

GLD24 Shadar-kai 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 shadar-kai (elves native to the Shadowfell) presented from CR0 through CR20.

Contents

Supplement Summary	2
Using this Supplement.....	2
CR0: Blind	4
CR1/8: Daggered	4
CR 1/4: Sighted	5
CR 1/2: Throwing	5
CR1: Depleted.....	6
CR2: Arcane.....	6
CR3: ASI	6
CR4: Extra-Attacking	7
CR5: Dexterous.....	8
CR6: Super-Dex.....	8
CR7: Triple-Shot.....	9
CR8: Accurate	9
CR9: Ever-Ready	10
CR10: Indomitable.....	10
CR11: Defensive	10
CR12: Surging.....	11
CR13: Magically-Armored	12
CR14: Constitutional	12
CR15: Fortitudinous	13
CR16: Aided.....	13
CR17: Blessed	13
CR18: Warded.....	14
CR19: Extra-Surging	15
CR20: Shielded	15

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 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”.

About the Author

For more than thirty years Dan Hass has been writing adventures and supplements for D&D. You can access his material with a web-search on his name and DnD.

Supplement Summary

GLD24 Shadar-Kai CR0-20 is a 5th Edition supplement designed to help DMs broaden their campaign. The supplement references the *Player's Handbook*® (*PHB*), the *Monster Manual*® (*MM*), the *Dungeon Master's Guide*® (*DMG*), and *Xanathar's Guide to Everything*® (*XGE*) and it is highly recommended that the user acquires these resources. It also uses the playtest material *Unearthed Arcana* ([here](#)) – specifically, *Elf Subraces* (*UAE*), *Sorcerer* (*UAS*), and *Warlocks and Wizards* (*UAW*).

As the title suggests, this supplement presents a shadar-kai 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 ***shadar-kai*** with a descriptive moniker added. There are several reasons a DM may want to use one of the listed shadar-kai.

The shadar-kai NPC can serve a variety of roles for the DM. For example, a shadar-kai can be lost on the Material Plane looking for a way back to the Shadowfell.

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 shadar-kai can fill any of those roles.

Spell Selection

We have chosen the shadar-kai's spells carefully to adhere to the CR requirements. The DM should be extremely careful if the DM changes the spells chosen, as it could impact the CR calculations.

Scaling Strategy

The goal is a balanced smooth progression with the defensive and offensive CRs as close together as possible.

The shadar-kai begins with a 27-point ability point buy for an array of: 15,14,13,10,10,10. We then apply the shadar-kai racial adjustments.

We will use innate spellcasting to modulate CR based on the shadar-kai's ties to the Shadowfell.

GLD24 Shadar-Kai CR0-20
By Dan Hass

PREVIEW

PREVIEW

GLD24 Shadar-Kai CR0-20

By Dan Hass

CR0: Basic

CR calculations (Defensive; Offensive)

AC	HP	Note
11	26	CR0
To hit	Dmg	Note
+2	1	CR0

Basic Shadar-kai*Medium humanoid (elf), any alignment***Armor Class** 11**Hit Points** 26 (4d8+8)**Speed** 30 ft.

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

Skills Perception +3 (+6 with raven), Stealth +5**Senses** darkvision 60 ft., passive Perception 18 (21 with raven)**Languages** Elvish, Sylvan**Challenge** 0 (10 XP)**Blessing of the Raven Queen.** Per UAE 2.**Fey Ancestry.** Per PHB 23.**Innate Spellcasting.** Charisma is the shadar-kai's spellcasting ability (spell save DC 13, +5 to hit). The shadar-kai can cast the following spells requiring no material component.At will: *thaumaturgy***Keen Senses.** Per PHB 23.**Actions****Unarmed Strike.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 bludgeoning.**Thrown Rock.** *Ranged Weapon Attack:* +1 to hit, range 30 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage.**Basic**

The basic shadar-kai has only the fundamental elven and shadar-kai elements – no armor, no weapons. The thrown rock is an improvised thrown weapon (thus no proficiency).

CR1/8: Dexterous

CR calculations (Defensive; Offensive)

AC	HP	Note
13	26	CR1/8
To hit	Dmg	Note
+3	3	CR1/8

Dexterous Shadar-kai*Medium humanoid (elf), any alignment***Armor Class** 13**Hit Points** 26 (4d8+8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	17(+3)	14(+2)	10(+0)	13(+1)	16(+3)

Skills Perception +3 (+6 with raven), Stealth +7**Senses** darkvision 60 ft., passive Perception 18 (21 with raven)**Languages** Elvish, Sylvan**Challenge** 1/8 (25 XP)**Blessing of the Raven Queen.** Per UAE 2.**Fey Ancestry.** Per PHB 23.**Innate Spellcasting.** Charisma is the shadar-kai's spellcasting ability (spell save DC 13, +5 to hit). The shadar-kai can cast the following spells requiring no material component.At will: *thaumaturgy***Keen Senses.** Per PHB 23.**Actions****Shadow Touch.** *Melee or Ranged Spell Attack:* +3 to hit, reach 5 ft. or range 120 ft., one creature. *Hit:* 3 (1d6) necrotic damage.**Shadow Touch**

We attach a versatile attack action that is consistent with a creature from the Shadowfell.