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5TH EDITION FANTASY KOBOLDS



PLAYER CHARACTER OPTIONS
FOR 5TH EDITION FANTASY!

5th Edition Fantasy Races

KOBOLDS

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KOBOLDS

Kobolds are small long snouted reptilian humanoids with a frequently nasty disposition. Physically weak, cruel and xenophobic, kobolds are often looked down upon and underestimated by other intelligent beings. This can be a fatal mistake, as the cunning creatures surprise invaders and aggressors with their abilities to defend themselves. Kobolds use superior numbers, pack tactics, sorcerous magic and their considerable skills with trap making to mount impressive defenses when their warrens are threatened.

Kobolds that leave the relative safety of their warrens to adventure are a rare breed amongst their race. The motivations for such adventurers are varied and many but kobold adventurers often share one commonality – they are routinely underestimated.

DRACONIC HERITAGE

Legends say that when The Dragon Queen's lair was under assault The First Kobold was hatched from a clutch of her eggs to defend her lair. The newborn god set a series of devious and ingenious traps as a defense. While establishing this defensive perimeter he caused an egg to hatch the first kobolds, who joined him in defense of The Dragon Queen's lair.

From their beginning kobolds have been loyal allies and servants of the great dragons, and kobolds are proud of that draconic heritage. Tales of bravery and sacrifice on behalf of their draconic kin have been passed down through the generations, and the walls of their warrens are often decorated with displays honoring that heritage. It is said within the warrens "we kobolds may be small, but the strength of the dragons flow through our veins."

GNOMISH ENMITY

When their defense of The Dragon Queen's lair was complete The First Kobold and his spawn departed Queen's lair and created a warren of their own. Their

industriousness was legendary and soon they'd created a vast and glorious lair fit for all dragons. The Gnomish god was envious of the kobold's industriousness and, enraged, collapsed the warren down upon them, killing the first kobolds. Thus was started an eternal enmity between kobolds and gnomes.

Kobolds loathe gnomes, and the feeling is mutual. They have warred for centuries and there is no conceivable end to the conflict. Given the opportunity kobolds will attack gnomes on sight.

STRENGTH IN NUMBERS

What kobolds lack in stature they make up for in numbers. Kobolds are prolific breeders, routinely living in what other intelligent species would consider overcrowded warrens. Kobolds learn from a young age to attack in overwhelming numbers utilizing pack tactics when the need arises. Kobolds defending their warrens are unafraid of their individual deaths, confident that their sacrifice will help ensure the warren's survival.

DEVIOUS TRAPPERS

For Kobolds trap making is an art form. From virtually the moment they are hatched kobolds are trained to create ingenious snares and traps to defend their warrens. Every kobold learns basic trap making skills and expert kobold trap makers are the most esteemed craftsmen in a kobold pack.

INDUSTRIOUS UNDERGROUND EXISTENCE

Kobolds are an industrious species. Their mines and warrens are ever growing as their population increases. A typical pack kobold wakes each day ready for long hours working the mines and improving the infrastructure and defenses of the warrens. Their work ethic can rival that of the hardest working dwarves.

OVERLOOKED AND UNDERESTIMATED

Gnomes despise kobolds, and the feeling is quite mutual. Other intelligent races generally dismiss kobolds as little more than a nuisance. Most kobolds are more than pleased to be dismissed in this manner. Largely xenophobic, kobolds would prefer to be left alone, though they accept that trade and interaction with others is likely inevitable. Kobold tradesmen who spend considerable time experiencing life outside the sheltered community of the warren are often the kobolds who find themselves becoming adventurers. Kobold adventurers must overcome considerable prejudice to make their way in the world.

Dragonborn – “I find it hard to believe something so crude and insignificant could share a lineage with creatures as magnificent and majestic as dragons. I prefer not to speak of any relationship between my kind and the kobolds.”

