

# THE KOBOLD KOMPENDIUM



Everything you need to run endless adventures with  
the world's greatest little dragons!





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## LEGALESE

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# INTRODUCTION

A barbarian runs in pursuit of a puny kobold in his escape. The wizard warns him to stop, but it's already too late. The tunnel collapses as soon as the barbarian enters it, burying him below a pile of rock. The cleric rushes to the rescue of her friend, just to be ambushed by dozens of kobolds. The wizard begins to despair and throws a bolt of fire at the horde, igniting the gas that the little dragons prepared. A wave of fire consumes the adventurers, leaving nothing but their calcined bodies and equipment. Sure, many kobolds died while protecting their warren, but these pesky adventurers won't bother anyone anymore and have left the surviving kobolds a fair stash of loot.

Stories about adventurers starting their career pillaging kobold's lairs are many. The little dragons's tactics and cunning have left an impression on thousands of players, thanks to their reputation as one of the first foes that new players face. However, this fame is also their downfall, as both Dungeon Masters and players soon grow tired of always facing the same kobolds each time they begin a new adventure.

## USING THIS BOOK

The Kobold Kompendium is a collection of everything you need to run new and fresh adventures featuring the best of *Dungeons & Dragons's* minions. It is organized in three chapters. The first one includes new kobold stat blocks and associated creatures. The second chapter includes new traps for you to use in your games. The last one helps you create adventures using kobolds for a wide range of levels, including premade lairs and encounters. Throughout the book, you will also find information on the kobold's culture and society, providing inspiration for new adventures.

## CHAPTER 1: THE KOBOLDS

Kobolds organize their tribes into different roles, meaning that a single party of adventurers can encounter a kobold chieftain, a wyrm Priest, and dozens of miners in a single lair. Kobolds also go through curses and other magical procedures as any humanoid creature, resulting in kobold wereweasels, kobold zombies, and kobold vampires. They can also adapt to their environment; a jungle kobold crafts membranes to glide from tree to tree, while Underdark kobolds develop incredible social skills.

Chapter 1 of this book is all about kobold society and biology, detailing how each different kind of kobold comes to be. In total the *Kobold Kompendium* contains over 30 different stat blocks, some inspired by older editions, some unique, and a few who have

appeared previously in *Volo's Guide to Monsters*, compiling every known kobold into this single book. The challenge ratings of the creatures within this book is wide enough to allow for adventurers to keep facing kobolds far beyond their lowest levels.

### CHALLENGE RATING AS GUIDELINES

The *Dungeon Master's Guide* details a process to calculate the challenge rating of a monster, but it is far from perfect. For example, the **kobold scale sorcerer** should have a challenge rating of 2 according to these guidelines, instead of 1 as presented on the official stat block in *Volo's Guide to Monsters*.

The stat blocks presented in this book are largely the result of the same mathematical process with some tweaks thanks to playtesters' feedback. While they are as accurate as humanly possible, they aren't perfect either. Always remember that you, as the DM, can reduce or increase the hit points of a creature when you feel that the situation requires some magic behind the screen.

## CHAPTER 2: TRAPMAKERS

You can't talk about kobolds without mentioning their trapmaking skill, what makes kobolds different from goblins and orcs is their crafting abilities after all. Either by using natural resources, such as vermin and stones, or more intricate mechanisms, kobold traps are feared by novice adventurers across the realms. Kobolds take great pride in their labyrinth-like lairs, stocked with traps and defense mechanisms. They get a strong sense of security and comfort while being surrounded by such deadly devices, as they can perfectly remember the location of each one. Chapter 2 of this book provides a dozen new traps to fill your dungeons and lairs.

## CHAPTER 3: LAIRS

Normally kobolds are largely reserved for adventures of 1st-2nd level, and are often forgotten as soon as the characters reach levels beyond that. However, kobolds don't cease to exist because some random adventurers got enough experience to kill multiple kobolds with a single swing of their sword. Chapter 3 of this book provides guidelines and tips to design encounters using low CR creatures for higher level characters, as well as premade encounters and fully stocked lairs.



# CHAPTER I: THE KOBOLDS

Millions of kobolds live throughout the sprawling tunnels of the world. With such large numbers, there are many variations on their customs and appearance. What ties all kobolds as a single species are four main traits: their relatively small and weak frame, their draconic ancestry, their reptilian cold blooded nature, and their excellent craftsmanship. The Kobold Kompendium attempts to catalogue every kobold archetype, detailing their specific customs and skills.

## LIFE AND OUTLOOK

Kobolds are small draconic humanoids with weak frames and non-prehensile tails. They generally stand between two and three and a feet tall and weigh between 25 and 35 pounds. Their scaly skin is usually a variation from brown and reddish colors, though kobolds resembling the colors of the true chromatic dragons do exist. Another vestige of their draconic lineage are the ridges and bones on their heads, which resemble the horns associated with their chromatic ancestors. Kobolds have double jointed legs, ready to run and lead unaware adventurers to their demise.

## QUICK SHORT LIVES

Maybe the biggest proof that kobolds are related to dragons is their longevity. A healthy kobold can live for up to 120 years, though most die by the age of 20 due to accidents or diseases. This high mortality rate is compensated by an incredibly high birth rate. A female can lay up to six eggs per year and it takes two to three for an egg to hatch. Once hatched, kobolds mature swiftly, reaching adulthood at the short age of six.

Though the reality of their short lifespan may be bleak, kobolds endure it by thinking far into the future. While their individual lives may be short, the impact of their tribes in the world are as wide and ancient as the impact of their draconic ancestors. Kobolds always prioritize the survival of the tribe over their own lives, believing that if they die in service to their tribe, Kurtulmak sends them back as the next egg laid in the hatchery.

Furthermore, kobolds can change their sex. Allowing the tribe to survive massive losses as long as a few kobolds survive. The eggs laid after such attacks are closely monitored, as they are seen as the reincarnation of the heroes that sacrificed their lives for the survival of the tribe.

## KOBOLD PSYCHOLOGY

Kobolds keep the fact that they are kin to dragons always in their minds, giving them a constant sense of satisfaction and content as they dig their tunnels. They prefer to live in isolation from other creatures, making their homes inside caverns below ground and crafting ingenious traps and maze-like lairs to deter the invasion of foes. The kobolds feel safe when surrounded by their tribe and inside their well-defended warrens, and feel anxious when separated from their homes.

The kobolds are aware of their shortcomings. The world is far bigger than they are and thus, they need to take advantage that they can to ensure their survival. The kobolds scavenge tools, weapons, and other materials discarded by other creatures, giving them a new use. They avoid stealing objects that their owners would miss, as that eventually leads to retaliation, but times of need usually require kobolds to abandon this more careful approach.

Kobolds are pragmatic individuals. The relationships between members of the tribe are mostly the result of their shared need for survival rather than an affectionate bond. Kobolds mostly mate for convenience; thus, monogamous relationships are rare.

Though most people would have a hard time to differentiate between two kobolds of the same tribe, the kobolds are able to distinguish between themselves easily in a couple of ways, including patterns in their scales, smell, customized tools, and clothing preferences. Kobolds also like to collect the teeth and scales they shed during their lives, proudly displaying their age by wearing long necklaces made of them. The following tables present characteristics to make a kobold distinctive.

### KOBOLD PERSONALITY TRAITS

#### D8 PERSONALITY TRAIT

- 1 "Fake it until you make it" is my motto.
- 2 I like the noise that my nails make when scratching surfaces.
- 3 I remember every insult I've ever received fondly. Such good jokes.
- 4 I put everything I don't understand in my mouth.
- 5 Why think when we can just act and see what happens?
- 6 I end every sentence with a yapping sound.
- 7 Civilization is not for me. I prefer to keep my feet free and dirty.
- 8 I'm amazed by large creatures—the larger the better.



## KOBOLD IDEALS

### D6 IDEAL

- 1 **Aspiration.** Everyone will know my name and tell stories of my heroic deeds. (Any)
- 2 **Loyalty.** Nothing matters more to me than my loyalty to the warren. (Lawful)
- 3 **Invention.** Any problem is just an invention waiting to be developed. (Neutral)
- 4 **Greed.** All the jewels and gold in the world belong to me. (Evil)
- 5 **Work.** Working hard to achieve a common goal is essential for the survival of the warren. (Lawful)
- 6 **Pride.** We are descendants of dragons, so we should be respected and feared. (Evil)

## KOBOLD BONDS

### D6 BOND

- 1 The tribe is my family. And “family” means that no one is left behind.
- 2 I wish to return to the hatchery where I was raised.
- 3 My inventions and traps are like babies to me.
- 4 I follow every track of my childhood hero: a powerful dragon from ancient times.
- 5 Someone showed me great respect and I seek to repay them.
- 6 My tools are everything to me. I use them to work, fight, and relax.

## KOBOLD FLAWS

### D6 FLAW

- 1 I’m not the best with social cues.
- 2 I am only loyal to whichever side has the largest number.
- 3 My eyes tend to turn towards shiny objects.
- 4 I am maybe too eager to die in a magnificent and heroic way.
- 5 Don’t expect me to stay focused on anything for more than a minute.
- 6 If I am every cornered, I will drop to my knees and beg for my life.

## CLOTHING AND GROOMING

As kobolds spend most of their lives mining, they normally dress in leathers and hides durable enough to withstand wear and tear, whilst allowing for ample mobility. On special occasions, such as celebrations and ceremonies, their leaders and priests wear special garments made with silk extracted from spiders and similar underground dwelling insects. Kobolds have a tendency to wear orange and red clothes to accentuate their eyes.

Even though other humanoids treat kobolds as filthy dirt-dwellers, kobolds are far from dirty. Kobolds shed their skins as other reptiles do and they enjoy using oil to keep their scales strong and shiny. They also take advantage of natural springs and subterranean lakes, bathing together as a tribe.

## FOOD AND DIET

Kobolds can eat almost anything, including meat, fruit, tree bark, bones, leather, eggshells, and even dirt. The specific diet of a kobold varies from tribe to tribe, kobolds living in warm jungles prefer to eat fruits and leaves, while some others have strict carnivorous diets. Most tribes avoid eating intelligent creatures for fear of retaliation, but a hungry tribe fears starvation more than any possible group of adventurers. Some kobold tribes even practice cannibalism, not wanting to waste good meat.

## ALIGNMENT

While historically kobolds have been designated as a lawful evil race, most of their traits don’t really reflect an evil society. Kobolds as a whole don’t go looking for a fight (except with gnomes, their historic foes), preferring to live alone and in peace. Additionally, the adventure *Icwind Dale: Rime of the Frostmaiden* lists kobolds marked with “any alignment”.

This product recognizes the utility of alignment to quickly characterize a creature (especially if it is from another place of existence), but also acknowledges how kobolds shouldn’t be treated as lawful evil by default. Therefore, most kobolds here are listed with “any alignment”, while others have an alignment that reflects an arcane or divine force that influences them.

