GLD30 Dragonborn CR0-20

By Dan Hass

Dragonborn are the most prolific dragonkin. As humanoids who share draconic heritage they are some of the more likely dragonkin PCs will encounter. Presented here are variants of dragonborn from CR0 through CR20 – appropriate for any tier of play.

GLD30 Dragonborn CR0-20
By Dan Hass

Contents

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.) www.dimgaard.com. You can join the Dimgaard community (get additional content, contribute to the campaign, play in Dimgaard games, etc.) www.dimgaard.com. There is also a Patreon (www.patreon.com/Dimgaard). You can also find volumes of Dimgaard modules and supplements on kickstarter.com and indiegogo.com by searching for "Dimgaard" from the main pages.

Supplement Summary

GLD30 Dragonborn 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 dragonborn 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 **Dragonborn**. There are several reasons a DM may want to use one of the listed dragonborn. During *Encounters with Gold* dragonborn – as dragonkin – play important parts. Also, there are numerous possible random dragonkin encounters, and the DM may decide to substitute a dragonborn of the appropriate CR for more interesting roleplaying.

If the DM is presenting a different adventure – for example, *Patron Wars* – the DM may substitute an encounter with dragonborn as a tie-in or foreshadowing of *Encounters with Gold* – 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

Dragonborn can be presented as a player character option with class abilities; however, it will not be used in that fashion here. Instead, drawing on various references and the history of dragonborn, the essential elements will be incorporated into a classless NPC/monster. This is particularly noticeable regarding the breath weapon. In *PHB,* the dragonborn breath weapon is a fixed area regardless of level (a 15 ft. cone or 30 ft. line), but in the dragonborn monster progression, the area will vary to affect an appropriate number of opponents to modulate offensive CR per *DMG* 278. (However, number of targets affected by a line is adjusted to be length ÷ 20.) The presented dragonborn breath weapon damage will also vary more widely than the *PHB* and include a recharge value.

Other additions, such as natural armor, a headbutt, and blindsight are taken from their affiliation with true dragons.

Breath Weapon and Damage Resistance

As noted in the *PHB* there are numerous dragonborn types – one for each type of true dragon. The dragonborn presented do not specify a particular type of dragonborn. When using one of the dragonborn detailed, the DM should choose a type per *PHB* 34. The dragonborn uses the associated breath weapon damage type, damage resistance, and breath weapon shape (cone or line).

Breath Weapon Riders

As the dragonborn progresses, there are references to breath weapon damage riders. These are based on the type of damage the breath weapon deals.

Acidic Bite (Black and Copper). A creature hit by the dragonborn's bite must succeed on a Dexterity saving throw or its non-magic armor is reduced by one until a creature proficient with appropriate tools spends a day repairing the damage.

Shocking Bite (Blue and Bronze). A creature hit by the dragonborn's bite must succeed on a Constitution saving throw or suffer nerve damage. While suffering nerve damage, the creature cannot take reactions. A creature afflicted with nerve damage can end the effect by succeeding on a Constitution saving throw at the end of its turn.

Poisoned Bite (Green). A creature hit by the dragonborn's bite must succeed on a Constitution saving throw or be poisoned. The poisoned creature can end the condition by succeeding on a Constitution saving throw at the end of its turn.

Burning Bite (Brass, Gold and Red). A creature hit by the dragonborn's bite is affected as if it spent an hour in **Extreme Heat** (*DMG* 110).

Freezing Bite (Silver and White). A creature hit by the dragonborn's bite has its speed reduced by 10 ft. The creature can end this effect by succeeding on a Constitution saving throw at the end of its turn.

Legendary Actions

A dragonborn can make an excellent archvillain and there are likely times when the DM wants to present the dragonborn as a solo opponent. This almost always calls for Legendary Actions.

These Legendary Actions have no effect on CR.

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

Depleted Breath. The dragonborn exhales its breath weapon, which does no damage but applies its attack rider to any creature that fails its saving throw.

Frightful Attention. One creature of the dragonborn's choice that can see the dragonborn becomes frightened of the dragonborn. The creature makes a saving throw at the end of each of its turns to end the frightened condition (DC of 8 + the dragonborn's proficiency bonus + the dragonborn's Charisma modifier). Once a creature ends the frightened condition the creature is immune to that dragonborn's *Frightful Attention* for 24 hours.

CR0: Unarmed

CR calculations (Defensive; Offensive)

AC	HP	Note
12	5	CR 0

To Hit	Save DC	Dmg	Note
+2	11	1	CR 0

Unarmed Dragonborn
Medium humanoid (dragonborn), any alignment

Armor Class 12 (natural armor)

Hit Points 5 (1d8+1)

Speed 30 ft.

STR: 10 (+0), DEX 13 (+1), CON 13 (+1), WIS 10 (+0),
          INT 10 (+0), CHA 13 (+1)

Skills Deception +3, History +2, Perception +2

Tool Proficiencies disguise kit +5

Damage Resistances choose Draconic Ancestry (*PHB* 34).

