

A FIFTH EDITION SUPPLEMENT
DUNGEONS & LAIRS 87
KOBOLD CAVES



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KOBOLD CAVES

Kobold Caves is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. This document offers a general guideline on scaling the adventure for each level. Kobolds have been stealing everything they can get their hands on from the village of Rapids. When the characters track them down, they learn that the kobolds are trying to use their stolen goods to create a village of their own, and need to decide whether to help or put an end to the kobold's attempt.

Adventure Hook

Items are going missing in the village of Rapids. Whoever is stealing them seems to be completely indiscriminate in their decisions of what to take, often taking everyday items instead of valuables located in the same room. Accusations are flying, taverns are tankard-less, and something must be done soon or the common folk will surely revolt! Constable Mira is convinced that kobolds are to blame and is offering a sizable bounty to any adventurers who can locate the missing goods and put an end to the thefts once and for all.

Backstory

Once, many years ago, an evil dragon led an army of kobolds from his lair in the Titan's Steps. When he was slain, the kobolds suddenly had to fend for themselves without the power of an ancient dragon to back them up. They were not particularly good at this until one elderly kobold had a radical idea: What if, instead of just stealing what they needed to live at any given moment, they stole everything from a village and used it to create their own?

This elderly kobold, now known as The May-er (you know, the person elected to lead a village who gets to say "you may" or "you may not") has convinced the rest of the kobolds to follow along with her plan and is systematically stealing every single item from the town of Rapids, one chair and dress and cow at a time. Once she has all the ingredients of a successful village, the May-er is sure that her new and totally original village Not Rapids will thrive!

SCALING THE ADVENTURE

APL	Recommended Adventure Version	Relative Difficulty
1	1st-Level	Hard
2	1st-Level	Medium
3	3rd-Level	Hard
4	3rd-Level	Medium
5	5th-Level	Hard
6	5th-Level	Medium
7	5th-Level	Easy
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy

Adventure Summary

The adventure should play out as follows:

Part 1. Rapids

The characters arrive in Rapids and learn of the village's theft problem. Constable Mira believes that kobolds are to blame and sends the characters to the mountains to track them down.

Part 2. Into the Caves

The characters find the kobold's hideout: a labyrinthine warren of tunnels. It is immediately obvious that the kobolds are to blame for the thefts, but oddly they seem to be using the stolen goods to create their own village.

Part 3. The May-er

The characters find the kobold's leader and learn that she has been trying to steal the entire village of Rapids to create her own kobold village, Not Rapids. The characters will have to decide whether they want to use diplomacy or overwhelming violence to resolve the situation.



Dean Spencer

Part 1. Rapids

The adventure begins with the characters in the large village of Rapids. The characters might be passing through or there because of another quest hook. See the Rapids document for details on this settlement.

As they are making their way through the village they notice multiple signs of recent robberies: a grumpy halfling woman wearing a poorly tailored human-sized dress, blacksmith Torald complaining about a missing apron and anvil, and a merchant whose cabbages were haphazardly dumped on the ground so the display could be taken, to name a few!

If the characters ask about the thefts, they get pointed to Constable Mira, who is in charge of the security of the village. If the characters fail to take initiative, she eventually seeks them out, hoping to hire them:

“You’re adventurers, right?” Constable Mira asks without preamble as soon as she meets you. “I could really use your help. Recently, Rapids has had a large increase in thefts reported, and I suspect kobolds are to blame. They’ve been skulking around the village for weeks now, and they’re sneaky buggers! We’ve managed to track them to a rough area in the mountains, but I don’t have the manpower to go after them properly. I can pay well, if you’re up to the task!”

What Constable Mira Knows

The characters can ask Constable Mira what she knows about the kobolds and thefts. She does her best to answer.

Question: “What has been stolen?”

Constable Mira: “A baffling number of things. Valuables like livestock, weapons, and gold, but also crockery, clothing, children’s toys and a whole slew of other odds and ends.”

Question: “Why do you suspect kobolds?”

Constable Mira: “Nothing about these thefts makes sense if you suspect a villager. Why would anyone but a kobold take a whole tavern’s-worth of tankards but leave the gold in the pouch behind the counter? Besides, there have been plenty of sightings.”

Question: “Do you know where the kobolds come from or why they’re doing this?”

Constable Mira: “There used to be a dragon in the Titan’s Steps. He was

slain long ago, but this might be what remains of his minions. They must be desperate if they're attacking us, though! Normally killing a few is enough to send the little cowards packing, but this time they're oddly persistent. They must really value what they're taking, but I can't imagine why!"

Constable Mira will pay a total of 500 gp per level of the adventure if the characters are able to locate the stolen goods and stop the perpetrators.

Part 2: Into the Caves

The characters must head into the mountains to find the kobolds.

Finding the Caves

Constable Mira's scouts have an approximate location of the kobold's hideout. To find the exact location, have the players nominate one character to act as the navigator. The navigator makes a Wisdom (Survival) check. To determine the number of hours it takes to find the caves, subtract the result of this check from 20. The fastest the characters can possibly reach the caves is 1 hour, even if the check total is 20 or higher.

If it takes more than 8 hours to reach the caves, the characters will have to decide whether they want to continue on in a forced march or stop for the night.

Forced March. For each additional hour of travel beyond 8 hours, each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

Long Rest. The mountains are neither safe nor comfortable. Unless the characters have a compelling answer to how they would be able to get a good rest, such as through the use of the *tiny but* spell, each character must succeed on a DC 12 Constitution saving throw or gain one level of exhaustion.

After following Constable Mira's instructions, you find the entrance to the kobold's hideout in a secluded mountain valley. A jagged stone outcrop protects a large hole in the ground with nothing but a rickety ladder leading into the darkness. Smoke curls out of a smaller hole - presumably a chimney - 20 feet away.

General Features

Unless stated otherwise, the Kobold Caves have the following features.

Architecture. The cave system is dug out of rocky packed earth. Each 5-foot section of the walls has AC 12, 20 hp, and immunity to poison and psychic damage.