Elves – “Tis sad. The brief, brutish, pointless lives they lead. All their hours spent toiling away in deep dark mines digging through the earth producing not one single work of beauty or artistic merit. Indeed they are pitiable and at best left to their own devices. Still, I have heard that on occasion they hatch a clever one, a curious one, one who might grow to be more than a pest. Mind you in all my centuries I’ve not seen such an example but it would be a welcome, admirable sight.”

Humans – “What do I think of those little runts? Usually not much. I figure anything I can pick up and toss across the room so easy can’t be much to worry about. But funny you should ask now. Me and my boys here just heard about some kobolds mining silver up in Crag Canyon. We were gonna head up there after a couple more ales, crack some kobold skulls and strike it rich – ain’t that right boys? Why should experienced adventurers get all the loot anyway? We’ll be back in the morning with a few scratches and all the silver we can carry. I mean they’re just kobolds, right? How hard could it be.”

Gnomes – “Kobolds? The only good kobold is a dead kobold!”

RACE NAMES

Kobold names are frequently inspired by or derived directly from the draconic language. Kobolds tend to keep names short, avoiding multi syllabic draconic words. With the incredible birth and death rate of kobolds names are frequently repeated within a clan.

Male Names: Mekol, Charix, Xip, Delcharn, Ixin, Malsir, Caexus, Wuxin, Gixit, Vuthar

Female Names: Ayan, Vaexi, Vayri, Shiaver, Levexi, Lori-ite, Ukrisix, Axuna, Konya, Kuriki

RACE TRAITS

Your kobold character has an assortment of inborn abilities that reflect its pack upbringing and cunning draconic nature.

ABILITY SCORE INCREASE As a kobold you are quite nimble. Your Dexterity score increases by 2.

AGE Kobolds mature quickly, can live longer than a century, but often die a violent death. You will reach adulthood by the end of your first decade and with luck, skill and wisdom could live up to 120 years.

ALIGNMENT Eons of bullying, from the mistreatment of The First Kobold to frequent subjugation by other species, leaves the typical kobold mistrusting and cruel, while a pack mentality creates loyalty once trust is earned. Though most kobolds tend toward lawful evil some, especially those that venture out of the warrens, may share a different world view.

PACK TACTICS Kobolds have learned to survive through strength in numbers. You gain advantage on one attack roll per round against a creature if at least one of your allies is within 5 feet of the creature and the ally isn’t incapacitated.

TRAP MAKING Kobolds are taught trap making skills from the moment they hatch. You gain proficiency with a Trapper’s Kit. Your proficiency bonus is added to the

damage inflicted by traps that you create. The Difficulty Class associated with detecting, disarming, or avoiding traps that you create is 8 plus your Intelligence modifier plus your proficiency bonus.

SIZE Kobolds rarely grow taller than 3 feet and typically weigh between 35 and 45 pounds. Your size is small.

SPEED Kobolds are surprisingly swift for their stature. Your base walking speed is 30 feet.

SUNLIGHT SENSITIVITY You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

DARKVISION You are quite used to life underground away from the light of day. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.



LANGUAGE You can speak, read and write Common and Draconic.

SUBRACES

DRAGON BLOODED KOBOLD

All kobolds are kin to chromatic dragons, but in some the kinship manifests itself magically. You are clearly imbued with the blood of a dragon type. It shows outwardly as a tinge of black, blue, green, red, or white on your scales. It shows inwardly through your pride, willpower, and an inherent ominous magical ability.

Ability Score Increase. Your Charisma score increases by 2.

Draconic Resistance. Choose your chromatic dragon ancestry; Black (Acid), Blue (Lightning), Green (Poison), Red (Fire) or White (Cold). You gain resistance to the energy damage type appropriate to that ancestry.

Power of the Dragon. The primal power of dragons flows through your veins and manifests itself in ominous magical displays. You know the Thaumaturgy cantrip.

