

KOBOLDS

CLEVER LITTLE PEONS THAT USE TRAPS AND NUMBERS TO EVEN THE ODDS

GENERAL KOBOLD INFORMATION

Kobolds are small, lizard-like humanoids who live in tunnels and warrens all over the world. Regarded (rather accurately) as weaklings and cowards, they are nonetheless duplicitous and cruel, taking glee in the pain and suffering of those few creatures weaker than themselves. Kobolds are tormentors and harriers, much more concerned about humiliating and handicapping their foes than with killing or frightening them. Kobolds will put scorpions in your shoes, snakes in your bedrolls, glass on your bedroom floor, and badgers in your child's crib, and they do so with a cold, cunning calculation that has earned them a reputation as plotters, schemers, and planners. A kobold knows that it is weak and sad, and thus bides its time, keeps out of reach, and only attacks when it knows it can win – when your back is turned, your eyes are shut, and you think you're safe.

KOBOLD ADVENTURE HOOKS

- **Rescue Mission:** A man in a village asks the party to check in on a friend of his that has been missing for a while. When they inspect the house, they find it locked, and inside, it looks like a scene of rampant looting, with no sign of the family. In the wine cellar, the party finds a tunnel leading to a small, underground warren – filled with kobolds who have taken the family who lived here for their “larder.”
- **Infestation:** A great team of heroes came to town a few weeks ago, promising to destroy the “scourge of vermin” – rats, spiders, snakes, and other dangerous little things – that have plagued the town. He disappeared in the hills outside of town, and hasn't been heard from. The town gave them an advance reward, the heroes haven't been heard from, and the vermin are still infesting everything. The party can discover kobolds behind the planting of plague rats and poisonous spiders, and can see the remains of the team of heroes – at the bottom of a spiked pit trap the kobolds built near their lair.
- **Following the Trail:** The party arrives at the point where the item they are seeking is said to lie: the center of a temple, the deepest reaches of a ruin, the old forgotten tomb, wherever. The item apparently was once here, but it has been taken. An inspection of the tracks, dust, and marks reveals a trail heading to a small tunnel cut into the floor of the room, and that tunnel leads to a kobold warren, where the creatures have taken the item, and intend to use it against any invaders...

FIGHTING KOBOLDS

KOBOLD

LEVEL 1 MINION

Small Humanoid (Reptilian)

Init +3; **Senses** Darkvision; **Perception** +2

DEFENSE

AC 12

HP 1

Defenses Fort +0, Ref +1, Will +0

OFFENSE

Speed 30 ft.

Spear +0 melee (1 damage)

Sling +1 ranged (1 damage)

BASE STATS

Str 06 (-2)

Dex 12 (+1)

Con 06 (-2)

Int 12 (+1)

Wis 08 (-1)

Cha 10 (+0)

Languages Draconic, Common

TACTICS

Kobolds rarely engage in straight-up combat, and flee when encountered alone, or even in small numbers, if at all possible. They may attack if they have overwhelming numbers (at least four kobolds per target), or if their enemies have been hindered in some way (such as by a trap). They fight dirty, and take every opportunity to take cheap shots. They are not above fleeing if the battle turns against them, and will often flee in to small, trap-filled tunnels.

Those hoping to deal with kobolds usually find it easier to cow and intimidate them, rather than to chase and slay them. The best preparation for actually fighting them is to seal off the exits and hamper the creature's mobility, forcing it to stand its ground. Kobolds in this situation will often offer a sniveling surrender, but the creatures lie as a matter of survival, and have no loyalty. Still, they aren't stupid, and will do what they have to in order to preserve their own lives.

ALLIES

Kobolds don't make many friends, but they do have a knack for domesticating and using vermin. Poisonous or diseased things are their favorite, and they love to employ swarms of things – bats, rats, snakes, and spiders are all commonly encountered along with the multitude of kobolds themselves.

VERMIN SWARM

LEVEL 1 STANDARD SKIRMISHER

Small Swarm

Init +0; **Senses** Scent; **Perception** +2

DEFENSE

AC 10

HP 20

Defenses Fort +2, Ref +1, Will +0

Swarm Defenses: The vermin swarm has Resist 5 against melee or ranged attacks, and Vulnerable 5 against burst or blast attacks.

OFFENSE

Speed 30 ft.; see Swarm Movement above

Swarm Movement: The vermin swarm can move through and stop in the spaces of other creatures. It can move through any opening large enough to accommodate a Tiny creature. Flying swarms (such as bats or bees) fly at a speed of 30 ft.

Swarm Attack: Creatures who start their turn in the vermin swarm take 5 poison damage and gain ongoing 5 poison damage (save ends).

BASE STATS

Str 10 (+0) **Dex** 14 (+2) **Con** 14 (+2)
Int 01 (-5) **Wis** 12 (+1) **Cha** 03 (-4)

Kobolds may also domesticate rhinoceros beetles and dire rats, and they use these creatures as their front lines in battle.

RHINOCEROS BETTLE

LEVEL 1 STANDARD SOLDIER

Medium Beast (vermin)

Init +0; **Senses** Scent; **Perception** +2

DEFENSE

AC 14

HP 30

Defenses Fort +2, Ref +0, Will -1

OFFENSE

Speed 30 ft.

Horn +2 melee (1d8+1 damage)

BASE STATS

Str 12 (+1) **Dex** 08 (-1) **Con** 14 (+2)
Int 01 (-5) **Wis** 10 (+0) **Cha** 03 (-4)

DIRE RAT

LEVEL 1 STANDARD SKIRMISHER

Medium Beast

Init +2; **Senses** Scent; **Perception** +4

DEFENSE

AC 12

HP 20

Defenses Fort +2, Ref +1, Will -1

OFFENSE

Speed 40 ft.

