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		•
Using this Supplement	2	2
Progression Strategy	2	2
CR0: Tyke	3	3
CR1/8: Very Young	3	3
CR1/4: Minor		4
CR1/2: Young		4
CR1: Juvenile		5
CR2: Pre-Adolescent		5
CR3: Adolescent	6	6
CR4: Lesser	6	6
CR6: Stronger		ì
CR7: Athletic		ï
CR8: Agile		٤
CR9: Expert		٤
CR10: Fast	9	Ć
CR11: Resilient	9	Ć
-	10	
CR13: Charismatic	10	
	1	
	1^	
CR16: Wise	12	•
•	12	
	13	
CR19: Inspiring	13	3
CR20: Dispelling	14	4

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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	
T. 122	D.:.		N1-1-
To Hit	Dm	g	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.

CR0: Tyke

Cit calculations (Delensive, 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 follows

Remove 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	Multi	ple resistances		
	11	32		CR 0		
h	To Hit	Dmg		Note		
ij	+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 follows

Remove 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.

CR1/4: Minor

Ort calculations (Delensive, Offensive)				
AC	HP	Note		
11	19			
	+19	Multiple resistances		
11	38	CR 1/8		
To Hit	Dmg	Note		
+4	4	CR 1/4		

Minor Barlgura. 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 follows

Remove 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 barlgura increases its CR one step.

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 Barlgura. 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 follows

Remove bite from Multiattack.

Fist. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

Comments

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