PACK KOBOLD

The most common of the kobolds, pack kobolds are hatched by the thousands. Pack kobolds are the prospectors, the miners, the workers and the defenders of any kobold colony. As a pack kobold you learned to be diligent and observant as you expanded the mine or delved further into ancient ruins in search of coin to add to the horde. As a pack kobold you were trained to defend the colony through cunning tactics, impressive trap making and the strength of superior numbers.

Ability Score Increase. Your Intelligence score increases by 1.

Trick and trap awareness. You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors and traps. You have advantage on saving throws made to avoid traps. You have resistance to damage dealt by traps. You may search for traps while traveling at a normal pace rather than a slow pace.

Trap Expertise. You may add twice your proficiency bonus to difficulty checks or damage associated with traps you create. Traps you create from a Trapper's Kit typically take ten minutes minus two minutes per point of proficiency bonus to create.

WINGED KOBOLD (URD)

Winged Kobolds, or Urds, are rare amongst a kobold community. Though your wings are clearly a gift wingless kobolds are jealous and frequently shun you. Your wings grant you obvious tactical advantages and you have been trained to put those advantages to use in defense of the colony.

Flight. You gain a flying speed of 30 feet. To gain this flight speed you may not be wearing medium or heavy armor.

Bombing. You gain proficiency dropping objects on opponents. This is a ranged attack with a range of 60/240. Damage may vary by weapon type. The most common weapon used in this manner are rocks, which do 1d6 bludgeoning damage.

EQUIPMENT

NEW ARTISAN'S TOOLS

Trapper's Kit 50 GP, 10 lbs.

This kit contains a variety of small pulleys, nets, springs, clamps, ropes, ball bearings, tripwires, pull wires and other equipment necessary for the creation of small traps and snares. Proficiency with this kit lets you add your proficiency bonus to the difficulty checks and/or damage potential associated with any traps or snares you create.

Each kit has enough reusable equipment to set up to three traps at a time. The Wisdom (Perception) DC to observe, and the Dexterity saving throw DC to avoid traps thus set equals 8 plus the trap maker's Intelligence modifier. If the trap maker has proficiency in Trapper's Kits the trap maker's proficiency bonus is also added to the associated DCs.

Setting a trap typically takes ten minutes minus one minute per point of proficiency bonus.

The kit can make the following traps-

The Simple Tripwire Trap. This is simply a tripwire pulled taut between two points. Walking or running through it prompts a Dexterity saving throw against the trap's DC to avoid falling prone. Being just a trip wire extended between two points this trap is more difficult to see than others. The Wisdom (Perception) check required to notice this trap increases by 2.

The Net Snare. Typically trip wire or bait triggered, a net either falls on the target from above or pulls the target up from below. A Dexterity saving throw against the trap's

REGARDING TRAPPER KITS...

A Kobold would be unlikely to venture forth from the warrens without a Trapper's Kit to keep him safe when he rests. Players and GMs that use default starting equipment should work together to ensure that starting kobold PCs are equipped with a Trapper's Kit by swapping for other items granted by backgrounds or classes.

DC is required to avoid being restrained. A restrained creature can use its action to make a Strength check against the trap's DC to free itself.

The Snapping Leg Trap. This is a classic pre assembled spring loaded leg trap that is equipped with a chain. The chain typically gets spiked to the ground to hold the catch in place. A Dexterity save versus the trap's DC is required to avoid taking 1d10 points of piercing damage and being grappled by the trap. A creature thus grappled may spend an action to attempt to escape. To do so it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by the trap's DC.

The Falling Anvil Trap. A single heavy large object (though likely not an anvil) or several smaller heavy objects are poised above the trap area to be pulled down upon a victim below. A Dexterity saving throw against the trap's DC is required to avoid 1d10 points of bludgeoning damage. Additionally, if the Dexterity saving throw failed a Constitution saving throw against the trap's DC is required to avoid being stunned for 1d4 rounds.