Unstable Demolition. For each 5-foot section of the wall the players collapse, roll a d10. On a result of one, the entire room collapses in a loud rumble. Each creature in the room must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 1d4 bludgeoning damage per level of the adventure and is restrained under the rubble. On a successful save, the creature takes half as much damage and is not restrained. A creature can use its action to attempt to pull itself or another creature out of the rubble, succeeding with a successful DC 15 Strength check.

Illumination. Glass bottles containing a glowing yellow liquid fill the tunnels with dim light.

Bolt Holes. Below the caves, the kobolds have dug a convoluted network of tunnels, allowing them to escape if Not Rapids is discovered. The tunnels are comfortably sized for a Small creature. A Medium-sized creature can squeeze through the tunnels while a Large or larger creature is unable to fit.

To navigate through the tunnels, a character must succeed on a DC Wisdom (Survival) check to find the secret exits in areas 14 and 15. The length of the tunnels between two holes is 3x the distance between the holes on the map.

Kobold Traps. The kobolds have rigged up a number of traps to protect themselves and their valuables. Any time the characters encounter such a trap, roll a d20 on the Kobold Traps table to determine the nature of the trap. These traps are detailed in the appendix.

New Monsters. When an encounter in this adventure is marked with an asterisk, it features a new monster featured in the appendix.

KOBOLD TRAPS

d20	Trap	d20	Trap
1	Caltrop Scatter	11	Quicksand Pit
2	Door Slam	12	Rolling Boulder
3	Falling Cage	13	Rope Snare
4	Flame Jet	14	See-Saw Floor
5	Glowing Mushrooms	15	Snake-Pit
6	Grease Slide	16	Spiked Net
7	Hidden Crossbow	17	Springboard
8	Mirror Illusion	18	Stone Drop
9	Pit Trap	19	Swinging Log
10	Poisoned Darts	20	Tripwire Alarm



Bret Neufield



Keyed Locations

The following locations are keyed to the maps of the Kobold Caves on page 9.

01 – The May-er’s Room

This large bedroom is comfortably warm from a small fireplace and well-furnished.

A book titled “Kobold’s Guide to Cities and Towns” is sitting on top of the bookshelf. It is heavily annotated with so much circling, crossing out, and scribbled notes that the original text is virtually unreadable. The other contents of the bookshelf are very similar.

The chests contain nothing of value and are mostly filled with well-tailored feminine kobold-sized clothes.

02 – Stables

Dirty straw covers the dirt floor in this area of the caves. A morose mooing can be heard coming from just out of sight.

As the characters round the corner to area 2b, they see a handful of flustered kobolds dressed in dirty white and blue dresses attempting to milk a bull. How the kobolds managed to get a bull into the caves is a bit of a mystery, but it clearly isn’t enjoying its stay!

Encounter: Milkmaids. The kobold milkmaids are already on edge and attack the characters on sight, but can be convinced to stand down if the characters fail to respond with violence. The bull breaks free as the fight breaks out and indiscriminately attacks the closest creature. A character can calm the bull by using its action to soothe it and succeeding on a DC 10 Wisdom (Animal Handling) check.

The nature of the encounter depends on the level of the adventure, as shown in the Area 2b Encounter table. Use the **GIANT GOAT** stat block for the **BULLS**.

AREA 2B ENCOUNTER

Adventure Level	Encounter
1st	2 KOBOLDS and 2 BULLS
3rd	3 WEREWEASELS* and 1 BULL
5th	4 WEREWEASELS* , 1 KOBOLD ASSASSIN* , and 1 BULL
8th	2 WEREWEASELS* , 2 KOBOLD ASSASSINS* , and 1 BULL

03 – Root Cellar

Jugs of milk, wheels of cheese, and fresh sausage are stored in this room.

A character that succeeds on a DC 12 Intelligence (Nature) check can identify the meat as a mixture of lamb and beef. Clearly not all of the livestock the kobolds stole survived the relocation!

04 – Tavern

Crates and chairs have been arranged in this room to form a crude tavern. The tankards stolen from Rapids are on prominent display, full of a foul-smelling, sludgy liquid.

A book propped open at the northern side of the room seems to be a recipe book. It is open to a recipe for “Ulli’s Beer”. The instructions are very simple: “Step 1. Tayk some water and put it in a big kaldrun. Step 2. Put in grayn and then do hops around the kaldrun to taste. Step 3. Wait a very long tiym.”

Hazard: Ulli’s Beer. The “beer” Ulli has left to ferment for a “very long tiym” is very contaminated by aflatoxin. A creature unwise enough to drink Ulli’s beer despite the horrible smell, taste, and appearance must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

05 – Tailor

A tailor’s mannequin dressed in poorly crafted clothing sewn with huge, uneven stitches stands at the south of the room. Clothing, most of it sized for a medium-sized humanoid, is stuffed into every available cabinet and chest.

06 – Mining Operation

Rocks and mining implements litter the floors of this cave. A large purple chest presumably contains more of the same - or maybe the kobolds have struck gold!

Trap: Precious Shinies. The chest is protected by a Kobold Trap (see General Features). Although many of the rocks inside this chest are pretty and shiny, none of them are valuable.

07 – Textiles

Rugs, horse blankets, tablecloths, and any other vaguely fabric-like material the kobolds have stolen seem to be stored in the containers of this room.

08 – Workshop

A wide selection of wooden items and shoddily crafted duplicates litter this section of the caves. A grumpy-looking kobold hisses in frustration as the characters spot him.

Dakk the kobold is doing his best to replicate goods the other kobolds have stolen, but he hasn't quite gotten the hang of it yet, much to his displeasure.

Encounter: Angry Artisan. Dakk was “in the zone” when he was interrupted. This is an unforgivable offense! The May-er will understand. Probably. In the level 5 and 8 versions of this adventure, Dakk calls for backup, who roll initiative as normal and emerge from the bolt hole in area 8b on their turn.

