Wis +4**Skills** Animal Handling +4, Athletics +5, Perception +4, Survival +4**Tool Proficiencies** Alchemist's supplies, Poisoner's Kit**Senses** passive Perception 14**Languages** Common, two additional languages**Challenge** 1/4 (50 XP)**Crimson Rite.** Per BH 3. Cold; 1d4; -1 max hit points.**Hunter's Bane.** Per BH 3.**Primal Rites.** Flame (BH 3).**Actions****Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 5 (1d4+3) slashing damage.**Full Blood Hunter**

Finally, we can remove the constraints and have a true 1<sup>st</sup> level blood hunter. Its ability scores presume a +1 to strength and a +2 to constitution within its 27 point buy.

## CR 1/2: Dueling

CR calculations (Defensive; Offensive)		
AC	HP	Note
14	22	
	-2	Crimson Rite
14	20	CR 1/8
To hit	Dmg	Note
+5	9	
	+3	Crimson Rite
+5	12	CR 2

**Dueling Ghostslayer***Medium humanoid (any race), any alignment***Armor Class** 14 (scale mail)**Hit Points** 22 (2d10+6)**Speed** 30 ft.

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

**Saving Throws** Str +5, Wis +4**Skills** Animal Handling +4, Athletics +5, Perception +4, Survival +4**Tool Proficiencies** Alchemist's supplies, Poisoner's Kit**Senses** passive Perception 14**Languages** Common, two additional languages**Challenge** 1/2 (100 XP)**Blood Curses (1 per short or long rest)** (Per BH 3-4). The blood hunter knows the following Blood Curses (1 per short or long rest):  
*Marked***Crimson Rite.** Per BH 3. Cold; 1d4; -2 max hit points.**Fighting Style.** Dueling.**Great Weapon Fighting.** Per BH 3.**Hunter's Bane.** Per BH 3.**Primal Rites.** Flame (BH 3).**Actions****Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.**Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 7 (1d4+5) slashing damage.**Fighting Style**

At 2<sup>nd</sup> level, the blood hunter picks up the dueling fighting style.