## KOBOLD SOCIETY

A small tribe may start with just miners and a few designated warriors, but as the warren grows, the kobolds feel the need to create and occupy more specialized roles. A large tribe has designated experts, crafters, strategists, spellcasters and leaders. Kobolds assign their roles based on merit and capabilities alone. A strong kobold is designated as a warrior, while one that shows talent with tools becomes a trapmaker or inventor. Every member of the tribe has a role to fulfill, and everyone makes sure that every kobold contributes to the wealth and security of the tribe.

## KOBOLD MINER

Just as dwarves and other subterranean-dwelling intelligence creatures, kobolds are naturally skilled at tunneling and sensing the presence of minerals and precious stones. Thanks to their large numbers,



## KOBOLD

*Small humanoid (kobold), any alignment*

**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)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., 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

*Small humanoid (kobold), any alignment*

**Armor Class** 13

**Hit Points** 7 (3d6 - 3)

**Speed** 30 ft., fly 30 ft.

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

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

**Challenge** 1/4 (50 XP)

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

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

**Dropped Rock.** *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

kobolds can dig tunnels and extract minerals faster than dwarves. Their desire to dig and hoard wealth tracks back to their origins, when they worked for dragon great wyrms of old, alongside their god, Kurtulmak. This ancestral nostalgia fills them with joy as they work peacefully through their tunnels. The kobold stat block from the *Monster Manual* represents this typical worker.

## WINGED KOBOLD

Some few kobolds are born with leathery, draconic wings. While this is seen as a blessing by Tiamat, the goddess of chromatic dragons, winged kobolds are usually treated with jealousy by wingless kobolds.

### WINGED KOBOLD TEMPLATE

You can transform almost any kobold from this book into a winged kobold. A winged kobold gains a flying speed equal to its movement speed. If the original kobold has a challenge rating of 1/2 or less, double the winged version's challenge rating (1/8 becomes 1/4, which becomes 1/2, and so on). Otherwise, the flying speed doesn't affect the challenge rating enough to raise it.

## KOBOLD ALL-WATCHER

Kobold leaders are named all-watchers; they are in charge of administering the warren, assigning roles and distributing the wealth of the tribe. They decide how to expend the resources of the tribe to strengthen its position in the world. Every important decision is made in front of them, and they receive guidance from the wyrm priests and sorcerers of the tribe to make the best decisions. In the rare cases in which two kobolds wish to engage in marriage, the kobold all-watcher needs to approve their union and lead the ceremony.

Normally, the kobold-all watcher is the oldest and wisest kobold of the tribe, who has survived long enough to share their knowledge with the rest of the tribe. A kobold all-watcher can be recognized by their distinctive garments and a long necklace made up of all the teeth they had shed over the course of their life. In combat, the kobold all-watcher leads the kobolds to maneuver and to attack together.



## KOBOLD ALL-WATCHER

*Small humanoid (kobold), any alignment*

**Armor Class** 16 (studded leather armor)

**Hit Points** 72 (16d6 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	17 (+3)

**Saving Throws** Dex +7, Int +5

**Skills** History +4, Perception +5, Persuasion +6, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Draconic

**Challenge** 5 (1,800 XP)

**Evasion.** If the kobold is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the kobold instead takes no damage if it succeeds on the saving throw, and only half if it fails.

**Nimble Escape.** The kobold can take the Disengage or Hide actions as a bonus action on each of its turns.

**Reactive.** The kobold can take one reaction on every turn in a combat.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The kobold makes two attacks. It can use its Attack Orders in place of one melee attack.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Attack Orders.** The kobold chooses up to four allies within 60 feet of it that can hear its commands. Each chosen ally can immediately use its reaction to make a single melee attack.

### REACTIONS

**Taskmaster.** The kobold chooses an ally within 60 feet of it that can hear its commands. The chosen ally can immediately use its reaction to move up to its speed, without provoking opportunity attacks.



## VARIANT: LEGENDARY ALL-WATCHER

If you wish to use a particularly powerful kobold all-watcher, you can use this variant. A **legendary kobold all-watcher** gains the legendary actions described below, it has a challenge rating of 6 (2,300 XP). If you are using this variant in addition to the warrior or spellcaster variant above, treat the legendary version as having a challenge rating of 7 (2,900 XP).

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

**Attack.** The kobold makes a melee attack.

**Detect.** The kobold makes a Wisdom (Perception) check.

**Dragon Breath (Costs 2 Actions).** The kobold exhales a breath in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 10 (3d6) of damage on a failed save, or half as much on a successful one. The type of damage is based on the color of the kobold's draconic ancestry (choose or roll a d10): 1-2, acid (black); 3-4, cold (white); 5-6, fire (red); 7-8, lightning (blue); 9-10, poison (green).



## VARIANTS: ALL-WATCHER WARRIORS AND SPELLCASTERS

A kobold all-watcher is often the best warrior or spellcaster of its tribe. A **kobold all-watcher warrior** has a challenge rating of 6 (2,300 XP) and the following additional action options:

**Multiattack.** The kobold makes three attacks. It can use its Attack Orders in place of one melee attack.

A **kobold all-watcher spellcaster** has a challenge rating of 6 (2,300 XP) and the following additional traits:

**Spellcasting.** The kobold is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, fire bolt, message, poison spray, shocking grasp*

1st level (4 slots): *burning hands, chromatic orb, expeditious retreat*

2nd level (3 slots): *hold person, scorching ray*

3rd level (2 slots): *fireball*

**Sorcery Points.** The kobold has 5 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one or both of the following benefits.

**Empowered Spell:** When the kobold rolls damage for a spell, it can spend 1 sorcery point to reroll up to three damage dice. It must use the new rolls.

**Transmuted Spell:** When the kobold casts a spell that deals a type of damage from the following list, it can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

## KOBOLD BEASTMASTER

Kobolds are good at taming small beasts such as lizards, rats, giant rats and dire weasels. Just as humans use farm animals for their needs, kobold use their beast as guardians, pest control, and occasionally sources of food. A kobold beastmaster is particularly good at taming and mounting such beasts.

Some tribes train **giant weasels** as hunting companions and mounts, taking advantage of their speed and keen senses. A few tribes with large caverns tame **giant bats** to use as flying mounts and guardians, using their echolocation to detect intruders. Kobolds also train **giant badgers** to help with their mining activities.

## GIANT BADGER

*Medium beast, unaligned*

**Armor Class** 10

**Hit Points** 13 (2d8 +4)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

**Keen Smell.** The badger has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack.** The badger makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.





## KOBOLD BEASTMASTER

*Small humanoid (kobold), any alignment*

**Armor Class** 17 (chitin armor)

**Hit Points** 42 (12d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	9 (-1)	14 (+2)	10 (+0)

**Saving Throws** Dex +4, Wis +4

**Skills** Animal Handling +4, Perception +4, Survival +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Charge.** If the kobold moves at least 20 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be pushed up to 10 feet away and knocked prone.

**Mounted Combatant.** While the kobold is mounted, it has advantage on attack rolls against any unmounted creature

that is Medium or smaller. Additionally, if the kobold's mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Lance.** *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (1d12 + 1) piercing damage.

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

### REACTIONS

**Redirect Attack.** When a creature the kobold can see attacks its mount, the kobold can force the attack to target it instead.

## GIANT BAT

*Large beast, unaligned*

**Armor Class** 13

**Hit Points** 22 (4d10)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

**Echolocation.** The bat can't use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

## GIANT WEASEL

*Medium beast, unaligned*

**Armor Class** 13

**Hit Points** 9 (2d8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

**Skills** Perception +3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 1/8 (50 XP)

**Keen Hearing and Smell.** The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## VARIANT: KOBOLD-TAMED GIANT WEASEL

Kobolds dig tunnels big enough for them to run, but small enough to deter larger intruders. Weasel's slim bodies allow them to squeeze through kobold sized tunnels quickly. A kobold-tamed giant weasel gains the following trait:

**Slim Body.** The weasel can move through spaces large enough for a Small creature without squeezing.



## KOBOLD CHIEFTAIN

Exceptionally strong kobolds are assigned the role of chieftain. They combine their strength with the traditional kobold's tactics. A kobold chieftain fights dirty, they push, shove, and taunt their opponents. They wield a spiked shield to harm anyone who tries to get into close range. The mere presence of a kobold chieftain invigorates the kobolds in battle, making them extremely vicious in large numbers.

### KOBOLD CHIEFTAIN

*Small humanoid (kobold), any alignment*

**Armor Class** 15 (shield)

**Hit Points** 88 (16d6 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	9 (-1)	14 (+2)

**Saving Throws** Dex +5, Str +4

**Skills** Acrobatics +5, Athletics +4, Intimidation +4

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Draconic

**Challenge** 3 (700 XP)

**Pack Tactics.** The kobold chieftain has advantage on an attack roll 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.** While in sunlight, the kobold chieftain has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Warsong.** The kobold inspires its allies with a warsong. Once per turn, whenever a creature allied to the kobold hits with a weapon attack, that creature can add 2 (1d4) to its damage roll. A creature must be able to hear and understand the kobold to gain this benefit. A creature cannot gain the benefit of multiple warsongs at a time.

### ACTIONS

**Multiattack.** The kobold makes two melee attacks.

**Handaxe.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and the target has disadvantage on attack rolls against targets other than the kobold until the start of the kobold's next turn.

**Shield Bash.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. If the target is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be knocked prone.

### REACTIONS

**Spiked Shield.** The kobold adds 2 to its AC against one melee attack that would hit it. To do so, the kobold must see the attacker and be wielding its shield. If the attack misses, the attacker takes 5 (2d4) piercing damage.

### VARIANT: LEGENDARY KOBOLD CHIEFTAIN

If you wish to use a particularly powerful kobold chieftain, you can use this variant. A **legendary kobold chieftain** has a challenge rating of 4 (1,100 XP) and gains the following legendary actions.

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

**Attack.** The kobold makes an attack.

**Move.** The kobold moves up to half its speed without provoking opportunity attacks.

**Protecting Shield (Costs 2 Actions).** The kobold rises its shield protecting another creature within 5 feet of it. The target gains a +2 bonus to AC until the start of the kobold's next turn, for until that creature is more than 5 feet away from the kobold chieftain.





## KOBOLD DRAGONSHIELD

Due to their ancestry, kobolds worship dragons as godlike figures. Many tribes work for draconic lords, bringing loot to their masters and defending their eggs. The kobold dragonshields are invested with great power by the dragon lord with the purpose of protecting its eggs. They are notable warriors with a noble mission: bringing honor and inspiration to the tribe.

### KOBOLD DRAGONSHIELD

*Small humanoid (kobold), any alignment*

**Armor Class** 15 (leather, shield)

**Hit Points** 44 (8d6 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

**Skills** Perception +1

**Damage Resistances** see Dragon's Resistance

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Dragon's Resistance.** The kobold has resistance to a type of damage based on the color of the dragon that invested it with power (choose or roll a d10): 1-2, acid (black); 3-4, cold (white); 5-6, fire (red); 7-8, lightning (blue); 9-10, poison (green).