AREA 8 ENCOUNTER

Adventure Level	Encounter
1st	1 WEREWEASEL*
3rd	1 DRAGONWROUGHT KOBOLD*
5th	Dakk (a DRAGONWROUGHT KOBOLD*), 1 KOBOLD ASSASSIN*, and 2 URD*
8th	Dakk (a DRAGONWROUGHT KOBOLD*) and 3 KOBOLD ASSASSINS*

The nature of the encounter depends on the level of the adventure, as shown in the Area 8 Encounter table.

Trap: Proprietary Tools. Dakk is sick of other kobolds messing with his tools and has rigged a Kobold Trap (see General Features) over his tools in 8b to prevent other kobolds from messing with them.

09 – Armory

The weapons, armor, and other miscellaneous metal objects the kobolds have stolen are stored here.

Trap: Only For Kobold Hands. The weapons are protected by a Kobold Trap (see General Features) in the level 1, 3, and 5 versions of this adventure.

Encounter: Interrupted Outfitting. In the level 8 version of this adventure the armory is currently packed with a raiding party consisting of 1 **KOBOLD CHIEFTAIN***, 1 **KOBOLD MOB***, and 3 **DRAGONWROUGHT KOBOLDS***.

10 – Training Grounds

This large cavern has a ceiling that slopes up to 20 feet high. The hay and dirt on the floor is scuffed up, as though a fight of some sort has happened here recently.

Secret: Non-Lethal Violence. A character that succeeds on a DC 14 Wisdom (Survival) check realizes that while there are signs of a struggle, there is no sign of blood. It could have been a very clean fight with blunted weapons, but it more closely resembles the floor of a sparring ring.

11 – Kitchens

A foul smell wafts from the room before you, somehow evoking notes of charred flesh, burnt sugar, and overripe fruit all at once.

The cause is obvious as soon as the characters enter the room: a massive cauldron heated by a small cooking fire bubbles ominously in this “kitchen”.

Hazard: UFO. The cauldron is full to the brim of Unidentifiable Food-Like Objects that vaguely resemble a stew. The cook’s guiding philosophy seems to be “more flavors is more better” and the slurry appears to contain raw meat, vegetables, alchemical ingredients, and even miscellaneous chunks of shiny stones. A creature that somehow chokes

UFO EFFECTS

Result	Effect
5 or less	The creature becomes poisoned for 1d4 hours. While poisoned, the creature is incapacitated on the nearest toilet (if they are so lucky as to have one available) while their insides come streaming outside.
6–10	The creature becomes poisoned for 1d10 minutes. While poisoned they feel incredibly nauseous and are unable to eat or drink anything.
11–15	The UFO tastes absolutely horrible, but has no side effects.
16–20	The UFO burns like acid going down, but the sensation quickly gives way to that of a healing balm. The creature heals 2d4+2 hit points.
20+	Inexplicably, the alchemical components of the UFO somehow combine to create a functional potion. The character is under the effects of a <i>potion of heroism</i> .

down a bowl of UFO must make a Constitution saving throw. The total result of the check determines the outcome, as shown in the UFO Effects table.

12 – General Store

An anxious kobold wearing a large, fancy hat slipping down over his eyes greets you as you enter this room. “Hello, please no fight! Snulbu has deals for you,” he declares as he gestures to the piles of stuff around him.

A blackboard propped up against the wall has a list titled “STORE PRIYSIS”, but with a shortbow listed as 5 gp and a pretty shiny stone listed as 10 gp, it is clear that the prices don’t follow normal conventions. The items on display are not particularly interesting, but a large bank vault potentially houses the more valuable goods. Snulbu is carrying 50 gp on his person and does his best to make some sales.

Encounter: Shopkeeper Snulbo. The **KOBOLD** shopkeeper only fights in self-defense and does his best to appear so pathetic that the characters have no reason to attack him.

Trap: Prank Vault. A character can open the bank vault with a successful DC 20 Dexterity check made using proficiency with thieves’ tools. As soon as the door opens, a spring-loaded bucket of slop flies out. Any creature within a 10-foot cone of the vault must succeed on a DC 12 Dexterity saving throw or be doused in an incredibly smelly liquid that grants disadvantage on Charisma (Persuasion) and Dexterity (Stealth) checks for 1 hour or until the liquid is washed off.

Secret: Zzzz. A character with a passive Perception score of 12 or higher hears snoring coming from behind the wall (area 15).

13 – Performance Hall

The sound of someone butchering a piano or possibly entertaining a cat on the keyboard assaults the characters’ ears as they enter the room. As they move closer, they can see that it is indeed a terrible musician.

“Do you know your scales and your arpeggios?” the kobold asks desperately as he notices you. “I’m s’posed to be a music-shin, but I don’t even have a music-toe!”

If the characters pry farther, the kobold, whose name is Greep, will explain that the May-er declared that Greep may be the village's bard, but with only a handful of instruments he doesn't know how to play, that assignment is going poorly.

Secret: Music Teacher. A character who wants to teach Greep his scales must succeed on a DC 10 Charisma (Performance) check. On a success, Greep weeps with joy and thanks them profusely. Plus, even though he's not s'posed to say, he lets the party know that the really good loot is stored in secret rooms only accessible through the tunnels to the east. Too bad Greep is as bad at giving directions as he is at playing piano!

Encounter: Bardic Strengths Lie Elsewhere. If the players attack poor Greep, they will make quick work of the unarmed **KOBOLD**.

14 – Secret Stashes

The kobolds have two separate secret stashes for the “good stuff”. Unfortunately what a kobold values has little to do with its monetary value, so the coins and other treasures are cluttered amongst other odds and ends.

Trap: Hands Off! Each stash is protected by 2 random Kobold Traps (see General Features).

