

# 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.

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### *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.

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PREVIEW

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## CR0: Basic

## CR1/8: Dexterous

CR calculations (Defensive; Offensive)

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

CR calculations (Defensive; Offensive)

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

**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.**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.**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).

**Shadow Touch**

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