**Heart of the Dragon.** If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The kobold makes two melee attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

## KOBOLD DRAGONWROUGHT

On extremely rare occasions, a spotted egg is found in the hatchery. These eggs are separated from the rest and carefully tracked, as the wyrmling inside is destined to be a dragonwrought kobold. Such kobolds grow to become living proof of the connection between their kind and dragons.

Dragonwrought kobolds have a deep connection to dragons, being closer to them than to a regular humanoid. They lack the kobold's sunlight sensitivity and possess the innate magical talent and elemental affinity of dragons. Furthermore, dragonwrought kobolds have shinier, stronger scales, colored after their heritage, and wings, causing them to be revered by their tribe. However, the blood of Tiamat and Kurtulmak flows thicker within them, leading them to be crueler and more malicious than a regular kobold.

### VARIANT: LEGENDARY KOBOLD DRAGONWROUGHT

If you wish to use a particularly powerful kobold dragonwrought, you can use this variant. A legendary kobold dragonwrought has a challenge rating of 5 (1,800 XP) and gains the following legendary actions.

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

**Cantrip.** The kobold casts a cantrip.

**Attack (Costs 2 Actions).** The kobold makes a scimitar attack.

**Dragon Breath (Costs 2 Actions).** The kobold exhales a breath in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw taking 10 (3d6) damage of its Draconic Bloodline's type on a failed save, or half as much on a successful one.







## KOBOLD DRAGONWROUGHT

*Small dragon, any evil alignment*

**Armor Class** 16 (natural armor)

**Hit Points** 88 (16d6 + 32)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	12 (+1)	11 (+0)	17 (+3)

**Saving Throws** Dex +5, Con +4, Cha +5

**Skills** Deception +5, Perception +2, Persuasion +5, Stealth +6

**Damage Immunities** see Draconic Bloodline

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic

**Challenge** 4 (1,100 XP)

**Draconic Bloodline.** The kobold has a strong affinity to a certain element according to its heritage, which defines some of its traits (choose or roll a d10): 1-2, acid (black); 3-4, cold (white); 5-6, fire (red); 7-8, lightning (blue); 9-10, poison (green). The kobold is immune to its Draconic Bloodline's type and whenever the kobold hits a creature with a weapon attack, that creature takes an extra 5 (1d10) damage of its Draconic Bloodline's type (included in the attack).

Additionally, whenever the kobold casts a spell that deals acid, cold, fire, lightning, or poison damage, that damage is replaced by its Draconic Bloodline's type.

**Legendary Resistance (1/Day).** If the kobold fails a saving throw, it can choose to succeed instead.

**Spellcasting.** The kobold is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *poison spray*, *ray of frost*, *shocking grasp*

1st level (4 slots): *burning hands*, *chromatic orb*, *witch bolt*

2nd level (3 slots): *enlarge/reduce*, *scorching ray*

**Pack Tactics.** The kobold has advantage on an attack roll 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.

## ACTIONS

**Multiattack.** The kobold makes two attacks with its scimitars.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (1d10) damage of its Draconic Bloodline's type.



## KOBOLD INVENTOR

Particularly crafty kobolds are assigned the best exotic ingredients to create new and lethal weapons. Their inventions may look comical in appearance, but they are effective enough to deter invaders long enough for other kobolds to jump into the fray.

### KOBOLD INVENTOR

*Small humanoid (kobold), any alignment*

**Armor Class** 12

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

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

**Skills** Perception +0

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic

**Challenge** 1/4 (50 XP)

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., 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.

**Weapon Invention.** The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day.

**1. Acid.** The kobold hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

**2. Alchemist's Fire.** The kobold throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

**3. Basket of Centipedes.** The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A **swarm of insects (centipedes)** with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

**4. Green Slime Pot.** The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* The target is covered in a patch of green slime (see chapter 5 of the *Dungeon Master's Guide*). *Miss:* A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.

**5. Rot Grub Pot.** The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A **swarm of rot grubs** emerges from the shattered pot and remains a hazard in that square.

**6. Scorpion on a Stick.** The kobold makes a melee attack with a scorpion tied to the end of a 5-foot-long pole. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a success.

**7. Skunk in a Cage.** The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.

**8. Wasp Nest in a Bag.** The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A **swarm of insects (wasps)** with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.



## SWARM OF ROT GRUBS

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 8

**Hit Points** 22 (5d8)

**Speed** 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

**Damage Resistances** piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained

**Senses** blindsight 10 ft., passive Perception 6

**Languages** —

**Challenge** 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned. If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

## KOBOLD SCALE SORCERER

The strong arcane magic running through the kobold's veins causes some of them to hatch as sorcerers. Unlike in most cultures, where sorcerers are forced to learn the use of their abilities by themselves, kobolds rigorously train those blessed by arcane magic in the same way a priest is taught prayers that call upon divine power.

Kobold sorcerers not only help the tribe by employing their magic. They work as intermediaries between the tribe and any dragon that resides over them. The sorcerer acts as an intermediary between the tribe and the dragon, seeing that the dragon's needs are taken care of, so as to avoid their master's wrath.

## KOBOLD SCALE SORCERER

*Small humanoid (kobold), any alignment*

**Armor Class** 15 (natural armor)

**Hit Points** 27 (5d6 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

**Skills** Arcana +2, Medicine +3

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Spellcasting.** The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*

1st level (4 slots): *charm person*, *chromatic orb*, *expeditious retreat*

2nd level (3 slots): *scorching ray*

**Sorcery Points.** The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits.

**Heightened Spell:** When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

**Subtle Spell:** When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

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





## KOBOLD SLYBLADE

*Small humanoid (kobold), any alignment*

**Armor Class** 14 (leather armor)

**Hit Points** 22 (5d6 + 5)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	9 (-1)	9 (-1)	10 (+0)

**Saving Throws** Dex +5

**Skills** Acrobatics +5, Deception +2, Stealth +5

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Evasion.** If the kobold is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the kobold instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Nimble Escape.** The kobold can take the Disengage or Hide action as a bonus action on each of its turns.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Barbed Knife.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature other than an undead or a construct, the target must succeed on a DC 13 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to an open wound. Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

## KOBOLD SLYBLADE

A kobold's den has many small notches and tight corners for the kobolds to hide. Kobolds know that any upfront confrontation will most likely end up in their death, and thus they employ hit-and-run tactics to face their enemies. A kobold slyblade hones its skills around these tactics, taking as much advantage as possible of its speed and trustworthy barbed knife.

A slyblade attacks only when it has the upper hand and doesn't stay in battle for long, fleeing as soon as it opens a mortal wound, leaving its foes to bleed out.



## KOBOLD TRAPMAKER

The kobolds carefully plan their digging efforts, making sure that there are enough rooms, notches and corners in their lairs to install traps and other defense systems. Kobold trapmakers are in charge of designing and improving the warren's defenses by employing ingenious traps and intricate layouts.

The kobold trampakers take great pride in their inventions, which incorporate advanced magical devices and spells that rival even those crafted by gnomes. They keep with them the blueprints of the warren, to make sure that every trap is set in place according to their grand design. A trapmaker in combat flees towards the nearest trap, drawing its pursuers to a quick death.



### KOBOLD TRAPMAKER

*Small humanoid (kobold), any alignment*

**Armor Class** 13 (armor scraps)

**Hit Points** 17 (5d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	12 (+1)	12 (+1)	8 (-1)

**Saving Throws** Dex +4, Con +2

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Draconic

**Challenge** 1/2 (100 XP)

**Cunning Action.** The kobold can take the Dash, Disengage or Hide action as a bonus action on each of its turns.

**Trap Sense.** The kobold has advantage on Wisdom (Perception) checks to detect traps and in saving throws against them.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., 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.

**Drop Trap.** The kobold uses one of the following traps (roll a d6 or choose one); the kobold can use each one no more than once per day.

**1. Ball Bearings.** The kobold spills a bag of ball bearings into a 10-foot-square space centered on a point it can see within 20 feet of it. A creature moving across the covered area must succeed on a DC 13 Dexterity saving throw or

fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

**2. Caltnrops.** The kobold throws a bag of caltnrops to a point it can see within 20 feet of it, covering a 5-foot-square area. Any creature that enters the area must succeed on a DC 13 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

**3. Hunting Trap.** The kobold sets a hunting trap in a space within 5 feet of it. Any creature that enters the space must succeed on a DC 13 Dexterity saving throw or take 2 (1d4) piercing damage. On a failed save, the creature is trapped and can't move more than 5 feet from the trap. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

**4. Jug of Mayonnaise.** The kobold covers a 5-foot-square space within 5 feet of it with mayonnaise. Any creature that enters the area for the first time on a turn must succeed on a DC 13 Dexterity check or fall prone. A creature that succeeds on the saving throw can use the slippery floor to slide 10 feet in the direction they are moving.

**5. Molotov.** The kobold hurls a lit flask of alcohol at the target, shattering the cocktail on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (2d4) fire damage at the start of each of its turns. *Miss:* A randomly determined 5-foot-square space on the ground within 5 feet of the target catches fire for 1 minute and deals 5 (2d4) fire damage to any creature that enters the area for the first time on a turn or ends its turn there. A creature can use its action to extinguish the flames on the ground with a successful DC 10 Dexterity check.

**6. Sack of Flour.** The kobold pours out a sack of flour into a 10-foot-square space centered on a point that it can see within 20 feet of it. The area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.





## KOBOLD VERMIN HANDLER

*Small humanoid (kobold), any alignment*

**Armor Class** 12 (leather armor)

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	7 (-2)

**Saving Throws** Con +3, Wis +3

**Skills** Animal Handling +3, Medicine +3, Nature +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 1/2 (100 XP)

**Vermin Swarm.** The kobold carries a cage filled with one type of **swarm of insects** (roll a d4 or choose one): 1, beetles; 2, centipedes; 3, spiders; 4, wasps. If the kobold hits a creature with its vermin cage attack, the cage shatters and the swarm is freed with 11 hit points in the target's space. Roll initiative for the swarm. It is hostile to all creatures, but can be swayed back under the kobold's control with a successful DC 10 Wisdom (Animal Handling) check made over the course of a minute.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Poisoned Scimitar.** *Melee Weapon Attack:* +3 to hit, range 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage plus 2 (1d4) poison damage.

**Vermin Cage (Recharges after a Long Rest).** *Melee Weapon Attack:* +0 to hit, reach 10 ft., one target. *Hit:* 1 (1d4 - 2) bludgeoning damage plus 2 (1d4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

## KOBOLD VERMIN HANDLER

The resourceful kobolds use everything they can find for the defense of their lair, including the vermin crawling between their tunnels. A designated vermin handlers harvest poison from centipedes, scorpions, spiders, wasps, and other such venomous creatures to apply to the tribe's weapons and traps. In combat, they strike with wooden cages filled with vermin, shattering in impact and covering their foes with a swarm of biting insects.

While almost every role in kobold society is dangerous, they see the role of the vermin handler as one that is especially deadly. Vermin handlers are both respected and feared by other kobolds, who believe that only the craziest among them would dare to work in such a dangerous job.