AREA 14 TREASURE

Adventure Level	Treasure (14A)	Treasure (14B)
1st	150 gp, 200 sp, 500 cp, and 5 gems worth 25 gp each	150 gp, 100 sp, 200 cp, and a +1 handaxe
3rd	150 gp, 300 sp, 200 cp, and 5 gems worth 50 gp each	200 gp, 100 sp, 400 cp, and boots of striding and springing
5th	700 gp, 1000 sp, 200 cp, and 6 art objects worth 250 gp each	900 gp, 1000 sp, 400 cp, and a wand of secrets
8th	1000 gp, 3000 sp, 200 cp, and 8 art objects worth 250 gp each	1100 gp, 5000 sp, 400 cp, 2 potions of healing, and a necklace of fireballs

Treasure: The Good Stuff. The characters must spend 10 minutes to sort through the items in each room and separate the trash from the treasure. At the end of this time, have the characters make a DC 15

Intelligence (Investigation) check. On a success, the characters find a *stone of good luck* in addition to the treasure shown on the Area 14 Treasure table.

Of course, the May-er likely knows the characters are in the caves and is unlikely to give them the time they need if they haven't yet met her (see Part 3)!

15 – Cuddle Pile

Most of the kobolds sleep in a cozy heap in this straw-filled room. The May-er has the kobolds working on shifts, so no matter what time of day the party arrives, there are always sleeping kobolds in the area.

Encounter: Let Sleeping Kobolds Lie. If the character(s) in the room move to attack the kobolds or investigate the room, they must succeed on a DC 12 Dexterity (Stealth) check or wake everyone in the room.

The nature of the encounter depends on the level of the adventure, as shown in the Area 15 Encounter table.

AREA 15 ENCOUNTER

Adventure Level	Encounter
1st	3 KOBOLDS
3rd	1 KOBOLD ASSASSIN* and 2 KOBOLDS
5th	1 KOBOLD SORCERER* and 3 DRAGONWROUGHT KOBOLDS*
8th	1 KOBOLD SORCERER , 1 KOBOLD CHIEFTAIN , and 4 DRAGONWROUGHT KOBOLDS

Part 3: The May-er

Once the party has had a chance to explore the caves and before they decide to leave, the May-er and her bodyguards enter from one of the bolt holes (see General Features). As she arrives, read:

You hear scuffling footsteps as a new kobold crawls up out of one of the many bolt holes in the caverns. She is clearly very old, and has noble-styled clothing that fits her well. Before you can react to her presence, she speaks in polished Common: “Well, you have had a chance to explore my village. What do you think?”

Even if the characters have seemed completely antagonistic up until this point, the May-er hopes that the traps and scraps they have had along the way have left them cautious enough to be open to discussion.

So long as the characters are civil, the May-er is happy to answer whatever questions they have, freely discussing everything described in the Backstory.

Encounter: You May Not! If the characters provoke a fight, the May-er and her guards respond with lethal force. If the May-er is reduced to half of her hit points or fewer, she attempts to flee back through the bolt hole.

The nature of the encounter depends on the level of the adventure, as shown in the May-Er Encounter table.

MAY-ER ENCOUNTER

Adventure Level	Encounter
1st	The May-er (a KOBOLD CHIEFTAIN*) and 2 KOBOLD RAT KINGS* , and 2 SWARMS OF RATS
3rd	The May-er (a KOBOLD CHIEFTAIN*), 1 KOBOLD RAT KING* , 1 SWARM OF RATS , and 1 KOBOLD MOB*
5th	The May-er (a KOBOLD SORCERER SUPREME*) and 2 WEREWEASELS*
8th	The May-er (a KOBOLD SORCERER SUPREME*), 1 KOBOLD MOB* , and 4 DRAGONWROUGHT KOBOLDS*

Aftermath

If the characters decide to exterminate the kobolds, they will find their task easier said than done. With many raiding parties out and the bolt holes to fall back to, dozens of kobolds will inevitably escape and cause further problems to Rapids and the surrounding area. Furthermore, if the May-er escapes along with them, they will surely reappear with a new plot at some point in the future, possibly when they attempt to steal another village nearby.

If the characters instead side with The May-er, they will need to broker peace between Rapids and Not Rapids. The leaders of Rapids will hold a vote to determine how to proceed. While all three members of the triad are initially against allowing Not Rapids to exist, the characters may be able to convince them to change their minds, either with Charisma (Persuasion) checks or by doing them other favors. Ω



APPENDIX A: KOBOLD TRAPS

The following appendix provides a detailed compilation of various kobold traps designed to challenge adventurers and add an extra layer of intrigue to your campaigns.

Caltrop Scatter

A small area covered in homemade caltrops designed to slow down or injure those who walk over them.

Trigger: A creature steps through a square measuring up to 15 feet on a side covered in caltrops.

Effect: Any creature that enters the area must succeed on a DC 15 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.

Countermeasures: Unless the area is dark, the caltrops are obvious. A creature moving through the area at half speed doesn't need to make the saving throw.

Door Slam

A heavy stone door that quickly slides down from the ceiling, separating the party or trapping them in a confined space.

Trigger: A creature moves through a doorway.

Effect: Any creature within 5 feet of the closing door can make a DC 15 Dexterity saving throw. On a successful save, the creature can choose which side of the door it is on before the door closes. On a failed saving throw, the gamemaster chooses which side of the door the creature is on.

Countermeasures: Spotting the mechanism that causes the door to close requires a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). A successful DC 15 Dexterity check using proficiency in thieves' tools disables the trap. Once the door is closed, a successful DC 21 Strength check is required to lift it. Otherwise, the door has AC 18, 50 hit points (damage threshold 10), and immunity to poison and psychic damage.

Falling Cage

A metal or wooden cage suspended from the ceiling that falls when a trigger mechanism is activated.

Trigger: A hidden **KOBOLD** pulls a lever once one or more targets are standing under the cage, which is a 10-foot cube with an opening at the bottom.

Effect: A cage made of metal or wood falls over the target.

