

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Pack Attack: The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity: When in sunlight, the kobold suffers disadvantage on attack rolls and Wisdom (Perception) checks relying on sight.

Trap Savvy: The kobold has an instinctive feel for traps, adding its proficiency bonus (+2) to all checks involving crafting, detecting, disarming, or identifying traps. Additionally, the kobold's movement does not trigger pressure plate or tripwire-triggered traps it is aware off.

Tunnel Crawling: The kobold suffers none of the normal disadvantage or speed hindrance when squeezing through Tiny-sized passages.

ACTIONS

Dagger, Light Pick, or Light Spear. *Melee weapon attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Sling. *Ranged weapon attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

LAIR ACTIONS

You can give the kobold clan Lair Actions if you wish. Increases encounter CR by +1.

Lair actions are appropriate when kobolds are encountered in an underground environment they've occupied for a long time and have had the opportunity to set traps of all kinds. Once per combat round at initiative count 20 or as a reaction, the kobold clan can use a lair action. Note, however, that this cannot break the rule of one reaction per creature.

Activate Trap. A kobold activates a previously dormant trap, such as tripping a tripwire, depressing a pressure plate, or triggering a rockfall.

Guerilla Tactics. Against a prone enemy or an enemy granting advantage to the kobold's attacks, three kobolds move up to 15 ft. and attack that enemy, then withdraw. If the kobolds were hidden before moving and end their turn with cover they can make Stealth checks to resume hiding.

Tunnel Scatter. When a kobold dies as the result of an area effect / spell, all kobolds that would also have been caught in the area effect may use their reaction to move 30ft. If the kobolds end their turn with cover they can make Stealth checks to hide. Common sense should be applied regarding the effect's point of origin and whether kobolds are inevitably caught in the path or have a chance to evade.

KOBOLD COMMANDO

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 7 (3d6 - 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	9 (-1)	7 (-2)	8 (-1)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Pack Attack: The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity: When in sunlight, the kobold suffers disadvantage on attack rolls and Wisdom (Perception) checks relying on sight.

Trap Savvy: The kobold has an instinctive feel for traps, adding its proficiency bonus (+2) to all checks involving crafting, detecting, disarming, or identifying traps. Additionally, the kobold's movement does not trigger pressure plate or tripwire-triggered traps it is aware off.

Tunnel Crawling: The kobold suffers none of the normal disadvantage or speed hindrance when squeezing through Tiny-sized passages.

Assassinate: The kobold gains advantage on attacks against creatures that haven't taken their turn in combat yet, and any hit scored against a surprised creature is automatically a critical hit.

ACTIONS

Short sword. *Melee weapon attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Sling. *Ranged weapon attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

KOBOLD DRAGONSHIELD

Small humanoid (kobold), lawful evil

Armor Class 16 (chain mail)

Hit Points 7 (3d6 - 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Pack Attack: The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity: When in sunlight, the kobold suffers disadvantage on attack rolls and Wisdom (Perception) checks relying on sight.

Trap Savvy: The kobold has an instinctive feel for traps, adding its proficiency bonus (+2) to all checks involving crafting, detecting, disarming, or identifying traps. Additionally, the kobold's movement does not trigger pressure plate or tripwire-triggered traps it is aware of.

Protection: When a creature the kobold can see attacks a target other than the kobold within 5 ft., the kobold can use its reaction to impose disadvantage on the attack roll using its shield.

ACTIONS

Polearm. *Melee weapon attack:* +4 to hit, reach 10ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Sling. *Ranged weapon attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

KOBOLD MASTER TRAPSMITH

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Pack Attack: The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity: When in sunlight, the kobold suffers disadvantage on attack rolls and Wisdom (Perception) checks relying on sight.

Trap Savvy: The kobold has an instinctive feel for traps and proficiency in **Thieves' Tools** adding its proficiency bonus (+4) to all checks involving crafting, detecting, disarming, or identifying traps. Additionally, the kobold's movement does not trigger pressure plate or tripwire-triggered traps it is aware of.