## KOBOLD RELIGION

Kobolds don't pray to their god by oration or ceremonies, but rather through work. Each pickaxe swing is a prayer and each sacrifice for the tribe is an offering. Due to the imprisonment of their god, Kurtulmak, kobolds clerics struggle to draw power from their deity. Furthermore, their fragile bodies mean that they see little benefit from healing magic, as when healing is required, it's often already too late.

Some kobolds worship dragons, who they revere as their ancient creators and lords. A kobold tribe that finds a dragon usually ends up serving under its thumb, digging new tunnels for the dragon to store its hoard and crafting traps to protect the lair. While such tribes maintain their organization and autonomy, the word of their dragon master is final, no matter how unreasonable it may be.

## KOBOLD ACOLYTE

The kobolds who show any signs of divine magic are immediately assigned the role of acolyte and put to a hard regime of study under the tutelage of the tribe's wyrm priest. The acolytes assist the wyrm priest in their daily activities and defend them from any threat.

## KOBOLD WYRMPRIEST

The kobold wyrm priests are in charge of organizing and monitoring the tribe's religious affairs. They keep an eye on the eggs of the hatchery that are designated as the reincarnation of notable kobolds, they hoard special treasure on temples dedicated to Kurtulmak and they advise the kobold all-watchers using their divination magic. Kurtulmak's lessons make them especially hateful towards non-kobold creatures.

In battle the priests prefer to take preventive measures, instead of healing, inspiring their allies so that they can hold their position just a bit longer while the priests keep the distance, attacking with ranged spells.





## KOBOLD WYRMPRIEST

*Small humanoid (kobold), lawful evil*

**Armor Class** 11

**Hit Points** 24 (7d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	12 (+1)	16 (+3)	10 (+0)

**Saving Throws** Wis +5, Cha +2

**Skills** Medicine +5, Religion +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Spellcasting.** The kobold is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame*  
 1st level (4 slots): *detect evil and good, guiding bolt, sanctuary*  
 2nd level (3 slots): *hold person, locate object, spiritual weapon*  
 3rd level (2 slots): *clairvoyance, spirit guardians*

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Sacred Flame (Cantrip).** Flame-like radiance descends on a creature that the kobold can see within 60 feet of it. The target must succeed on a DC 13 Dexterity saving throw or take 9 (2d8) radiant damage. The target gains no benefit from cover for this saving throw.

**Guiding Bolt (1st level Spell; Requires a Spell Slot).** *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 14 (4d6) radiant damage and the next attack made against the target before the end of the kobold's next turn has advantage.

**Incite Faith (Recharges after a Long Rest).** The kobold can choose up to five allies it can see within 60 feet of it and grant each one of them 5 temporary hit points, which last for 1 minute. A creature that gains these temporary hit points can immediately use its reaction to move up to its speed without provoking opportunity attacks.

## KOBOLD ACOLYTE

*Small humanoid (kobold), lawful evil*

**Armor Class** 12

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

**Saving Throws** Wis +4, Cha +1

**Skills** Medicine +4, Religion +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic

**Challenge** 1/2 (100 XP)

**Spellcasting.** The kobold is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame*  
 1st level (2 slots): *detect evil and good, guiding bolt, sanctuary*

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Sacred Flame (Cantrip).** Flame-like radiance descends on a creature that the kobold can see within 60 feet of it. The target must succeed on a DC 12 Dexterity saving throw or take 4 (1d8) radiant damage. The target gains no benefit from cover for this saving throw.

**Guiding Bolt (1st level Spell; Requires a Spell Slot).** *Ranged Spell Attack:* +4 to hit, range 120 ft., one creature. *Hit:* 14 (4d6) radiant damage and the next attack made against the target before the end of the kobold's next turn has advantage.

## KURTULMAK

*Gnomeslasher, The Horned Sorcerer, Steelscale*

Kurtulmak was born to serve his dragon creator. He dug tunnels and collected treasure for it, designed its lair, protected it with traps, and taught everything he knew to the first kobolds so that they too could serve other dragons. When Garl Glittergold, God of Gnomes, stole treasure from Tiamat, the dragon queen sent Kurtulmak after him. Garl lured Kurtulmak to a labyrinth, where he trapped the god of kobolds for all eternity.

The kobold god is proud, arrogant, hateful, and won't rest until he has achieved revenge against Garl Glittergold and his gnomes. Kobolds usually share this grudge, going out of their way to cause mayhem in gnomish lives.



## ENVIRONMENT

Warm, tight caverns are the perfect environment for the small, cold-blooded kobolds. They usually dig their homes underground, where they feel safer from invaders and the blinding sunlight. However, they can make a warren in pretty much any region that supports digging, ranging from rocky mountaintops to the depths of the Underdark. The little dragons adapt to their environment, getting fiercer and stronger the rougher their surroundings are. Kobold tribes are drawn outside their cozy tunnels mostly because either invaders forced them out, or as the result of their search for a dragon to serve.

## ARCTIC KOBOLD

Kobolds prefer warm climates, but nothing will stop them from trying to reach any region where dragons live. Because of the lack of food, arctic kobold tribes tend to be smaller in population and more aggressive towards other settlements. They are known to organize small raiding parties in order to obtain resources from hunters and fishermen.

### ARCTIC KOBOLD

*Small humanoid (kobold), lawful evil*

**Armor Class** 14 (hide armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft., climb 20 ft.

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

**Saving Throws** Dex +4, Con +3

**Skills** Perception +1, Stealth +4, Survival +1

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

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

**Javelin.** *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 1 (1d4 - 2) piercing damage.

## COASTAL KOBOLD

Kobolds living on the coastline form large colonies by digging holes in seaside cliffs, creating small crevices across its ledges to perch on. From there, the kobolds cast fishing nets into the sea, capturing not only food but also other resources needed for trapmaking, such as puffer fish and barnacles. The cliff also serves as a natural defense and barrier. The kobolds attack intruders from ledges high above, throwing nets and boulders to trip their foes into the waters below. Some tribes have developed broad tails and gills through the ages, allowing them to scour the waters for food and treasure to bring back to their dens. Such kobolds however, remain by the coastline to avoid conflict with other stronger aquatic races such as the sahuagin and merrows.

### COASTAL KOBOLD

*Small humanoid (kobold), lawful evil*

**Armor Class** 14 (hide armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft., climb 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	7 (-2)	8 (-1)	7 (-2)

**Saving Throws** Str +3, Dex +4

**Skills** Athletics +3, Nature +0, Survival +1

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

**Amphibious.** The kobold can breathe air and water.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Harpoon.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against the kobold or be pulled up to 20 feet towards it.

**Net.** *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 11 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.



## INFERNAL KOBOLD

*Small humanoid (kobold), lawful evil*

**Armor Class** 14 (armor scraps)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	11 (+0)	8 (-1)	7 (-2)

**Saving Throws** Dex +5, Con +3

**Skills** Acrobatics +5, Religion +2

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Draconic, Infernal

**Challenge** 1/2 (100 XP)

**Special Equipment.** The infernal kobold has one explosive spear. With the necessary materials, the kobold can craft a new spear over a short or long rest.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

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

**Explosive Spear.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage plus 7 (2d6) fire damage, or 4 (1d8) piercing damage plus 7 (2d6) fire damage if used with two hands to make a melee attack.

### REACTIONS

**Glorious Purpose.** If the kobold takes damage that reduces it to 0 hit points and doesn't kill it outright, it can use its reaction to instead drop to 1 hit point and immediately take an extra turn. At the end of this extra turn, the kobold dies.

## JUNGLE KOBOLD

*Small humanoid (kobold), any alignment*

**Armor Class** 14 (leather armor)

**Hit Points** 5 (2d6 - 2)

**Speed** 30 ft., climb 20 ft., fly 30 ft. (see Glider below)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	11 (+0)	8 (-1)

**Saving Throws** Dex +5, Wis +2

**Skills** Acrobatics +5, Stealth +5, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic

**Challenge** 1/4 (50 XP)

**Glider.** The kobold falls 5 feet at the end of a turn if it's airborne and the only thing holding it aloft is its flying speed. The kobold also falls to the ground if it moves less

than 30 feet on a turn while it's gliding. The kobold can't gain altitude by gliding alone.

**Jungle Camouflage.** The kobold has advantage on Dexterity (Stealth) checks made to hide in jungle or forest terrain.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Blowgun.** *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. *Hit:* 4 piercing damage.

**Dropped Rock.** *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

## INFERNAL KOBOLD

Tiamat, goddess of chromatic dragons, has her lair in the Avernus, where hundreds of dragons worship her. And where there are dragons, there are kobolds. The kobolds found in the Nine Hells wander through the wasteland, scavenging for war machine's parts and fiendish corpses to loot from to craft new weapons.

The infernal kobolds take their survival of the pack philosophy to the next level. Knowing that survival in the Nine Hells is almost impossible, they have no issue in making suicidal attacks so that the majority of the warren can survive. Such attacks are usually preceded by the kobolds bathing in demon ichor and yapping battle cries.

## JUNGLE KOBOLD

In tropical areas, kobolds entrench themselves at the top of tall trees with wide branches. They build wooden bridges between trees, staying as far as possible from creatures on the ground. Some tribes build elevators inside hollow trees quickly traverse between their treetop forts and the ground below. Jungle kobolds don't dig nearly as much as other kinds of kobolds, living from hunting and gathering fruits instead.

These kobolds make their way from treetop to treetop by gliding with membranes they craft with the natural resources found in the jungle. They hide between branches to surprise their enemies with massive ambush attacks.



## KOBOLD RAT MASTER

Kobolds often take refuge in sewers under large towns, where they are left alone, so long as they don't annoy the citizens above. Some towns even employ the kobolds to keep the sewers clean of more dangerous enemies or criminal activity.

In such towns, rumours often emerge of more feral, vicious kobolds that command swarms of rats to devour their victims whole. No one knows for certain if such a creature exists, rendering the kobold rat master more of a legendary cryptid in the eyes of the common folk.

### VARIANT: LEGENDARY KOBOLD RAT MASTER

If you wish to use a particularly powerful kobold rat master, you can use this variant. A **legendary kobold rat master** gains the legendary actions described below, it has a challenge rating of 6 (2,300 XP).

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

**Attack.** The kobold makes an attack with its claws.

**Rat Frenzy (Costs 2 Actions).** The kobold's Rat Horde deals an extra 10 poison damage until the end of its next turn.

**Rat Shield (Costs 2 Actions).** The kobold commands its rat to form an armor around its body, increasing its AC by 2 until the start of its next turn. This action interrupts the kobold's Rat Horde trait while it lasts and any creature grappled by its Devouring Horde action is freed.