Countermeasures: Spotting the cage requires a successful DC 14 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). The rope holding the net can be cut by dealing 5 slashing damage to it (AC 10). Additionally, killing the **KOBOLD** responsible for pulling the lever also disables the trap. A creature inside the cage can break or bend the bars with a successful DC 15 (wood) or 18 (metal) Strength check. Alternatively, a creature can lift the cage with a successful DC 12 (wood) or 15 (metal) Strength check. The cage's bars have AC 15 (wood) or 18 (metal) and 10 (wood) or 15 (metal) hit points.

Flame Jet

A crude mechanism that spouts fire from the wall, floor, or ceiling when activated.

Trigger: A creature steps onto a pressure plate.

Effect: The fire spouts in a 15-foot cone. Each creature in the cone must make a DC 13 Dexterity saving throw, taking 3d6 fire damage on a failed saving throw, or half as much damage on a successful one.

Countermeasures: Spotting the hole from which the fire emerges or the pressure plate requires a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). Plugging a hole with mud, an iron spike, a wooden dowel, or another appropriate item prevents it from releasing its dart. Wedging a spike or a dagger into the pressure plate completely disarms the trap.

Glowing Mushrooms

A patch of bioluminescent fungi that releases toxic spores when disturbed.

Trigger: A creature steps through a 10-foot-square area covered in the glowing mushrooms.

Effect: The fungus expels toxic spores in a 10-foot radius sphere. Each creature in the area must make a DC 13 Constitution saving throw. A creature takes 1d6 poison damage and is poisoned on a failed saving throw, or half as much damage and isn't poisoned on a successful one.

Countermeasures: A successful DC 13 Intelligence (Nature) check identifies the hazard for what it is. A 5-foot square of mushrooms has 5 AC, 5 hit points, and immunity to poison and psychic damage. Dealing bludgeoning damage to the fungus automatically triggers their spores.

Grease Slide

A sloped floor coated in grease, leading into another trap or hazardous area.

Trigger: A creature steps through a 15-foot radius area coated in grease.

Effect: A creature that enters the greased area or ends its turn there must succeed on a DC 13 Dexterity saving throw or fall prone.

Countermeasures: The grease is obvious, requiring no check to find. A creature moving at half its normal speed can make its saving throw with advantage.

Hidden Crossbow

A small, loaded crossbow hidden in a crevice that fires when a tripwire is crossed.

Trigger: A creature steps through a tripwire.

Effect: The crossbow makes an attack against the target with a +6 to hit. On a hit, the target takes 4 (1d8) piercing damage.

Countermeasures: Spotting the tripwire requires a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). A successful DC 13 Dexterity check using proficiency in thieves' tools disables the device.

Mirror Illusion

A clever arrangement of mirrors that makes a pit or other hazard appear to be solid ground.

Trigger: A creature enters an area with angled mirrors on the walls, floors, and ceilings.

Effect: All attack rolls and Wisdom (Perception) checks made to see in the area are made with disadvantage.

Countermeasures: A creature can use its action to make a DC 15 Intelligence (Investigation) check. On a success, the creature can discern the difference between reflections and reality and no longer suffers disadvantage from the mirror effects. Shattering all of the mirrors in the area disables the hazard. A 5-foot square area filled with mirrors has AC 11, 10 hit points, vulnerability to bludgeoning damage, and immunity to poison and psychic damage.

Pit Trap

A classic. A 10-foot-deep, 10-foot-square covered hole in the ground.

Trigger: When a creature or object weighing more than 50 lbs (kobolds weigh less) steps onto the cover, it breaks open.

Effect: Each creature on the cover takes 3 (1d6) bludgeoning damage from the fall plus 5 (2d4) damage from the sticks.

Countermeasures: Spotting the hole's cover requires a successful DC 13 Intelligence (Investigation) check. Tapping it with a pole or weapon also reveals its presence.

Poisoned Darts

Hidden tubes in the walls that shoot out poisoned darts when a pressure plate is stepped on.

Trigger: A creature steps onto a pressure plate.

Effect: Six darts fly out from the wall, targeting one or more creatures within 10 feet of the pressure plate. Each dart makes an attack against the target with +5 to hit. On a hit, the target takes 1 piercing damage and must succeed on a DC 13 Constitution saving throw or become poisoned.

Countermeasures: Spotting the holes containing the tubes or the pressure plate requires a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). Plugging a hole with mud, an iron spike, a wooden dowel, or another appropriate item prevents it from releasing its dart. Wedging an spike or a dagger into the pressure plate completely disarms the trap.

Quicksand Pit

An area of the ground that has been turned into quicksand, disguised to look like a solid surface.

Trigger: A creature steps into a 10-foot-square area disguised to look like a solid surface.

Effect: The creature falls into quicksand. The creature sinks $1d4 + 1$ feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another $1d4$ feet.

Countermeasures: Spotting the quicksand requires a successful DC 13 Intelligence (Investigation) or (Nature) check (the target's choice). Tapping it with a pole or weapon also reveals its presence. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe. A creature can pull another creature within its reach out of quicksand by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.



Dean Spencer

Rolling Boulder

A large, round stone set atop a slope and released by a tripwire, chasing adventurers down a narrow tunnel.

Trigger: A creature steps through a tripwire.

Effect: Each creature in the boulder's path must roll initiative. On initiative count 10, the boulder moves 60 feet down the slope. The boulder takes up its entire space. Other creatures can enter the space, but a creature that does so must make a DC 16 Strength or Dexterity saving throw (the target's choice). On a successful save, the creature can choose to be pushed 5 feet back or to the side of the boulder. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed saving throw, the boulder enters the creature's space and the creature takes 21 (6d6) bludgeoning damage and is knocked prone. The boulder treats the target as difficult terrain, but otherwise continues rolling.

Countermeasures: Spotting the tripwire requires a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). A successful DC 13 Dexterity check using proficiency in thieves' tools disables the trap.

Rope Snare

A loop of rope on the ground that tightens around an adventurer's leg and hoists them into the air when triggered.

Trigger: A creature steps onto the loop.