Senses passive Perception 12

Challenge 0 (10 XP)

Actions:

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit*: 1 bludgeoning damage.

Breath Weapon (Recharge 6). The dragonborn exhales a 5 ft. cone or 10 ft. line based on Draconic Ancestry (*PHB* 34). Each creature in that area takes 3 (1d6) damage of the type determined by Draconic Ancestry (*PHB* 34). A successful DC 11 saving throw halves the damage; the saving throw type is determined by Draconic Ancestry (*PHB* 34).

Comments.

The CR 0 version of the dragonborn has the essential elements associated with a dragonborn: breath weapon, natural armor from scales, damage resistance, and a set of skills applicable to dragonkin.

  An unusual addition is the expertise with disguise kit. This reflects the racial tensions in Dimgaard and the need for dragonkin to be experts at hiding their true nature. The expectation is that the check will be a Charisma check, but there may be circumstances where the check will be based on Intelligence, which may change the dragonkin's modifier.

CR1/8: Daggered

CR calculations (Defensive; Offensive)

AC	HP	Note
12	19	CR 1/8

To Hit	Save DC	Dmg	Note
+3	12	3	CR 1/8

Daggered Dragonborn
Medium humanoid (dragonborn), any alignment

Armor Class 12 (natural armor)

Hit Points 19 (3d8+6)

Speed 30 ft.

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

Skills Deception +3, History +2, Perception +2

Tool Proficiencies disguise kit +5

Damage Resistances choose Draconic Ancestry (*PHB* 34).

Senses passive Perception 12

Challenge 1/8 (25 XP)

Actions:

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit*: 3 (1d4+1) piercing damage.

Breath Weapon (Recharge 6). The dragonborn exhales a 10 ft. cone or 20 ft. line based on Draconic Ancestry (*PHB* 34). Each creature in that area takes 3 (1d6) damage of the type determined by Draconic Ancestry (*PHB* 34). A successful DC 12 saving throw halves the damage; the saving throw type is determined by Draconic Ancestry (*PHB* 34). [1]A rider based on damage type may be attached (see previous sidebar).

Comments.

The dragonborn has a legitimate weapon in the dagger, and its breath weapon is more than a nuisance if the DM opts for the damage rider. The breath weapon's area is the maximum to affect only one target (per *DMG* 278).

CR1/4: More Physical

AC	HP	Note
		CR calculations (Defensive; Offensive)
13	38	CR 1/4

To Hit	Save DC	Dmg	Note
+4	13	4-5	CR 1/4

More Physical Dragonborn
Medium humanoid (dragonborn), any alignment

Armor Class 13 (natural armor)

Hit Points 38 (5d8+15)

Speed 30 ft.

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

Skills Deception +3, History +2, Perception +2

Tool Proficiencies disguise kit +5

Damage Resistances choose Draconic Ancestry (*PHB* 34).

Senses passive Perception 12

Challenge 1/4 (50 XP)

Actions:

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Breath Weapon (Recharge 6). The dragonborn exhales a 10 ft. cone or 20 ft. line based on Draconic Ancestry (*PHB* 34). Each creature in that area takes 5 (1d10) damage of the type determined by Draconic Ancestry (*PHB* 34). A successful DC 13 saving throw halves the damage; the saving throw type is determined by Draconic Ancestry (*PHB* 34). [1]A rider based on damage type may be attached (see previous sidebar).

Comments.

With a minor addition to Strength (for the dagger attack) and an increase in the damage die of the breath weapon, the dragonborn has a smooth progression to CR ¼.

CR1/2: Recharging

AC	HP	Note
		CR calculations (Defensive; Offensive)
14	52	CR 1/2

To Hit	Save DC	Dmg	Note
+4	13	7	CR 1/4

Recharging Dragonborn
Medium humanoid (dragonborn), any alignment

Armor Class 14 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft.

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

Skills Deception +3, History +2, Perception +2

Tool Proficiencies disguise kit +5

Damage Resistances choose Draconic Ancestry (*PHB* 34).

Senses passive Perception 12

Challenge 1/2 (100 XP)

Actions:

Halberd. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Breath Weapon (Recharge 5-6). The dragonborn exhales a 10 ft. cone or 20 ft. line based on Draconic Ancestry (*PHB* 34). Each creature in that area takes 7 (2d6) damage of the type determined by Draconic Ancestry (*PHB* 34). A successful DC 13 saving throw halves the damage; the saving throw type is determined by Draconic Ancestry (*PHB* 34). [1]A rider based on damage type may be attached (see previous sidebar).

Comments.

The defensive CR could accommodate a larger hit point increase, but there is a smooth progression with +2 hit dice per increase. Here, a DM could add an instance of **Legendary Resistance** (+10 hit point equivalence) for a more robust challenge without changing CR.