NEW TOOL PROFICIENCY

Trapper's kit. Your proficiency with a Trapper's Kit lets you add your proficiency bonus to the difficulty checks and/or damage potential associated with any traps or snares you create.

NEW FEATS

While all kobolds are raised knowing some trapping skills any intelligent creatures may have such skills. The following feats allow the Trapper's Kit to be put to use by other races, and allow Dragon Blooded kobolds and Urds the opportunity to improve upon their basic trap making skills.

INGENIOUS TRAPPER

Prerequisite: Kobold or Intelligence of 13 or better.

You have learned to devise all manner of simple traps from

items and materials that happen to be laying around in any variety of environments. This has sharpened your mind as well.

- Increase your Intelligence score by 1, to a maximum of 20.
- You may create traps or snares that mimic the effects of the classic Simple Tripwire, Net Snare, Snapping Leg Trap or Falling Anvil Trap from items found in the environment you are in at the moment with no need for a Trapper's Kit. The Difficulty Checks and damage associated with those traps would be the same as if you had a Trapper's Kit. Though you are unsure as to why, someone who observed you improvising thusly once called you MacGyver.

TRAP EXPERTISE

Prerequisite: Proficiency with Trapper's Kit

You have honed your trapping skills to expert levels, and given yourself nimble hands as well.

- Increase your Dexterity score by 1, to a maximum of 20.
- You may add twice your proficiency bonus to the Difficulty Class and damage associated with traps you create. Traps you set from a Trapper's Kit typically take ten minutes minus two minutes per point of proficiency bonus to set.

TRAPPER

You have learned trap making skills.

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the Trapper's Kit.

NEW MAGIC ITEMS

Through the ages kobold sorcerers have devised many devious methods to incorporate magical effects into the traps that guard their warrens. Those traps, however, lacked portability and required the sorcerer's attention to set. The great kobold adventurer Vanefecus Praecantor, a sorcerer of considerable power, once came upon a magnifi-

cent device - a Portable Hole. It certainly didn't take long for him to see its obvious use as an instant pit trap, and that use inspired several other magical inventions.

PORTABLE SPIKED PIT

Wondrous item, very rare

Vanefecus' first creation was an enhancement to the Portable Hole. A Portable Spiked Pit appears as a rough piece of rodent hide. When placed upon a solid surface and activated it creates an extradimensional hole 10 feet in diameter and ten feet deep with sharpened bony spikes protruding from the bottom. Furthermore, the pit magically conceals itself, creating an illusory surface that is virtually identical to the surface the pit was placed upon.

Once placed it takes a successful DC 15 Wisdom (Perception) check to notice a slight shimmering in the illusory surface of the pit, thus revealing that something is awry. A successful DC 15 Intelligence (Investigation) check reveals that the shimmering portion of the floor has an edge that can be lifted or rolled up, deactivating the pit.

Creatures walking over the pit fall in, taking 4 (1d6) bludgeoning damage from the fall and an additional 11 (2d10) piercing damage from the spikes.

In all other ways the *Portable Spiked Pit* behaves as a *Portable Hole*, however, utilizing it as a storage device would reduce or eliminate its usefulness as a trap.

GREATER STAFF OF TRAPPING

Staff, legendary (requires attunement by a bard, sorcerer, wizard or warlock)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of traps. You have advantage on saving throws made to avoid traps. You have resistance to damage dealt by traps and you may search for traps while traveling at a normal pace rather than a slow pace.

The staff has 25 charges for the following properties. It regains 2d10+5 expended charges daily at dawn. If you expend the last charge roll a d20. On a 1 the staff

loses its properties and becomes a nonmagical quarterstaff.