Bite +1 melee (1d4 damage, and infection)

ATTACK NOTES

Infection: A dire rat's bite carries a cocktail of horrible disease along with it. This disease prevents healing during a rest, and deals 2d8+2 damage each time the target takes an extended rest. Recovering from the disease requires a DC 15 Constitution check, and it can be healed with a DC 15 Wisdom check.

BASE STATS

Str 10 (+0) **Dex** 12 (+1) **Con** 14 (+2)
Int 03 (-4) **Wis** 12 (+1) **Cha** 03 (-4)

LEADERS

Some exceptional kobolds may manage to organize the usually self-interested warrens into a much more cohesive group. Kobolds work well together, and while they usually

balk at feeling weak, a charismatic kobold might convince them to work together to achieve a greater end. These kobolds often claim some sort of dragon blood or dragon magic which they have tapped into, being “closer to the dragon” than their peers.

<i>KOBOLD WYRMPRIEST</i>	<i>LEVEL 1 ARTILLERY</i>
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Small Humanoid (Reptilian)

Init +1; **Senses** Darkvision; **Perception** +2

DEFENSE

AC 11

HP 15

Defenses Fort +0, Ref +2, Will +1

OFFENSE

Speed 30 ft.

Spear +0 melee (1 damage)

Sling +1 ranged (1 damage)

Dragon Breath +2 close blast 10 ft. (2d8+2 fire, cold, acid, or poison damage);
Recharge 4/5

BASE STATS

Str 06 (-2)	Dex 12 (+1)	Con 06 (-2)
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Int 12 (+1)	Wis 12 (+1)	Cha 14 (+2)
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Languages Draconic, Common

KOBOLD LAIRS

Environment: Underground

Themes: Vermin, Traps, Small

Kobold warrens are usually dug by kobolds themselves, and so tend to be small, winding, and tricky, filled with traps, cul-de-sacs, and dead ends. Ever-paranoid, kobolds prepare for invaders when they are building their lairs, littering traps all over, even in places with heavy traffic from their own kind. Traps are often triggered by weight or height, leaving the kobolds themselves unscathed. Other traps require a kobold to activate it, via lever or tripwire, making it a more active defense. The lairs often emit the smell of freshly dug earth, as kobolds are constantly expanding, hoping to increase their numbers to the point where any threat would think twice before threatening them.

ROOMS

Kobold lairs are mostly taken up with passages – long, winding tunnels that are the result of a few kobolds digging. Sleeping areas tend to be communal, and they may have separate pits for keeping their animals (pits that often have many entrances, and many traps that dump invaders in). Kobold eggs and young are present in the communal sleeping areas, and these often have a single passage to a “throne room” for the toughest kobold in the group, which is often cluttered with any trophies and treasure the tribe has taken.

TRAPS/HAZARDS

Kobolds are famous for being great trap engineers, and the traps often pose a bigger risk to invaders than the inhabitants.

ROCKSLIDE TRAP *LEVEL 1 TRAP*

The trap is a thin rope stretched across the passageway that, when broken, causes stones to rain down on anyone near the rope.

PREVENTION

DC 15 Wisdom check notices the trap before moving into the square, and lets the party trigger it without being in its area of effect.

TRIGGER

A Medium or larger character enters the square with the trigger.

EFFECT

Rocks fall in a 10-ft burst from the triggering square, dealing 3d8+3 damage to all creatures in the area.

SPIKED PIT TRAP *LEVEL 1 TRAP*

The trap is a 5-foot section of floor that collapses when heavy weight is put on it.

PREVENTION

DC 15 Wisdom check notices the trap before moving into the square, and lets the party trigger it without being in its area of effect.

TRIGGER

A Medium or larger character enters the square.

EFFECT

There is a 10-foot drop onto a series of spikes. This deals 2d10+5 damage to the triggering creature.

CALTROPS *LEVEL 1 HAZARD*

The hazard is a 5-foot section of floor littered with sharp caltrops, broken glass, rusted nails, and other dangerous items.

EFFECT

Entering a square with caltrops deals 1d8+1 damage and slows the triggering creature.

POISONED CALTROPS *LEVEL 2 HAZARD*

The hazard is a 5-foot section of floor littered with sharp objects that have also been poisoned.

EFFECT

Entering a square with caltrops deals 1d4+1 damage and ongoing 5 poison damage (save ends).

SMALL CORRIDOR *LEVEL 1 HAZARD*

The hazard is a tight passageway that larger creatures have to squeeze to get through.

EFFECT

Medium creatures who pass through the tight passageway grant advantage to all attackers.

ANGRY HIVE *LEVEL 1 TRAP*

The trap is a tripwire that shakes the vermin nests loose, dropping hundreds of angry bugs down onto the party.

PREVENTION

DC 15 Wisdom check notices the trap before moving into the square, and lets the party trigger it without being in its area of effect.

TRIGGER

A Medium or larger character enters the square.

EFFECT

A vermin swarm appears in the square.

DEALING WITH KOBOLDS

Alignment: Lawful Evil

Personality Traits: Vindictive, Petty, Cowardly, Obsequious, Duplicitous, Insecure

Attitude: Hostile

Kobolds are very untrustworthy, and will say anything to get themselves out of a predicament. Their nature is to backstab those who trust them if given a chance, however, so a kobold can really only be trusted on a very tight leash. Overly sensitive, they take offense at the drop of a hat, and are difficult to keep appeased, even if one tries to deal with them respectfully – even appealing to their pride tends to make them think a person is being sarcastic.

KOBOLD ALLIES

It is rare to that a kobold serves as any kind of ally for the party for any length of time. Still, a significantly cowed kobold may be recruited to help construct a trap, or to deal with some rats or vermin, at least while the character is continually watching them.