

# GLD28 Barlgura CR0-20

By Dan Hass



Barlgura proliferate in the Abyss, and their missions often result in their presence in other locations – especially in the Lower Planes. As such they are good opponents for many parties. Presented here are variants of the barlgura appropriate for any tier of play. Here is a barlgura presented from CR0 through CR20.

## Contents

Supplement Summary .....	2
Using this Supplement.....	2
Progression Strategy .....	2
CR0: Tyke .....	3
CR1/8: Very Young .....	3
CR1/4: Minor .....	4
CR1/2: Young.....	4
CR1: Juvenile.....	5
CR2: Pre-Adolescent.....	5
CR3: Adolescent .....	6
CR4: Lesser .....	6
CR6: Stronger .....	7
CR7: Athletic .....	7
CR8: Agile .....	8
CR9: Expert.....	8
CR10: Fast.....	9
CR11: Resilient .....	9
CR12: Healthy .....	10
CR13: Charismatic .....	10
CR14: Forceful .....	11
CR15: Flying .....	11
CR16: Wise .....	12
CR17: Magic .....	12
CR18: Guided .....	13
CR19: Inspiring.....	13
CR20: Dispelling.....	14

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## Supplement Summary

*GLD28 Barlgura CR0-20* is a 5th Edition supplement designed to help DMs broaden their campaign. It references the *Player's Handbook*® (PHB), *Monster Manual* (MM), and *Dungeon Master's Guide*® (DMG)

As the title suggests, this supplement presents a barlgura 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.

## Using this Supplement

There are 24 stat blocks for the **Barlgura** with a descriptive moniker added. There are several reasons a DM may want to use one of the listed barlguras. In the course of presenting *The Patron War* there are many instances where the DM may prefer to substitute barlguras for the presented encounters – especially the random encounters.

If the DM is presenting a different adventure – for example, *Encounters with Gold* – the DM may substitute an encounter with barlguras as a tie-in or foreshadowing of *The Patron War* – a “what else is happening in the world” revelation. Again, the frequent random encounters that serve as the first encounter of modules are good candidates for substitution.

## Progression Strategy

The CR 5 **Barlgura** presented in *MM* is the basis for the scaled barlgura. Here is an analysis of the CR 2 barlgura.

CR calculations (Defensive; Offensive)

AC	HP	Note
15	68	
	+34	Multiple resistances
15	102	CR 4
To Hit	Dmg	Note
+7	29	CR 5

As demonstrated, the *MM* barlgura matches its mathematical results if we round up. This will be a consideration when scaling but should make for pretty smooth scaling. At higher levels the offensive abilities of the barlgura will be more prominent.

## Legendary Actions

There may be times when the DM wants to use a special barlgura as a solo encounter. When doing so, it is best to add Legendary Actions to even out the action economy. The following Legendary Actions do not affect the CR of the barlgura.

**Adjust.** The barlgura moves up to half its speed without provoking an opportunity attack.

**Head Slap.** One creature within reach of the barlgura's **Fist** must succeed on a Constitution saving throw or be incapacitated until the end of its next turn; while incapacitated, the creature is unable to move. The DC is 8 + the barlgura's proficiency bonus + the barlgura's Strength modifier.

**Shove.** The barlgura takes the Shove action.

The following Legendary Actions will add +1 to the CR.

**Sudden Bite (1/round).** The barlgura makes a bite attack that deals 11 (2d10) slashing damage.

**Veil of Chaos.** Until the end of the barlgura's next turn, attacks against it are made with disadvantage.

## GLD28 Barlgura CR0-20

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## CR0: Tyke

CR calculations (Defensive; Offensive)

AC	HP	Note
11	9	
	+9	Multiple resistances
11	18	CR 0
To Hit	Dmg	Note
+1	3	CR 0

**Tyke Barlgura. MM 56.***Small fiend, chaotic evil***Armor Class** 11 (natural armor)**Hit Points** 9 (2d6+2)

STR: 12 (+1), DEX 10 (+0), CON 13 (+1)

**Saving Throws** Dex +2, Con +3**Damage Resistances** cold, fire, lightning**Senses** blindsight 10 ft., darkvision 60 ft.,  
passive Perception 14**Challenge** 0 (10 XP)**Innate Spellcasting.** Change to DC 12.**Nonproficient.** The barlgura is not proficient with its natural weapons.**Actions:** change as followsRemove **Multiattack**.**Fist. Melee Weapon Attack:** +1 to hit, reach 5 ft., one target.**Hit:** 3 (1d4+1) bludgeoning damage.**Comments**

The tyke barlgura represents a very young barlgura – reflected by its small size and lack of proficiency with its natural attacks.

## CR1/8: Very Young

CR calculations (Defensive; Offensive)

AC	HP	Note
11	16	
	+16	Multiple resistances
11	32	CR 0
To Hit	Dmg	Note
+3	3	CR 1/8

**Very Young Barlgura. MM 56.***Small fiend, chaotic evil***Armor Class** 11 (natural armor)**Hit Points** 16 (3d6+6)

STR: 12 (+1), DEX 10 (+0), CON 15 (+2)

**Saving Throws** Dex +2, Con +4**Damage Resistances** cold, fire, lightning**Senses** blindsight 10 ft., darkvision 60 ft.,  
passive Perception 14**Challenge** 1/8 (25 XP)**Innate Spellcasting.** Change to DC 12.**Actions:** change as followsRemove **Multiattack**.**Fist. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target.**Hit:** 3 (1d4+1) bludgeoning damage.**Comments**

There is room within the CR 1/8 defensive guidelines to establish the staggered progression noted in the base barlgura.

## GLD28 Bargura CR0-20

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PREVIEW

## CR1/4: Minor

CR calculations (Defensive; Offensive)

AC	HP	Note
11	19	
	+19	Multiple resistances
11	38	CR 1/8
To Hit	Dmg	Note
+4	4	CR 1/4

**Minor Bargura. MM 56.***Small fiend, chaotic evil***Armor Class** 11 (natural armor)**Hit Points** 19 (3d6+9)

STR: 14 (+2), DEX 10 (+0)

**Saving Throws** Dex +2, Con +5**Damage Resistances** cold, fire, lightning**Senses** blindsight 10 ft., darkvision 60 ft.,  
passive Perception 14**Challenge** 1/4 (50 XP)**Innate Spellcasting.** Change to DC 12.**Actions:** change as followsRemove **Multiattack**.**Fist. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target.**Hit:** 4 (1d4+2) bludgeoning damage.

## CR1/2: Young

CR calculations (Defensive; Offensive)

AC	HP	Note
11	26	
	+26	Multiple resistances
11	52	CR 1/4
To Hit	Dmg	Note
+4	8	CR 1/2

**Young Bargura. MM 56.***Small fiend, chaotic evil***Armor Class** 11 (natural armor)**Hit Points** 26 (4d8+12)

STR: 14 (+2), DEX 10 (+0)

**Saving Throws** Dex +2, Con +5**Damage Resistances** cold, fire, lightning**Senses** blindsight 10 ft., darkvision 60 ft.,  
passive Perception 14**Challenge** 1/2 (100 XP)**Innate Spellcasting.** Change to DC 12.**Actions:** change as followsRemove bite from **Multiattack**.**Fist. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target.**Hit:** 4 (1d4+2) bludgeoning damage.**Comments**

With only an increase in Constitution and Strength, the bargura increases its CR one step.

**Comments**

There is room in the Offensive CR for the second fist attack in the Multiattack.