## KOBOLD RAT MASTER

*Small humanoid (kobold), neutral evil*

**Armor Class** 14 (hide armor)

**Hit Points** 110 (17d6 + 51)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	7 (-2)	11 (+0)	6 (-2)

**Saving Throws** Str +5, Con +6

**Skills** Animal Handling +3, Intimidation +1

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic

**Challenge** 5 (1,800 XP)

**Rat Horde.** The area within 10 feet of the kobold is treated as difficult terrain. Any creature other than the kobold rat master that starts its turn within this area takes 10 (3d6) piercing damage. This trait is interrupted if there is a creature grappled by the kobold's Devouring Horde attack, or if the kobold is incapacitated.

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The kobold attacks twice with its claws or makes one Devouring Horde attack.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. The target must make a DC 13 Constitution saving throw. On a failure, a creature takes 10 (3d6) poison damage and becomes poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Devouring Horde.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 30 (8d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until the grapple ends, the target is restrained and the kobold rat master can't use its Devouring Horde on another target.



## UNDERDARK KOBOLD

While most kobolds live underground, only a few dare to go as deep as the Underdark itself. Kobolds native to this environment learn from a young age how to find food and water, and most importantly, how to avoid angering one of the many foes living in the endless caverns. From drow to mind flayers, the Underdark kobolds know how to avoid conflict with such species, or when everything else fails, when to run away.

### UNDERDARK KOBOLD

*Small humanoid (kobold), any alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	11 (+0)	9 (-1)	10 (+0)	16 (+3)

**Saving Throws** Dex +3, Cha +5

**Skills** Deception +5, Insight +2, Persuasion +5, Survival +2

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Draconic, Undercommon

**Challenge** 1/4 (50 XP)

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

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

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

### JUNGLE KOBOLD



### INFERNAL KOBOLD



### COASTAL KOBOLD





## MONSTROUS KOBOLDS

Due to their low place in the world's hierarchy, kobolds are often the victims of wizard experiments and common lackeys of more powerful creatures. This often results in monstrous kobold variations such as kobold: zombies, skeletons, vampire spawn, and the like. If a group of adventurers invade the lair of a powerful villain, there is a chance that such monstrous kobolds are employed as the first layer of defense.

### KOBOLD CEREMORPH

While the mind flayers colonies rarely subject small creatures to the process known as ceremorphosis, as it is known to fail, they are sometimes forced to do so to ensure the survival of their colony. One of the easiest targets they can capture in the Underdark are kobolds.

When a kobold is implanted with an illithid tadpole, they transform into otherworldly creatures resembling a confluence of the kobold's fragile body with the alien illithid mind. Kobold ceremorphs retain their survivalist instincts, whilst their culture of tribal togetherness is greatly complimented by the illithid's hive mind structure.



### KOBOLD CEREMORPH

*Small aberration, lawful evil*

**Armor Class** 13 (16 with Hive Tactics)

**Hit Points** 49 (14d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	11 (+0)	17 (+3)	17 (+3)	17 (+3)

**Saving Throws** Dex +6, Int +6, Cha +6

**Skills** Arcana +6, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +6

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Deep Speech, Draconic, Undercommon, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

**Innate Spellcasting (Psionics).** The ceremorph's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

**Magic Resistance.** The ceremorph has advantage on saving throws against spells and other magical effects.

**Hive Tactics.** As long as the ceremorph is within 5 feet of an allied creature that isn't incapacitated, it gains advantage on attack rolls and gains a +3 bonus to its AC.

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 14) and must succeed on a DC 14 Intelligence saving throw or be stunned until this grapple ends.

**Extract Brain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one incapacitated humanoid grappled by the ceremorph. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ceremorph kills the target by extracting and devouring its brain.

**Mind Toast (Recharge 5-6).** The ceremorph magically emits brain-frying psychic energy in a 20-foot cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or take 21 (4d8 + 3) psychic damage, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise this reduction lasts until the target finishes a short or long rest.



## KOBOLD FLESH GOLEM

Looting graveyards isn't an easy task, so golem specialists sometimes have to seek out other sources of material to test and build their creations. While most humanoid corpses are hard to come by, goblin and kobold corpses can be obtained quite easily by adventurers, making them a rather cheap material to experiment with. Kobold hide is quite useful to test golemantic magic with.

## KOBOLD GHOST

Sometimes a kobold's lair is wiped out of its inhabitants and treasures, leaving only their corpses behind. The anger of these dead kobolds can linger, wishing to continue protecting their lair, even when there's nothing left to protect. Some kobolds even arise as ghosts in ongoing lairs, continuing to defend their tribe, even in death.



### KOBOLD FLESH GOLEM

*Small construct (kobold), neutral*

**Armor Class** 10

**Hit Points** 58 (9d6 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	7 (-2)	5 (-3)

**Damage Immunities** see Elemental Sigil; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands the languages of its creator but can't speak

**Challenge** 4 (1,100 XP)

**Berserk.** Whenever the golem starts its turn with 20 hit points or fewer, roll a d4. On a 4, the golem goes berserk. On each of its turns while berserk, the golem uses its Energy Release attack aiming to the largest group of creatures it can see. If no creature is near enough to move to and attack, the golem aims at an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and

persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

**Elemental Sigil.** The golem has a sigil engraved on its chest that changes randomly at the start of each of its turns, giving it affinity to a certain element until the start of its next turn (roll a d10): 1-2, acid (black); 3-4, cold (white); 5-6, fire (red); 7-8, lightning (blue); 9-10, poison (green). Whenever the golem is subjected to damage from its Elemental Sigil's type, it takes no damage and instead regains a number of hit points equal to the damage dealt.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

**Energy Release (Berserk Only).** The golem exhales a burst of elemental energy in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) damage of its Elemental Sigil's type on a failed save, or half as much damage on a successful one.





## KOBOLD GHOST

*Small undead, neutral evil*

**Armor Class** 12

**Hit Points** 35 (10d6)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	10 (+0)	8 (-1)	12 (+1)	15 (+2)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Haunted Grave.** The kobold ghost is bound to a 120 foot-radius area centered on the space where it died. The kobold is aware of any creature that enters the area and it can't willingly move outside it. The kobold ghost takes 11 (2d10) force damage if it ends its turn outside the area.

**Incorporeal Movement.** The kobold ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Pack Tactics.** The kobold ghost has advantage on an attack roll 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.** While in sunlight, the kobold ghost has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Unusual Nature.** The ghost doesn't require air, food, drink, or sleep.

## ACTIONS

**Life Drain.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Horrifying Visage.** Each non-undead creature within 60 feet of the kobold ghost that can see it must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the kobold ghost is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the kobold's Horrifying Visage for the next 24 hours.

**Spook (Recharges 5-6).** The kobold teleports to an unoccupied space within its Haunted Grave. It then uses its Horrifying Visage as a part of the same action.





## KOBOLD LICH

The Cult of the Dragon is known to recruit kobolds in their mission to create dracoliches. While these kobolds are mostly employed as cannon fodder and emissaries to speak directly with more dangerous and ruthless dragons that the cultists don't dare to face directly, a few show an affinity for magic and are trained by the Cult to create dracoliches by themselves. This serves as training for cultists still learning the complex process involved in the creation of dracoliches. While a kobold lich won't ever be as powerful as a more regular lich, they can for sure be a threat, especially when commanding an undead warren.

### KOBOLD LICH

*Small undead, any evil alignment*

**Armor Class** 15 (natural armor)

**Hit Points** 66 (12d6 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	16 (+3)	11 (+0)	13 (+1)

**Saving Throws** Con +6, Int +7

**Skills** Arcana +7, History +7, Perception +4

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** truesight 120 ft., passive Perception 14

**Languages** Common, Draconic, plus any four languages

**Challenge** 10 (5,900 XP)

**Pack Tactics.** The lich has advantage on an attack roll against a creature if at least one of the lich's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Rejuvenation.** If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

**Spellcasting.** The lich is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*  
1st level (4 slots): *detect magic*, *magic missile*, *shield*

2nd level (3 slots): *hold person*, *invisibility*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (2 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*

**Turn Resistance.** The lich has advantage on saving throws against any effect that turns undead.

**Sunlight Sensitivity.** While in sunlight, the lich has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Paralyzing Bite.** *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turn.

**Cantrip.** The lich casts a cantrip.

**Command Undead (Costs 2 Actions).** The lich selects up to two undead allies within 90 feet of it that can hear it. Each chosen ally can immediately use its reaction to make one melee attack.

**Consume Life (Costs 3 Actions).** The lich uses its Paralyzing Bite. If this attack inflicts 10 or more damage, it regains a 1st level spell slot.



## KOBOLD DEMILICH

*Tiny undead, neutral evil*

**Armor Class** 20 (natural armor)

**Hit Points** 33 (22d4 - 22)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	8 (-1)	16 (+3)	14 (+2)	17 (+3)

**Saving Throws** Con +3, Int +7, Wis +6, Cha +7

**Damage Resistances** bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

**Senses** truesight 120 ft., passive Perception 12

**Languages** —

**Challenge** 9 (5,000 XP)

**Avoidance.** If the demilich is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Legendary Resistance (3/Day).** If the demilich fails a saving throw, it can choose to succeed instead.

**Pack Tactics.** The demilich has advantage on an attack roll against a creature if at least one of the lich's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Turn Immunity.** The demilich is immune to effects that turn undead.

**Sunlight Sensitivity.** While in sunlight, the demilich has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The demilich makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage. The target must make a DC 15 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much on a successful one. The demilich regains hit points equal to half the necrotic damage dealt to the target.

**Yapping (Recharge 5-6).** The demilich emits a bloodcurdling yapping. Each creature within 30 feet of the demilich that can hear the yapping must succeed on a DC 12 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

## KOBOLD MUMMY

*Small undead, lawful evil*

**Armor Class** 11 (natural armor)

**Hit Points** 49 (9d6 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	6 (-2)	9 (-1)	11 (+0)

**Saving Throws** Con +3

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Limited Canopic Jars.** The mummy has three canopic jars, which are destroyed after being used for ranged attacks.

**Pack Tactics.** The mummy has advantage on an attack roll 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.** While in sunlight, the mummy has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Unusual Nature.** The mummy doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiattack.** The mummy makes two melee attacks.

**Rusty Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) piercing damage plus 7 (2d6) necrotic damage.

**Canopic Jar.** *Ranged Weapon Attack:* +1 to hit, range 20/60 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage. The target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much on a successful one.



## KOBOLD DEMILICH

More often than not, a kobold lich doesn't last for long before becoming a demilich. Kobolds tend to lack restraint, leading to many kobold liches burning through their supply of souls fast, running out of their reserves quickly. The kobolds just aren't used to living long enough to regret their decisions. A kobold demilich is more akin to a flameskull than to the lich they used to be.

## KOBOLD MUMMY

Some ancient civilisations used to mummify their leaders. Such tombs are considered sacred to these long-dead civilisations, but to those who hear of the riches these kings and pharaohs were buried with, they are little more than a vault, ready to be looted. Luckily, these ancient peoples had foreseen such actions and mummified many defenders alongside them, including their loyal trapmakers, the kobolds.

## KOBOLD MUMMY LORD

Especially powerful kobolds and leaders were buried with magical parchments to keep them as the leaders of their warren, even in the afterlife.