Effect: The target must succeed on a DC 13 Dexterity saving throw or it becomes snared. A snared creature is restrained and held 10-feet upside down in the air. It can cut the rope holding its leg by dealing 5 slashing damage to it (AC 10). The creature may opt to make a DC 10 Dexterity (Acrobatics) check as they fall. If the check fails or they forego the check, they take 3 (1d6) bludgeoning damage from the fall and land prone.

See-Saw Floor

A plank floor balanced on a fulcrum; when weight is applied to one end, the other end tips up, potentially dumping adventurers into a hazard below.

Trigger: A creature steps onto a 10-foot square section of floor.

Effect: Unless the seesaw is perfectly balanced, each creature standing on the weighted side of the seesaw falls 10 feet into a pit below the floor, taking 1d6 bludgeoning damage from the fall. The seesaw then returns to its original position, potentially trapping targets beneath it.

Countermeasures: Spotting the see-saw requires a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). Wedging a spike into the floor disables the trap.

Snake Pit

A pit filled with venomous snakes, covered by a removable lid.

Trigger: When a creature or object weighing more than 50 lbs (kobolds weigh less) steps onto the cover, it breaks open.

Effect: Each creature on the cover takes 3 (1d6) bludgeoning damage from the fall. The **SWARM OF POISONOUS SNAKES** at the bottom of the pit has advantage on its initiative check.

Countermeasures: Spotting the pit's concealed lid requires a successful DC 13 Intelligence (Investigation) check. Tapping it with a pole or weapon also reveals its presence.

Spiked Net

A net lined with sharp objects that falls from the ceiling when a lever is pulled.

Trigger: A hidden **KOBOLD** pulls a lever once one or more targets are standing under the net.

Effects: Each creature in a 10-foot-square area must make a DC 13 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the net. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed saving throw, a creature takes 1d4 damage from the spikes and is restrained by the net until it is freed. The net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. A creature that ends its turn stuck in the net takes 3 (1d4 - 1) piercing damage.

Countermeasures: Spotting the net requires a successful DC 14 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). The rope holding the net can be cut by dealing 5 slashing damage to it (AC 10). Additionally, killing the **KOBOLD** responsible for pulling the lever also disables the trap.

Springboard

A well-hidden board on the floor that catapults an adventurer into the air, potentially onto spikes or into a net.

Trigger: A creature steps onto the springboard.

Effect: The target must make a DC 15 Dexterity saving throw. On a failed saving throw, the target is launched 15 feet up into the air and 15 feet over in a random direction. If the target hits a solid object, including the ground, it takes 1d6 bludgeoning and falls prone. If spikes are part of the trap, it also takes 1d4 piercing damage. Large or larger creatures are unaffected by this trap.

Countermeasures: Spotting the springboard requires a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). Wedging a spike into the floor disables the springboard.

Stone Drop

A basket filled with rocks, positioned above the entrance of a tunnel, that drops when a pressure plate is activated.

Trigger: A creature steps onto a pressure plate.

Effects: Each creature in a 20-foot-tall, 10-foot-radius cylinder centered on the pressure plate must make a DC 13 Dexterity saving throw, taking 5 (2d4) bludgeoning damage on a failed saving throw, or half as much damage on a successful one.

Countermeasures: Spotting the pressure plate requires a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). Wedging a spike into the pressure plate disables the trigger, and a successful DC 13 Dexterity check using proficiency in thieves' tools disables the device.

Swinging Log

A log suspended from the ceiling that swings down when triggered by a tripwire.

Trigger: A creature steps through a tripwire.

Effect: A log swings out from the ceiling or nearby wall, attacking the creature who triggered the trap with a +6 to hit. On a hit, the creature takes 7 (2d6) bludgeoning damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

Countermeasures: Spotting the tripwire requires a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). A successful DC 13 Dexterity check using proficiency in thieves' tools disables the device.

Tripwire Alarm

A tripwire connected to a set of tin cans or bones, alerting kobolds in the next chamber.

Trigger: A creature steps through a tripwire.

Effect: An alarm sounds throughout the kobolds' chambers. If there are kobolds in adjoining areas, they arrive as soon as they are able. Otherwise, 1d4 **KOBOLDS** arrive in 1d4 rounds.

Countermeasures: Spotting the tripwire requires a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check (the creature's choice). A successful DC 13 Dexterity check using proficiency in thieves' tools disables the device.



Dean Spencer

APPENDIX B. NEW MONSTERS

This appendix introduces an array of new and fearsome monsters specifically designed to enrich the featured adventure, offering both challenges and surprises that will keep your players engaged and on their guard. We've also included the original kobold stat block for your convenience.

NEW MONSTERS

Challenge Rating	Monster	Page
1/8	kobold	32
1/4 (50 XP)	kobold rat king	42
1/4 (50 XP)	urd (winged kobold)	50
1 (200 XP)	kobold chieftain	36
1 (200 XP)	kobold sorcerer	44
1 (200 XP)	lycanthrope, wereweasel	48
2 (450 XP)	kobold assassin	34
2 (450 XP)	kobold, dragonwrought	38
3 (700 XP)	kobold mob	40
5 (1,800 XP)	kobold sorcerer supreme	46



Matias Lazaro

Kobold

Kobolds are small, reptilian humanoids known for their cunning, resourcefulness, and penchant for mischief. Standing around 3 feet tall, they have scaly skin that ranges in color from rusty brown to dark gray, beady eyes, and bat-like ears. Despite their diminutive size, they are ingenious trap makers and skilled tacticians who excel in ambushes and guerrilla warfare, using their natural agility and keen senses to outwit enemies. Often found in subterranean lairs or remote wilderness settlements, kobolds are generally considered weak when encountered alone, but can prove to be a formidable threat when organized and led by a capable chieftain. Worshipers of dragons, they often emulate these majestic beings, adorning their lairs with dragon motifs and seeking out dragon scales and other relics to imbue their traps and weapons with magical properties.

Kobold

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Special Traits

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

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

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 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.