Tunnel Crawling: The kobold suffers none of the normal disadvantage or speed hindrance when squeezing through Tiny-sized passages.

Thieves' Tools: The kobold has proficiency in

ACTIONS

Dagger, Light Pick, or Light Spear. *Melee weapon attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Sling. *Ranged weapon attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

The Kobold Master Trapsmith is equipped with Thieves' Tools and 4 bags of caltrops.

KOBOLD WYRMPRIEST

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 7 (3d6 - 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	12 (+1)	7 (-2)	8 (-1)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Pack Attack: The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity: When in sunlight, the kobold suffers disadvantage on attack rolls and Wisdom (Perception) checks relying on sight.

Trap Savvy: The kobold has an instinctive feel for traps, adding its proficiency bonus (+2) to all checks involving crafting, detecting, disarming, or identifying traps. Additionally, the kobold's movement does not trigger pressure plate or tripwire-triggered traps it is aware off.

Tunnel Crawling: The kobold suffers none of the normal disadvantage or speed hindrance when squeezing through Tiny-sized passages.

Spellcasting. The kobold is a 2nd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks).

Cantrips (at will): *fire bolt*

1st level (3 slots): *bane*, *bless*, *burning hands*, *dissonant whispers*

ACTIONS

Dagger, Light Pick, or Light Spear. *Melee weapon attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Sling. *Ranged weapon attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

WINGED KOBOLD (URD)

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Pack Attack: The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity: When in sunlight, the kobold suffers disadvantage on attack rolls and Wisdom (Perception) checks relying on sight.

Trap Savvy: The kobold has an instinctive feel for traps, adding its proficiency bonus (+2) to all checks involving crafting, detecting, disarming, or identifying traps. Additionally, the kobold's movement does not trigger pressure plate or tripwire-triggered traps it is aware off.

Tunnel Crawling: The kobold suffers none of the normal disadvantage or speed hindrance when squeezing through Tiny-sized passages.

ACTIONS

Dagger, Light Pick, or Light Spear. *Melee weapon attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Sling. *Ranged weapon attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

KOBOLD SLINGER

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Pack Attack: The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity: When in sunlight, the kobold suffers disadvantage on attack rolls and Wisdom (Perception) checks relying on sight.

Trap Savvy: The kobold has an instinctive feel for traps, adding its proficiency bonus (+2) to all checks involving crafting, detecting, disarming, or identifying traps. Additionally, the kobold's movement does not trigger pressure plate or tripwire-triggered traps it is aware of.

Tunnel Crawling: The kobold suffers none of the normal disadvantage or speed hindrance when squeezing through Tiny-sized passages.

ACTIONS

Dagger, Light Pick, or Light Spear. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Sling. *Ranged weapon attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage. In addition to regular shot, the Slinger has 4 pieces of the ammunition chosen from the following:

Fire shot: This bullet is made of a wad of wax encasing sulfurous compounds which ignite upon impact. The target hit takes 1d4+2 fire damage and is lit on fire, sustaining 1d4 fire damage until the fire is put out.

Monsterbait shot: This bullet is made of wax encasing a disgusting blend of offal and monster pheromones. The target hit takes 1 bludgeoning damage and is marked by stinky pheromones which attract a certain type of monster, such as carrion crawlers. The pheromones can only be removed by a thorough bath. Until then, monsters of that type preferentially target that character and twice as likely to be encountered randomly.

Rust shot: This bullet is made of wax encasing ground rust monster antennae, and deals just 1 bludgeoning damage. Instead, when used against a nonmagical ferrous object not worn or carried by a creature, it destroys 1 cubic foot. When used against metal armor or a metal shield, it reduces the armor / shield by -1 AC permanently and cumulatively.

Sticky shot: This bullet is made of wax encasing a foul green adhesive, and deals no damage. Instead the target hit is immobilized until they take an action to break free (Strength DC 11), apply universal solvent (or similar magic), or wait 5 minutes.