### KOBOLD MUMMY LORD

*Small undead, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 84 (13d6 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	17 (+3)	15 (+2)

**Saving Throws** Con +6, Int +3, Wis +6, Cha +5

**Skills** History +3, Religion +3

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Draconic

**Challenge** 8 (3,900 XP)

**Magic Resistance.** The mummy has advantage on saving throws against spells and other magical effects.

**Limited Canopic Jars.** The mummy has three canopic jars, which are destroyed after being used for ranged attacks.

**Pack Tactics.** The mummy has advantage on an attack roll against a creature if at least one of the mummy's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Sunlight Sensitivity.** While in sunlight, the mummy has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Unusual Nature.** The mummy doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiattack.** The mummy makes two attacks.

**Rotten Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) piercing damage plus 17 (5d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 12 (4d6) every 24 hours that elapse. If the curse reduces the target's hit points maximum to 0, the target dies, and its body turns into dust. The curse lasts until removed by the *remove curse* spell or other magic.

**Canopic Jar.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 +1) bludgeoning damage. The target must make a DC 11 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much on a successful one.





## KOBOLD SKELETON

*Small undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 5 (2d6 - 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	9 (-1)	6 (-2)	7 (-2)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Common and Draconic but can't speak

**Challenge** 1/8 (25 XP)

**Pack Tactics.** The kobold has advantage on an attack roll 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.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Unusual Nature.** The kobold doesn't require air, food, drink, or sleep.

### ACTIONS

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

## KOBOLD SKELETON

Necromancers looking to build an army quickly can animate a warren of dead kobolds in a single night. While not as strong as pretty much any other option, their sheer number is impressive and often overwhelming.

## KOBOLD SPORE SERVANT

Sometimes, myconid colonies run into kobold lairs that have been destroyed by drow or other common foes of the Underdark. The myconids can animate the dead kobolds with their spores, turning them into spore servants. Some wizards employ kobold spore servants as a strange alarm system, leaving the kobolds as early-warning alarms for intruders to their colony.

## KOBOLD SPORE SERVANT

*Small plant, unaligned*

**Armor Class** 12

**Hit Points** 5 (2d6 - 2)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	2 (-4)	6 (-2)	1 (-5)

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, frightened, paralyzed, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1/4 (50 XP)

**Death Burst.** The kobold explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage. Each other spore servant within 120 feet of it senses the death, as well as its approximate distance and direction.

**Pack Tactics.** The kobold has advantage on an attack roll 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.

**Sun Sickness.** While in sunlight, the kobold has disadvantage on ability checks, attack rolls and saving throws. The kobold dies if it spends more than 1 hour in direct sunlight.

### ACTIONS

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



## KOBOLD VAMPIRE

On rare occasions, adventurers slay a vampire lord without paying any regard to its minions, resulting in the vampires spawn fighting for dominance. Kobold vampire spawn will instead depart entirely, starting vampiric kobold lairs of their own.

### KOBOLD VAMPIRE

*Small undead (shapechanger), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 105 (14d6 + 68)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	14 (+2)	13 (+1)	14 (+2)

**Saving Throws** Dex +8, Wis +4, Cha +5

**Skills** Perception +4, Stealth +8

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Common, Draconic

**Challenge** 7 (2,900 XP)

**Shapechanger.** If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Small cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

**Misty Escape.** When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (As in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

**Pack Tactics.** The vampire has advantage on an attack roll against a creature if at least one of the vampire's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Regeneration.** The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant or damage from holy water, this trait doesn't function at the start of its next turn.

## KOBOLD VAMPIRE SPAWN

Some lesser vampires will turn anything they can catch into a vampire spawn. One easy target, as usual, are kobolds. It's not so uncommon to find a vampire's lair filled with kobold servants.

**Spider Climb.** The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Unusual Nature.** The vampire doesn't require air.

**Vampire Weakness.** The vampire has the following flaws:

**Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** The vampire takes 20 acid damage when it starts its turn in running water.

**Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

**Sunlight Supersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### ACTIONS

**Multiattack (Vampire Form Only).** The vampire makes two attacks, only one of which can be a bite attack.

**Unarmed Strike (Vampire Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8 + 1) bludgeoning damage and the vampire can grapple the target (escape DC 12).

**Bite (Bat or Vampire Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated or restrained. *Hit:* 4 (1d6 + 1) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

**Charm.** The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 13 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

**Children of the Night (1/Day).** The vampire magically calls 1d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 2d4 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.





## KOBOLD WEREWEASEL

Kobolds that tame dire weasels are sometimes subject to terrible diseases and curses, such as lycanthropy. This is seen by the warren as an abomination, as they believe that kobolds who betray the tribe and die as cowards are reincarnated as weasels.

### PLAYER CHARACTERS AS LYCANTHROPE

If a player character is afflicted by the wereweasel lycanthropy curse, you can use the Monster Manual rules for lycanthropy considering the following specific traits:

**Wereweasel.** The character gains a Dexterity of 16 if his or her score isn't already higher. Attack and damage rolls for the bite are based on whichever is higher of the character's Strength and Dexterity.

Consider that the kobold wereweasel stat block includes the kobold racial traits, pack tactics and sunlight sensitivity, which don't apply to other races.

### KOBOLDS AS OTHER LYCANTHROPE

You can represent a kobold lycanthrope of any kind by allowing them to retain their main racial features: Pack Tactics and Sunlight Sensitivity.

## KOBOLD VAMPIRE SPAWN

*Small undead, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 39 (6d6 + 18)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	8 (-1)	8 (-1)	8 (-1)

**Saving Throws** Dex +6, Wis +1

**Skills** Perception +1, Stealth +6

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 3 (700 XP)

**Regeneration.** The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or sunning water. If the vampire takes radiant or damage from holy water, this trait doesn't function at the start of its next turn.

**Unusual Nature.** The vampire doesn't require air.

**Vampire Weakness.** The vampire has the following flaws:

**Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** The vampire takes 20 acid damage when it starts its turn in running water.

**Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

**Sunlight Supersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 5 (2d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.



## KOBOLD WEREWASEL

*Small humanoid kobold, shapechanger), chaotic evil*

**Armor Class** 13

**Hit Points** 22 (9d6 - 9)

**Speed** 30 ft. (40 ft. in weasel form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	9 (-1)	12 (+1)	10 (+0)	8 (-1)

**Skills** Perception +2, Stealth +5

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic (can't speak in weasel form)

**Challenge** 1 (200 XP)

**Shapechanger.** The wereweasel can use its action to polymorph into a weasel-humanoid hybrid or into a giant weasel, or back into its true form, which is a kobold. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The wereweasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wereweasel has advantage on an attack roll against a creature if at least one of the wereweasel's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Sunlight Sensitivity.** While in sunlight, the wereweasel has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The wereweasel makes two melee attacks, only one of which can be a bite.

**Bite (Weasel or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 9 Constitution saving throw or be cursed with wereweasel lycanthropy.

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

**Sling (Kobold or Hybrid Form Only).** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.





## KOBOLD ZOMBIE

Necromancers usually start their careers by reanimating cats and similar small animals, with their biggest early accomplishment being reanimating more intelligent creatures such as kobolds. The combination of kobold and undead is nothing to make fun of, as their new found resilience mixed with their large numbers and nimbleness can be a true source of terror. The kobold zombies also possess the worriersome ability to infect other humanoids and convert them into zombies as well. A single kobold zombie going on a rampage through a town can result in a horde of zombies overnight.

### KOBOLD ZOMBIE

*Small undead (kobold), neutral evil*

**Armor Class** 12

**Hit Points** 19 (3d6 + 9)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	3 (-4)	6 (-2)	3 (-4)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Common and Draconic but can't speak

**Challenge** 1/2 (100 XP)

**Pack Tactics.** The kobold has advantage on an attack roll 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.

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Unusual Nature.** The zombie doesn't require air, food, drink, or sleep.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. If a humanoid dies from this attack, it rises as a zombie the following night.





## CHAPTER 2: TRAPMAKERS

What are kobolds without their trusty traps? As described in the previous chapter, kobold society is strongly linked to their survivalist mentality and duty to protect their warren. The following chapter provides many traps that you can use in your adventures and lairs, whether they are employed by kobolds or not.

### TRAP ELEMENTS

The traps found in this book were designed following the guidelines found in *Xanathar's Guide to Everything*, and thus they share the following common elements:

**Level and Threat.** Traps can vary in severity, which is reflected in their actual threat. A trap designed to be deadly for level 1 characters is barely a setback for level 20 characters, so keep in mind this indicator.

**Trigger.** A trap activates when a certain event occurs. This could range from stepping on a pressure plate, or cutting a tripwire.

**Effect.** This describes what happens after a trap is activated. Normally it involves a saving throw by the character who activated it, or an attack roll from the trap targeting the character. A trap can't gain advantage or disadvantage on attack rolls.

**Countermeasures.** This element describes what methods the characters can take to avoid and/or disarm the trap.

### KOBOLD'S TRAPS

The following traps can be encountered in a kobold's lair.

#### BELLS OF DOOM

*Simple trap (level 1-4, dangerous threat)*

A large net filled with bells hangs from the ceiling and collapses above the creature that triggers the trap. Both harming the intruder, but also warning the warren of their presence.

**Trigger.** A tripwire strung across a hallway is rigged to the large net. If the tripwire is broken, the net falls on intruders.

**Effect.** A bundle of large bells that covers a 10-foot cube centered on the tripwire falls to the ground, creating a loud crashing sound that can be heard from up to 1,000 feet away. Any creature within the area where it falls must make a DC 15 Dexterity saving throw. On a failure, a creature takes 10 (2d10) bludgeoning damage and is restrained under the heavy weight of the bells. A creature restrained by the bells can use its action to free itself from the bells, ending the conditions. On a success, a creature takes half as much damage and isn't restrained.

**Countermeasures.** A successful DC 10 Wisdom (Perception) check reveals the tripwire and the net. A successful DC 15 Dexterity check using thieves' tools disables the tripwire, and a check with a total of 5 or lower triggers the trap.

### COLLAPSING TUNNEL

*Simple trap (level 1-4, dangerous threat)*

A section of the tunnel is barely kept in place by an horizontal beam, which is high enough for Small creatures to walk beneath without inconvenience, but low enough that Medium or larger creatures must crouch to pass.

**Trigger.** A creature breaks the beam.

**Effect.** The ceiling around 5 feet of the beam collapses. Any creature in the area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 11 (2d10) bludgeoning damage and is pushed into an unoccupied space on a random side of the collapse. On a success, a creature takes half as much damage and moves to an unoccupied space within 5 feet of the trap that it chooses. Once the trap is triggered, the section of the tunnel is completely buried and can't be crossed.

**Countermeasures.** A successful DC 10 Wisdom (Perception) check reveals the trap. A successful DC 15 Intelligence check is required to find a way to safely remove the beam without causing the ceiling to cave in.