Kobold Assassin

Kobold assassins are the elite, shadowy figures within kobold communities, trained in the deadly arts of stealth, poison, and subterfuge. Far more disciplined and lethal than their standard kin, these specialized kobolds master the use of daggers, darts, and even small crossbows, often coated in paralyzing or deadly toxins. Their small size and natural agility make them incredibly adept at maneuvering through the shadows, allowing them to get close to their targets undetected. Highly intelligent and tactical, they often serve as the unseen hand of the kobold chieftain or dragon patron, executing key targets or sabotaging enemy operations with ruthless efficiency. Though rare, their presence is a signal that the kobold tribe they belong to is more sophisticated—and dangerous—than one might initially assume.

Dean Spencer

Kobold Assassin

Small humanoid (kobold), lawful evil

Armor Class 15 (leather armor)

Hit Points 15 (6d6 - 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	9 (-1)	9 (-1)	10 (+0)	8 (-1)

Skills Stealth +8

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Proficiency Bonus +2

Special Traits

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

Cunning Action. On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action.

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.

Sneak Attack (1/Turn). The kobold deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.



Matias Lazaro

Kobold Chieftain

A kobold chieftain is the cunning and formidable leader of a kobold tribe, often rising to power through a combination of guile, tactical acumen, and sheer tenacity. Wielding the best weapons and armor available to the tribe, the chieftain is a seasoned warrior, skilled in both close combat and the use of traps. Their authority is not merely based on physical prowess; they are also adept strategists who orchestrate complex ambushes, raids, and defensive measures to protect their community. Often more intelligent and charismatic than the average kobold, the chieftain commands unwavering loyalty from the tribe, uniting them in the worship of draconic patrons or the pursuit of common goals.

Kobold Chieftain

Small humanoid (kobold), lawful evil

Armor Class 17 (chain shirt, shield)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	9 (-1)	10 (+0)	11 (+0)

Skills Deception +2, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

Special Traits

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

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

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

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

Reactions

Tribal Leader. A kobold that the kobold chieftain can see deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.



Nacho Lazaro

Kobold, Dragonwrought

Dragonwrought kobolds are exceptional individuals born with innate draconic heritage, setting them apart from their more common kin both in appearance and abilities. Often born with scales that match the color of true dragons—be it gold, red, or black—they are considered blessed and destined for greatness within their tribes. Dragonwrought kobolds may manifest minor magical abilities or elemental resistances in line with their draconic lineage, making them formidable spellcasters or warriors. Held in high esteem, they often rise to positions of power and influence, serving as spiritual leaders, advisors, or even chieftains. Their close connection to dragons sometimes affords them unique insights or favors from these mighty creatures, further bolstering their status and enhancing their tribe's capabilities in both magic and warfare.

Kobold, Dragonwrought

Medium humanoid (kobold), lawful evil

Armor Class 17 (chain shirt, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	13 (+1)

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 2 (450 XP)

Proficiency Bonus +2

Special Traits

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 melee weapon attacks, only one of which can be its shield bash.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when wielded with two hands as a melee weapon.

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

Fire Breath (Recharge 6). The kobold exhales flames in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Kobold Mob

A kobold mob is a chaotic yet surprisingly coordinated swarm of kobolds that gather to overwhelm their enemies through sheer numbers and relentless attacks. Typically armed with an assortment of crude weapons like slings, daggers, and spears, the members of a kobold mob use their small size and agility to dart in and out of combat, harrying opponents from multiple angles. What they lack in individual strength, they make up for in tactical coordination, often employing diversionary tactics, flanking maneuvers, and even rudimentary traps to disrupt and disorient their foes.

Kobold Mob

Huge swarm of Medium humanoids (kobolds), lawful evil

Armor Class 12

Hit Points 36 (12d6 - 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

Special Traits

Disassemble. If the mob is reduced to 0 hit points, three **KOBOLDS** emerge from its remains.

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

Mob. The mob takes up its entire space. Other creatures can enter its space, but a creature that does so is subjected to the mob's Engulf and has disadvantage on the saving throw. Creatures occupying the same space as the mob can be seen but have three-quarters cover. A creature within 5 feet of the mob can take an action to pull a creature or object out of the mob. Doing so requires a successful DC 13 Strength check, and the creature making the attempt provokes an attack of opportunity from the mob.

Actions

Multiattack. The kobold mob makes two attacks with its daggers or two attacks with its slings. If the mob starts its turn with half its hit points or fewer, it can't use this action.

Daggers. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 3) piercing damage.

Slings. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 9 (3d4 + 2) bludgeoning damage.

Engulf. The mob moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the mob enters a creature's space, the creature must make a DC 13 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the mob. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed saving throw, the mob enters the creature's space and the creature takes 5 (2d4) bludgeoning damage plus 5 (2d4) piercing damage and is engulfed. The engulfed creature is restrained, and takes 10 (4d4) bludgeoning damage plus 10 (4d4) piercing damage at the start of each of the mob's turns. When the mob moves, the engulfed creature can repeat its saving throw. On a success, the creature escapes and enters a space of its choice within 5 feet of the mob. Otherwise, it moves with the mob.

An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the mob.



Matias Lazaro

Kobold Rat King

A kobold rat king is an enigmatic and somewhat unsettling figure within a kobold tribe, possessing a unique and uncanny affinity for rats and rat swarms. Often draped in tattered, rat-fur cloaks and adorned with small bones and talismans, this kobold is as much a mystic as a tamer, using primitive rituals and an innate, almost telepathic connection to control and communicate with rats. The rat king's lair is usually teeming with these rodents, which serve as his eyes and ears throughout the underground tunnels, as well as a surprisingly effective combat force.

Kobold Rat King

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR

7 (-2)

DEX

15 (+2)

CON

10 (+0)

INT

8 (-1)

WIS

7 (-2)

CHA

10 (+0)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Special Traits

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

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.