Spell Traps. You can use an action to expend 1 or more of the staff's charges to set a magical spell trap in a square that you can see within 120 feet of you. The spell trap's trigger area can be as small as a one foot square plane to as large as a twenty foot cube. A successful Wisdom (Perception) check against your spell save DC allows creatures to notice a shimmering in the area, alerting them to the presence of a magical effect in the area. The next creature touching or passing through the trap's trigger area triggers the trap. That creature becomes the target of an individual spell effect or the center of an area of effect spell.

The spell thus triggered uses your spell attack bonus, your spellcasting ability modifier, and your spell save DC. Any duration effects continue to the end of their described duration without requiring concentration.

Alarm (1 charge), *Circle of Death* (6 charges*), *Cloud of Daggers* (2 charges*), *Cloudkill* (5 charges*), *Confusion* (4



charges), *Disintegrate* (6 charges*), *Fireball* (3 charges*), *Hold Monster* (5 charges*), *Hypnotic Pattern* (4 charges), *Ice Storm* (4 charges), *Insect Plague* (5 charges*), *Magic Missile* (1 charge*), *Reverse Gravity* (7 charges), *Slow* (3 charges), *Web* (2 charges).

Note - for effects with an * additional charges, to a maximum of seven charges, may be spent to increase the spell slot used for the effect.

LESSER STAFF OF TRAPPING

Staff, rare (requires attunement by a bard, sorcerer, wizard or warlock)

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While holding it you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of traps. You have advantage on saving throws made to avoid traps. You have resistance to damage dealt by traps and you may search for traps while traveling at a normal pace rather than a slow pace.

The staff has 10 charges for the following properties. It regains 1d6+4 expended charges daily at dawn. If you expend the last charge roll a d20. On a 1 the staff loses its properties and becomes a nonmagical quarterstaff.

Spell Traps. You can use an action to expend 1 or more of the staff's charges to set a magical spell trap in a square that you can see within 30 feet of you. The spell trap's trigger area can be as small as a one foot square plane to as large as a ten foot cube. A successful Wisdom (Perception) check against your spell save DC allows creatures to notice a shimmering in the area, alerting them to the presence of a magical effect in the area. The next creature touching or passing through the trap's trigger area triggers the trap. That creature becomes the target of an individual spell effect or the center of an area of effect spell. The spell thus triggered uses your spell attack bonus, your spellcasting ability modifier, and your spell save DC. Any duration effects

continue to the end of their described duration without requiring concentration.

Alarm (1 charge), *Cloud of Daggers* (2 charges), *Hold Person* (2 charges), *Magic Missile* (1 charge), *Sleep* (1 charge), *Web* (2 charges)

STAFF OF TRAPPING

Staff, very rare (requires attunement by a bard, sorcerer, wizard or warlock)

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While holding it you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of traps. You have advantage on saving throws made to avoid traps. You have resistance to damage dealt by traps and you may search for traps while traveling at a normal pace rather than a slow pace.

The staff has 15 charges for the following properties. It regains 2d6+3 expended charges daily at dawn. If you expend the last charge roll a d20. On a 1 the staff loses its properties and becomes a nonmagical quarterstaff.

Spell Traps. You can use an action to expend 1 or more of the staff's charges to set a magical spell trap in a square that you can see within 60 feet of you. The spell trap's trigger area can be as small as a one foot square plane to as large as a ten foot cube. A successful Wisdom (Perception) check against your spell save DC allows creatures to notice a shimmering in the area, alerting them to the presence of a magical effect in the area. The next creature touching or passing through the trap's trigger area triggers the trap. That creature becomes the target of an individual spell effect or the center of an area of effect spell. The spell thus triggered uses your spell attack bonus, your spellcasting ability modifier, and your spell save DC. Any duration effects continue to the end of their described duration without requiring concentration.

Alarm (1 charge), *Cloud of Daggers* (2 charges*), *Confusion* (4 charges), *Fireball* (3 charges*), *Hold Person* (2 charges*), *Hypnotic Pattern* (4 charges), *Ice Storm* (4 charges), *Magic Missile* (1 charge*), *Sleep* (1 charge*), *Slow* (3 charges), *Web* (2 charges).