### CURSE OF THE KOBOLD MUMMY

*Simple trap (level 5-10, moderate threat)*

A curse inflicted on anyone who desecrates an ancient tomb protected by the kobolds. Usually employed by kobold mummies.

**Trigger.** A creature who opens a cursed sarcophagus activates the trap.

**Effect.** Each creature within 10 feet of the sarcophagus must succeed on a DC 15 Wisdom saving throw or be cursed by the kobold mummy. A creature cursed this way rolls a d12 for its attack rolls, ability checks, and saving throws, instead of a d20. The creature can repeat this saving throw at the end of a long rest, ending the effect on itself on a success. (This saving throw is done by rolling a d20).

**Countermeasures.** A successful DC 15 Intelligence (Religion) check reveals the curse. A *remove curse* spell can remove the curse from the sarcophagus if it has not already been opened, or from a creature already affected by the curse.



## FLAMMABLE GAS

---

*Simple trap (level 5-10, dangerous threat)*

The kobolds extracted a flammable secretion from an Underdark mushroom and filled one of their caverns with it. This trap is often used by Underdark kobolds.

**Trigger.** If a creature enters the chamber with an open flame, or lights a fire while inside the chamber, the trap activates.

**Effect.** The chamber catches fire and every creature inside it must make a DC 15 Constitution saving throw, taking 22 (4d10) fire damage on a failed save or half as much damage on a successful one.

**Countermeasures.** A successful DC 10 Wisdom (Perception) check reveals a faint odor. A creature that smells it must also succeed on a DC 15 Intelligence (Alchemist's supplies of Nature) check to ascertain that the odor corresponds to a flammable mushroom.

## FRAGILE WALKWAY

---

*Simple trap (level 1-4, variable threat)*

A bridge across a ravine or similar feature has been structurally weakened by the kobolds. The walkway is strong enough to support the weight of Small creatures, but not strong enough to support Medium or larger ones. This trap is often used by coastal kobolds.

**Trigger.** A creature weighing more than 30 lbs stands on the walkway.

**Effect.** The walkway collapses and any creature standing on it must make a DC 15 Dexterity saving throw, falling to the depths below on a failed save and taking the appropriate damage. On a successful save, the creature manages to hang on from a ledge.

**Countermeasures.** A successful DC 15 Wisdom (Perception) check reveals the trap. There is no easy way to repair the walkway.

## GET HELP

---

*Simple trap (level 5-10, deadly threat)*

The kobolds trained a parrot to cry "Help me!" in Common to lure intruders. They put the parrot inside a closed container which is magically trapped.

**Trigger.** Any creature opening the container activates the trap.

**Effect.** The magical trap releases a wave of magical energy in a 15-foot cube centered on the container. Each creature in the area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 55 (10d10) thunder damage and is deafened by 1 minute. On a successful save, the creature takes half as much damage and isn't deafened. In addition, the trap emits a thunderous boom audible out to 300 feet.

**Countermeasures.** A successful DC 20 Intelligence

(Arcana) check reveals that the container is magically trapped, its area of effect and that it can only be disarmed with a *dispel magic* spell. A creature that speaks with the "victim" inside the chest can deduce with a successful DC 10 Intelligence (Nature) check that it is a parrot.

## FROZEN LAKE

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*Simple trap (level 1-4, moderate threat)*

The kobolds use a frozen lake or pond as a natural hazard in their lair. They make sure that the ice is thick enough to hold their weight, but not enough to hold invaders.

**Trigger.** Two Medium or larger creatures stepping on the same 10-foot square area causes the ice to break.

**Effect.** The creatures that caused the ice to break fall to the frigid water below (see *Dungeon Master's Guide*, page 110 for rules on frigid water).

**Countermeasures.** A character that succeeds on a DC 10 Wisdom (Survival) check can notice how the ice cracks under their weight, but that it is safe enough as long as Medium or larger creatures stand at least 10 feet away from each other.

## HANGING CRATE

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*Simple trap (level 5-10, moderate threat)*

A crate filled with vermin hangs from the ceiling by a rope. Cutting the rope causes the crate to fall over unaware adventurers.

**Trigger.** A rope strung across a hallway is rigged to a large crate and tied to a rock. If the rope is cut or untied, the crate falls on intruders.

**Effect.** The crate falls over a creature standing below the 5-foot crate. The creature must succeed on a DC 10 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. A swarm of insects is released from the crate, covering the space where it fell.

**Countermeasures.** A successful DC 15 Wisdom (Perception) check reveals the crate hanging from the ceiling. Disarming the trap requires someone to untie the rope from the rock without losing its grasp with a successful DC 15 Strength check, landing the crate safely to the floor on a successful check.



## INSECT POT

*Simple trap (level 1-4, deadly threat)*

A ceramic pot contains a swarm of insects. The kobolds place such pots on tables and other surfaces in cramped spaces, so as to break them during combat to cover their escape.

**Trigger.** The pot is knocked over or broken. A creature unwillingly knocks over the pot if it misses with an attack roll by 5 or more when attacking a creature within 5 feet of the pot.

**Effect.** The pot shatters and releases a swarm of insects in its space.

**Countermeasures.** A creature can use an action to gently lift the pot and place it into a safe place, such as a bag or sack, preventing the insects from escaping.

## RABIOUS GIANT WEASEL

*Simple trap (level 1-4, moderate threat)*

The kobolds keep a hungry giant weasel inside a chest or similar container to lure adventurers.

**Trigger.** Any creature who opens the container triggers the trap.

**Effect.** A giant weasel leaps and attacks the creature that triggered the trap.

**Countermeasures.** A successful DC 10 Wisdom (Perception) check reveals that the container holds something alive, as the container shakes and emits a snarling sound. A creature that succeeds on a DC 15 Wisdom (Animal Handling) check before opening the chest can calm the weasel inside.

## STICKY FLOOR

*Simple trap (level 1-4, moderate threat)*

Sections of the floor are covered with a clear, sticky substance, slowing the advance of any intruder.

**Trigger.** A creature steps into a space covered by the substance, becoming caught by the trap.

**Effect.** A creature caught by the sticky substance has its speed become 0, and it can't benefit from any bonus to its speed. A creature can use an action to make a DC 10 Strength check, freeing itself on a success. The area is difficult terrain.

**Countermeasures.** A successful DC 15 Wisdom (Perception) check reveals an unnatural sheen to the ground. The substance can be cleaned away with water.

## TINY ENEMIES

*Simple trap (level 1-4, moderate threat)*

The kobolds leave comfortable pillows around a very conspicuous sign that reads "take a rest here!" The pillows are filled with termites and lice.

**Trigger.** A creature takes a short or long rest near to the pillows.

**Effect.** During the rest, the termites devour any wooden object within 20 feet while the lice invade the heads of anyone sleeping on a pillow. A creature with lice subtracts a d4 from its ability checks. The lice can be removed only by an effect that cures disease, which kills all the lice.

**Countermeasures.** A character who succeeds on a DC 15 Intelligence (Nature) check while inspecting the pillows notices the presence of the tiny insects.

## TREE SAP

*Simple trap (level 5-10, moderate threat)*

A hollowed out, dead tree, completely filled with tree sap and sealed with a cork. The cork is connected to a tripwire on the floor. This trap is often used by jungle kobolds, often in conjunction with other traps involving fire.

**Trigger.** If the tripwire is pulled, the cork pops out and the tree sap is released in a violent flood.

**Effect.** Creatures within 10 feet of the tree when the trap is activated must succeed a DC 15 Dexterity check or be knocked prone. Once the trap is triggered, the floor of the area is flooded with tree sap and any creature that ends its turn in the area must repeat the saving throw or fall prone. Any creature that is knocked prone in the area is covered with tree sap until they spend at least 30 minutes cleaning the sap away during a short or long rest. A creature covered in sap is vulnerable to fire damage.

**Countermeasures.** A successful DC 15 Wisdom (Perception) check reveals the tripwire and the cork. Simply cutting the tripwire without pulling the cork disables the trap, though it could still be activated by damaging the tree.





## CHAPTER 3: KOBOLD'S LAIRS

A common problem that Dungeon Masters face is preparing and stocking their dungeon just for it to be demolished by the player's character, even though the encounters were supposed to be deadly. However, one solution for this problem is designing adventures following the adventuring day guidelines found in the *Dungeon Master's Guide* and expanded in *Xanathar's Guide to Everything*, looking at the whole dungeon instead of each individual encounter.

For example, while an encounter featuring four 2nd level characters facing four goblins and a goblin boss should be deadly on paper, in reality the characters are likely to succeed without a lot of trouble if they came into the fight fresh after a long rest. But, if the same party faces the same challenge after first going through an encounter against two rooms with five goblins each, then the last room against the goblin boss will feel far more challenging.

While this dungeon design philosophy of exhausting the character's resources grants satisfying boss fights and adventures altogether, it can take too much time to prepare for. This chapter provides many pre-made "encounter days" so that you can stock your dungeons quickly and easily, each one with a kobold's theme!

### LAIR ELEMENTS

The kobold's lair have the following common elements:

**Tier and Level.** Each lair is designed to be a rough adventure for a party of five characters of a certain level. Unless stated otherwise, tier 1 lairs are designed for 3rd level characters, tier 2 lairs are designed for 8th level characters, tier 3 lairs are designed for 13th level characters and tier 4 lairs are designed for 18th level characters.

**Theme.** The lairs are not just a mix of names and numbers. They have a theme linking each creature and trap together. Such themes often revolve around the intended boss of the lair.

**Rest.** Some lairs are designed with the intention of the characters being allowed to take a short rest while adventuring through it, some are not. When no rest is intended, apply some context to press the characters to go on, such as environmental hazards, hidden enemies or a quest against time. No lair in this book is designed with a long rest in mind, as that goes against the philosophy described at the start of this chapter.

**Adjusted XP.** The lairs have multiple encounters, each of which is supposed to take place in a room of the dungeon, with each providing a certain amount of adjusted XP (as described in the *Dungeon Master's Guide*) that adds up to the total adjusted XP of the lair. The higher it is, the more resources it drains from the characters.

## THE LAIRS

To prepare an adventure, choose one of the pre-made lairs according to the character's level and distribute the detailed encounters in different rooms throughout your dungeon.

Monsters not featured in this book can be found in the *Monster Manual*. Traps not featured in this book will have their source listed, alongside a page number.