Rat King. Whenever a **SWARM OF RATS** and the kobold rat king occupy the same space, the kobold rat king gains the following benefits:

- The kobold takes only half the damage dealt to it (rounded down), and the swarm takes the other half, unless the damage is psychic damage.
- Whenever a creature within 5 feet of the kobold makes a melee weapon attack against the kobold, the swarm of rats can use its reaction to make one Bites attack against the attacking creature.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or contract a disease, rat plague. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

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

Spellcasting. The rat can use its action to cast one of the following spells, using Charisma as its spellcasting ability (spell save DC 10).

At will: *animal friendship* (rats only), *animal messenger* (rats only), *speak with animals* (rats only)

Hurl Rat (3/Day). The kobold uses its sling to launch a diseased **RAT** at a target that it can see within 30 feet of it. The rat lands in the same space as the target. A rat hurled this way rolls initiative and acts in the next available turn. The rat's bite carries the same disease as the rat king's dagger. The kobold must be wielding a sling to use this action.



Gary Dupuis

Kobold Sorcerer

Kobold sorcerers are rare but highly revered individuals within their tribes, gifted with innate arcane abilities often attributed to their faint but impactful draconic heritage. Unlike their more common brethren, who rely on traps and physical weaponry, kobold sorcerers wield the raw power of magic, channeling it into destructive spells or defensive enchantments. Their spellcasting repertoire often aligns with their draconic lineage, manifesting as elemental spells like firebolts or icy winds, and they may also possess unique abilities such as summoning minor elementals or even communicating telepathically with dragons. Their magical prowess makes them invaluable assets in battle, where they can tip the scales in favor of their tribe by launching ranged attacks, bolstering allies, or creating magical barriers. Beyond combat, they serve as advisors, healers, and sometimes even as leaders, their arcane insight granting them a high social standing. In some tribes, the most powerful sorcerer might become a close confidant to the chieftain or even ascend to leadership, ruling with a blend of magical might and strategic cunning.

Kobold Sorcerer

Small humanoid (kobold), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 24 (7d6)

Speed 30 ft., fly30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

Special Traits

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

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

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

Fire Bolt (Cantrip). *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Spellcasting. The kobold uses its action to cast one of the following spells, using Charisma as its spellcasting modifier (spell save DC 12).

At will: *mage hand*, *minor illusion*

3/day each: *burning hands*, *expeditious retreat*, *fog cloud*

1/day each: *darkness*, *invisibility*, *mage armor*

Kobold Sorcerer Supreme

The kobold sorcerer supreme represents the zenith of kobold arcane mastery, a rare and extraordinary individual who stands as a beacon of magical prowess within their tribe and often beyond. Endowed with unparalleled control over spellcraft, their powers often exceed those typical for their species, sometimes even venturing into realms of magic usually reserved for more traditionally “powerful” races. Their spell repertoire is extensive and diverse, encompassing not just elemental magics aligned with their draconic heritage, but also advanced spells like teleportation, illusion, and even limited reality manipulation. Beyond mere spellcasting, the sorcerer supreme is likely to be an expert in magical theory, able to decipher ancient tomes or construct intricate magical devices. Their role within the tribe transcends the typical boundaries of chieftain or shaman, as they often serve as the ultimate authority on all matters magical and mundane. Revered almost as a demigod, their counsel is sought in every major tribal decision, and their blessings or curses can determine the fate of the entire community.

Kobold Sorcerer Supreme

Small humanoid (kobold), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 59 (17d6)

Speed 30 ft., 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	11 (+0)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Int +4, Wis +4, Cha +7

Skills Arcana +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Special Traits

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

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

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

Fire Bolt (Cantrip). *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Fireball (3/Day). The kobold targets a point that it can see within 60 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Spellcasting. The kobold uses its action to cast one of the following spells, using Charisma as its spellcasting modifier (spell save DC 12).

At will: *dancing lights*, *mage hand*, *minor illusion*

3/day each: *darkness*, *expeditions retreat*, *fog cloud*, *mage armor*, *magic missile*

2/day each: *fear*, *hold monster*, *telekinesis*

1/day each: *gate*, *globe of invulnerability*, *greater invisibility*

Bonus Actions

Misty Step (2nd-Level Spell; 2/Day). The kobold uses its bonus action to cast *misty step*.



Nacho Lazaro

Lycanthrope, Wereweasel

Wereweasels, often taking the form of kobolds in their humanoid shape, are rare and fascinating creatures that blend the innate cunning of kobold-kind with the agility and predatory instincts of weasels. In their humanoid form, these wereweasels often retain many kobold characteristics like scaly skin and bat-like ears, but have sharper, elongated facial features reminiscent of their animal counterpart. They also tend to have a sleeker, more sinuous build, designed for speed and agility. During a full moon, or under certain magical triggers, they transform into weasel-like creatures that are larger and far more menacing than ordinary weasels, gaining enhanced senses, speed, and a set of razor-sharp teeth and claws.

Lycanthrope, Wereweasel

Small humanoid (kobold, shapechanger), lawful evil

Armor Class 13

Hit Points 24 (7d6)

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

Special Traits

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

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

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

Bite (Hybrid or Weasel Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be cursed with wereweasel lycanthropy.

Dagger (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 3) piercing damage.

Sling (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 3) bludgeoning damage.

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 humanoid. 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.



Nacho Lazaro

Urd (Winged Kobold)

Urds, also known as winged kobolds, are a distinct subspecies of kobold known for their most unique feature: a set of leathery, bat-like wings that grant them the ability to fly. While they tend to be physically weaker and less intelligent than their earthbound kin, urds make up for these deficiencies with their unparalleled agility in the air and their knack for stealth. Their winged anatomy allows them to perch in high, inaccessible places, making them excellent scouts and sentries for their tribes. When it comes to combat, urds prefer hit-and-run tactics, swooping down to strike their enemies with light weapons or thrown projectiles before retreating to the safety of the skies.

Urd

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 5 (2d6 - 2)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	9 (-1)	6 (-2)	7 (-2)	10 (+0)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 8

Languages Draconic

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Special Traits

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

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

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

Dropped Rock. *Ranged Weapon Attack:* +5 to hit, one target directly below the urd. *Hit:* 5 (1d4 + 3) bludgeoning damage.



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