Note - for effects with an * additional charges, to a maximum of four charges, may be spent to increase the spell slot used for the effect.

TRAP CHALK

Wondrous item, varies

Static warren defenses can be greatly enhanced by mobile magical trap platforms but when the warrens are under assault a sorcerer can not be in all places at once. Thus Vanefecus required a means for the most mundane of kobolds to place a nefarious fireball trap as needed. The result of several years of research was the creation of the first *Trap Chalk*.

Trap Chalk appears to be a normal stick of colored chalk, with the color varying based upon its enchantment. Any intelligent creature capable of manipulating chalk can use *Trap Chalk*. A single stick of *Trap Chalk* contains enough chalk to cover a ten foot by ten foot square area in a magical trap effect. The user can reduce the trapped area to as small as one foot square if desired, but the entire stick must still be used in that process to be effective.

The user spends ten minutes chalking the desired area to be affected, being careful not to draw herself into a corner. Once the last of the chalk is used the chalk magically conceals itself and activates. The chalk's concealment is not perfect, as a bit of a shimmer can be noticed by observant individuals. Spotting the presence of activated *Trap Chalk* requires a successful Wisdom (Perception) check determined by the level of the spell.

The trigger area is a cube or cylinder matching the dimensions initially drawn. Thus a ten foot by ten foot area chalked on a floor would have a trigger area that extends ten feet above the drawing making an area of effect that is a ten foot cube. A five foot by five foot area chalked on a wall would have a trigger area that extends five feet horizontally out from the chalked area on the wall. The next creature to pass through the trigger area triggers the spell effect and becomes the target of any individual effect or the center of any area effect spell thus triggered.

The chalk can be enchanted to contain any spell on the Sorcerer's spell list. The level of the spell determines the DC required to spot the chalk, the spell's saving throw DC and attack bonus, and the rarity of the *Trap Chalk*. The trap can be disarmed by a dispel magic of appropriate strength. The effect, once triggered, can be countered by a counterspell of appropriate strength.

Spell Level	Rarity	Detect and Save DC	Attack Bonus
Cantrip	Uncommon	13	+5
1st	Uncommon	13	+5
2nd	Rare	13	+5
3rd	Rare	15	+7
4th	Very Rare	15	+7
5th	Very Rare	17	+9
6th	Very Rare	17	+9
7th	Legendary	18	+10
8th	Legendary	18	+10
9th	Legendary	19	+11



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5TH EDITION FANTASY KOBOLDS

KOBOLDS ARE SMALL LONG SNOUDED REPTILIAN HUMANOIDS WITH A FREQUENTLY NASTY DISPOSITION. PHYSICALLY WEAK, CRUEL AND XENOPHOBIC, KOBOLDS ARE OFTEN LOOKED DOWN UPON AND UNDERESTIMATED BY OTHER INTELLIGENT BEINGS. THIS CAN BE A FATAL MISTAKE, AS THE CUNNING CREATURES SURPRISE INVADERS AND AGGRESSORS WITH THEIR ABILITIES TO DEFEND THEMSELVES. KOBOLDS USE SUPERIOR NUMBERS, PACK TACTICS, SORCEROUS MAGIC AND THEIR CONSIDERABLE SKILLS WITH TRAP MAKING TO MOUNT IMPRESSIVE DEFENSES WHEN THEIR WARRENS ARE THREATENED.

EXPLORE THE WORLD OF 5TH EDITION FANTASY KOBOLDS AND FIND OUT ALL YOU NEED TO KNOW TO BRING THESE INTERESTING CREATURES OUT OF THE BESTIARY AND ON TO YOUR TABLE AS PLAYABLE CHARACTERS WITH A WIDE RANGE OF SKILLS AND ABILITIES!

PLAYER CHARACTER OPTIONS FOR 5TH EDITION FANTASY!
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