### THE KLASSIC ONE

*Tier 1 (1st-level) characters, cavern complex, short rest*

ENCOUNTER	ADJ. XP
4 <b>kobolds</b>	200
1 <b>kobold slyblade</b> escaping through a narrow tunnel, avoiding a <i>hidden pit trap</i> (see page 122 of the <i>Dungeon Master's Guide</i> )	200
3 <b>kobolds</b> and 1 <b>kobold trapmaker</b>	350
An empty room with a <i>tiny enemies trap</i>	—
2 <b>winged kobolds</b> fighting in a room with an <i>insect pot trap</i>	150
1 <b>kobold scale sorcerer</b> and 3 <b>kobolds</b>	550
Total	1,450

### KING OF THE KLIFF

*Tier 1, coast environment, no rest*

ENCOUNTER	ADJ. XP
1 <b>kobold beastmaster</b> mounted on a <b>hunter shark</b> , waiting for its prey to fall from the cliff	1,350
4 <b>winged kobolds</b> and a <b>kobold trapmaker</b> alongside three <i>falling net traps</i> (see page 122 of the <i>Dungeon Master's Guide</i> )	600
8 <b>coastal kobolds</b> on a <i>fragile walkway trap</i> that is 30 feet above the sea	500
1 <b>kobold beastmaster</b> mounted on a <b>giant crab</b> , alongside 2 <b>winged coastal kobolds</b>	1,150
1 <b>kobold scale sorcerer</b> , 4 <b>coastal kobolds</b> , and 2 <b>winged coastal kobolds</b>	1,000
Total	4,700



## DEEP WARREN

Tier 1, drow outpost that uses kobolds as fodder, no rest

ENCOUNTER	ADJ. XP
6 <b>Underdark kobolds</b> in a room with a flammable gas trap	600
5 <b>kobold spore servants</b> and 1 <b>myconid sovereign</b>	1,400
4 <b>drow</b> and 4 <b>Underdark kobolds</b>	1,000
6 <b>drow</b>	600
1 <b>drow elite warrior</b>	1,800
Total	5,400

## FROZEN WARREN

Tier 1, arctic environment, no rest

ENCOUNTER	ADJ. XP
6 <b>arctic kobolds</b> and 1 <b>kobold inventor</b>	500
1 <b>kobold chieftain</b> and 4 <b>arctic kobolds</b> over a frozen lake trap	1,600
1 <b>kobold beastmaster</b> mounted on a <b>polar bear</b> alongside 4 <b>arctic kobolds</b>	2,000
Total	4,100

## THE YAPPING DEAD

Tier 1, vengeful kobold undead take over the town that destroyed their warren, no rest

ENCOUNTER	ADJ. XP
8 <b>kobold zombies</b>	2,000
4 <b>kobold zombies</b> and 6 <b>zombies</b>	1,750
1 <b>kobold ghost</b> and 4 <b>kobold zombies</b>	1,700
Total	5,450

## TOMB OF ANY-KILL-A-TON

Tier 1, ancient jungle ruins, short rest

ENCOUNTER	ADJ. XP
5 <b>jungle kobolds</b> protecting the tomb's entrance alongside a <b>tree sap</b> trap	500
A narrow hall with a <b>poison darts</b> trap, 1 <b>kobold trap maker</b> at the end alongside 4 <b>jungle kobolds</b>	800
4 <b>jungle kobolds</b> , 1 <b>kobold acolyte</b> , and 1 <b>kobold slyblade</b>	1,000

## ENCOUNTER

## ADJ. XP

A <b>fire-breathing statue trap</b> (see page 112 of the <i>Dungeon Master's Guide</i> ) that deals only 11 (2d10) fire damage	—
1 <b>kobold vermin handler</b> alongside a <b>swarm of poisonous snakes</b> and 2 <b>jungle kobolds</b>	1,300
1 legendary <b>kobold wyrm</b> priest, 1 <b>kobold trapmaker</b> , and 3 <b>jungle kobolds</b>	1,900
Total	5,500

## SEWER KOBOLDS

Tier 1, sewer complex, short rest

ENCOUNTER	ADJ. XP
4 <b>kobolds</b> and 4 <b>giant rats</b>	500
2 <b>kobolds</b> , 1 <b>kobold chieftain</b> , and 2 <b>swarms of rats</b>	1,700
6 <b>kobolds</b> , 2 <b>kobolds vermin handlers</b> , and a <b>swarm of rats</b> in a room with a <b>poison darts</b> trap (see page 123 of the <i>Dungeon Master's Guide</i> )	1,000
4 <b>winged kobolds</b> fighting in a room covered by a <b>sticky floor</b> trap	500
1 legendary <b>kobold rat master</b> and 1 <b>swarm of rats</b>	2,775
Total	6,475





## THE VILLAGE'S PROBLEM

*Tier 1, cavern complex, short rest*

ENCOUNTER	ADJ. XP
5 <b>kobolds</b> , 1 <b>kobold vermin handler</b> , and 1 <b>giant rat</b>	625
3 <b>kobold slyblades</b> who escape through a <i>fragile walkway</i> trap that is 30 feet above a chasm	1,200
1 <b>kobold beastmaster</b> mounted on a <b>giant weasel</b> alongside 1 <b>kobold dragonshield</b>	1,350
6 <b>kobolds</b> , 1 <b>kobold inventor</b> , and 1 <b>kobold trapmaker</b>	750
1 legendary <b>kobold chieftain</b> and 3 <b>kobolds</b>	2,350
Total	6,275

## KOBOLD'S KINGDOM

*Tier 2, abandoned castle taken over by kobolds, short rest*

ENCOUNTER	ADJ. XP
1 <b>kobold chieftain</b> leading 4 <b>kobold dragonshields</b> and 1 <b>kobold beastmaster</b> mounted on a <b>giant boar</b>	6,000
2 <b>kobold slyblades</b> hiding in a room alongside 4 <b>animated armors</b> and a <b>rug of smothering</b>	4,125
1 <b>kobold beastmaster</b> mounted on a <b>giant badger</b> alongside 8 <b>kobolds</b> and 2 <b>kobold dragonshields</b> "protecting" a <i>get help</i> trap	3,300
1 <b>kobold beastmaster</b> mounted on a <b>red dragon wyrmling</b> alongside 4 <b>kobold dragonshields</b>	4,700
1 <b>kobold scale sorcerer</b> , 4 <b>kobold dragonshields</b> , and 1 <b>kobold dragonwrought</b>	4,200
1 legendary <b>kobold all-watcher warrior</b> , 1 <b>kobold chieftain</b> , and 2 <b>kobold dragonshields</b>	8,000
Total	30,325

## KOBOLD'S CURSE

*Tier 2, ancient tomb buried by the sands, short rest*

ENCOUNTER	ADJ. XP
1 <b>giant scorpion</b> and 4 <b>kobold mummies</b>	6,400
3 <b>kobold mummies</b> and a <i>hidden pit</i> trap (see page 122 of the <i>Dungeon Master's Guide</i> ). The pit leads to a room 30 feet below filled with 6 <b>swarms of poisonous snakes</b>	10,125
A <i>rolling sphere</i> trap (see page 123 of the <i>Dungeon Master's Guide</i> ) and 10 <b>dust mephits</b> on its path	2,500

ENCOUNTER	ADJ. XP
A sarcophagus with a <i>curse of the kobold mummy</i> trap on it, alongside 6 <b>kobold mummies</b>	5,400
1 <b>kobold mummy lord</b> and 3 <b>kobold mummies</b>	10,500
Total	34,925

## WIZARD'S REJECTED EXPERIMENTS

*Tier 2, an abandoned wizard tower taken over by kobolds, short rest*

ENCOUNTER	ADJ. XP
2 <b>kobold trapmakers</b> in a room with 4 disguised <b>mimics</b> and 4 other <b>kobolds</b>	5,250
2 <b>black puddings</b> , 2 <b>winged kobolds</b> , and 4 <b>kobolds</b>	6,000
1 <b>kobold beastmaster</b> mounted on a <b>manticore</b> alongside 4 <b>kobolds</b>	2,500
An empty room with many scrolls littering the ground. One of them is a <i>glyph of warding</i> (DC 15) with the Explosive Runes (lightning) effect.	—
1 <b>kobold all-watcher spellcaster</b> and 3 <b>kobold flesh golems</b>	11,200
Total	24,925

## NOT YOUR MOTHER'S KOBOLDS

*Tier 2, cavern complex, no rest*

ENCOUNTER	ADJ. XP
3 <b>kobold beastmasters</b> , each mounted on a <b>giant weasel</b>	2,850
8 <b>kobolds</b> and 4 <b>kobold slyblades</b> who escape through a <i>collapsing tunnel</i> trap	3,000
6 <b>winged kobolds</b> alongside 3 <b>kobold beastmasters</b> mounted on <b>giant bats</b> . The room contains 4 <i>falling nets</i> (see page 122 of the <i>Dungeon Master's Guide</i> ) and 4 <i>hanging crates</i> .	8,800
6 <b>kobold acolytes</b> , 3 <b>kobold dragonshields</b> , and 1 <b>kobold wyrm Priest</b>	4,125
1 legendary <b>kobold all-watcher</b> , 1 <b>kobold chieftain</b> , 1 <b>kobold dragonshield</b> , and 8 <b>kobolds</b>	10,200
Total	28,975



## THE KOBOLD KOUNT

*Tier 3, gothic castle, short rest*

ENCOUNTER	ADJ. XP
12 kobold wereweasels and 3 werewolves	18,000
4 kobold vampire spawn alongside 4 kobold beastmasters mounted on giant bats	14,400
3 kobold rat masters and 8 kobold vermin handlers	12,300
1 kobold vampire and 8 kobold vampire spawn	21,250
Total	65,950

## UNEXPECTED LICH

*Tier 3, large crypt, short rest*

ENCOUNTER	ADJ. XP
4 flameskulls and 8 kobold zombies	15,600
4 wights and 10 kobold zombies in a room with a curse of the kobold mummy trap	11,400
2 wraiths, 1 beholder zombie, and 10 kobold zombies	19,200
1 adult white dracolich and 1 kobold lich	23,850
Total	70,050

## LITTLE INVADERS

*Tier 3, a crashed nautiloid ship taken by kobolds, no rest*

ENCOUNTER	ADJ. XP
2 kobold ceremorph and 6 grells	19,500
1 kobold ceremorph and 2 cloaklers	19,200
4 kobold ceremorph protecting an intellect devourer disguised as an elder brain	15,300
Total	54,000

## RED DRAGON'S DOOM

*Tier 4, volcanic area, no rest*

ENCOUNTER	ADJ. XP
3 kobold beastmasters, each mounted on a young red dragon	38,100
1 legendary kobold all-watcher spellcaster, 4 kobold dragonwrought, and 10 kobold dragonshields	48,400
1 ancient red dragon	62,000
Total	148,500

## TUCKER'S KOBOLDS

*Tier 4, cavern complex, no rest*

ENCOUNTER	ADJ. XP
3 kobold chieftains, 8 kobold dragonshields, 2 kobold scale sorcerers, and 2 kobold dragonwrought	25,200
2 kobold beastmasters, each mounted on a young red dragon, and 3 kobold slyblades waiting for an opportunity to attack	33,250
1 legendary kobold wyrm Priest, 4 kobold wyrm Priests, and 1 adult red dragon	41,600
1 legendary kobold all-watcher spellcaster, 1 kobold all-watcher warrior, 1 kobold dragonwrought, 2 kobold chieftains, 1 kobold wyrm Priest, 1 kobold slyblade, 1 kobold dragonshield, 1 kobold scale sorcerer, 1 kobold trapmaker, and 1 kobold inventor	29,250
Total	129,300

