

KOBOLD

"We suffer, yet we prevail"

— Kobold mantra

Kobolds are often characterized as filthy little reptiles barely better than goblins. They're malicious but of little actual menace. Catch kobolds in their lairs, where they are almost certainly hard at work mining, and such a description might be fitting. No one ever suspected that being underestimated was the kobolds' goal.

Kobolds are meticulous creatures with sorcery in their blood, a variety of reptile with a strong work ethic. Discounted as pests or worse by many others, kobolds are a long-suffering race with many talents and clever tricks. Only the foolish overlook the threat that kobolds actually pose.

DARWIN'S INFLUENCE

Over the course of time, three subspecies evolved from the original kobolds. Those who had already completed the *Draconic Rite of Passage* became Urds (Draconic for "ones above"), they like to lurk on high ledges and drop rocks on passersby. Although the urds' wings are seen as gifts from Tiamat, the Dragon Queen, wingless kobolds are envious of those gifts and don't get along with the urds.

Second are the Wavecrest, who trace their ancestry to the Dragon Turtles. Finally, the Earthbound, or common kobold. These two subraces share a common appearance, but each has a distinctive body odor that kobolds can instantly detect.

It may be worth noting the kobolds from the Plane of Kaladesh, in mannerisms and outlook, they vary little in comparison to their relatives on the Material Plane. However, the dragons, and hence, kobolds, on kaladesh have feline traits. Their bodies are lithe and agile and covered with thin, coarse hair, striped orange and black, like that of a tiger.

COWARDLY WYRMS

Most kobolds have also adopted a cowardly demeanor when it suits them. This attitude, coupled with their size, has drawn pity from other races, sparing the kobold in question. As such, kobolds are not fearful creatures (no more or less than any other race) but understand in their shrewdness to survive, that some approaches work better than others.

Kobolds are not a stupid race by any measure and often as Kobolds grow and mature, some become inquisitive regarding the outside world.

These individuals often leave the tribe (usually in secrecy) striking out on their own. Once a kobold does this, however, they are usually marked for death from their own kind. The progressive actions of said individual also help them to overlook the kobold general rule and many an enterprising kobold end up working for the other humanoid races as miners, laborers, servants and attendants. A precious few kobolds (usually the ones talented with magic) find wealth, fame and glory.

HONOURED SORCERY

For kobolds, awakening the potential of sorcery within themselves is a birthright. Nothing could be more natural. In contrast to most humanoid cultures, kobold sorcerers are not left to discover their abilities through trial and error. Kobolds with a talent for sorcery are guided through the awakening of their abilities and directed toward specific types of magic.

Entering into this calling is a deeply reverential act, surrounded with more ceremony than any other part of kobold culture. A kobold sorcerer is required to make lifetime vows to the craft of sorcery, not unlike swearing into the priesthood.

TUNNELERS AND BUILDERS

Kobolds make up for their physical ineptitude with a cleverness for trap making and tunneling.

Their lairs consist of low tunnels through which they move easily but which hinder larger humanoids. Kobolds also riddle their lairs with traps. The most insidious kobold traps make use of natural hazards and other creatures. A trip wire might connect to a spring-loaded trap that hurls clay pots of flesh-eating green slime or flings crates of venomous giant centipedes at intruders.

BRAVE AND BOLD

Specialized melee combatants are rare among kobolds, but they're easily distinguished by the chitin armor they wear. Particularly strong and brave kobolds become dire weasel riders. These few form the light cavalry in a kobold army.



Kobolds believe that no obstacle exists that can't be defeated by strength of numbers. They are one of the few races that strikes fear into their enemies not due to combat prowess, but rather because of the suffocating wave of bodies they can muster. A kobold army is a pounding onslaught of flailing weapons, hurling itself against supposedly impenetrable defenses until those defenses crack, buckle, and break. This time-honored tactic, although completely devoid of elegance, has been the turning point in more than one battle, shifting the balance of a stalemate in the kobolds' favor and winning the day. To that end, kobold commanding officers plan for and accept a large number of casualties among their troops.

In times of warfare, all adults are expected to fight, but patrolling warbands exist to protect kobold lairs. These warriors are also responsible for trap maintenance, resetting devices that have been sprung and replacing broken or expended parts.

TINY DRAGONS

Kobolds have scaly skin, varying in color from rusty brown to reddish black. They have strong teeth, and their hands and feet have long digits tipped with very small claws. A kobold's face is like a crocodile's, with a jaw that can open wide enough to hold a whole melon. Constantly alert and wide, the eyes of a kobold range in color from burnt ochre to red. A ridge of small, hornlike bone juts above each brow and sweeps backward, the protrusions growing larger and more pronounced toward the rear of the skull.

Kobolds are pragmatic about fashion. They dress appropriately for the occasion, which includes finery for special celebrations and ceremonies. While an individual kobold enjoys looking distinguished and fine, tailored or inlaid clothing is an extravagance seen only in the wardrobes of tribal dignitaries and leaders. Most kobolds spend all their time mining, however, and working kobolds wear work clothes.

Footwear does not exist in kobold society. The idea of wearing footwear has never occurred to kobolds, not even for comfort. Kobolds rely heavily on their double-jointed legs and articulated feet to maintain their speed and balance. Moving across rugged terrain poses no difficulty for a barefooted kobold, whose feet are so naturally tough and callused that gravel and rough stone cause no pain.

Kobolds are meticulous about their teeth and claws. A flat stone in every kobold dwelling serves as a tool for polishing claws. Kobolds chew roots and bones to strengthen their gums and clean the surface of their teeth.

SEARCHING FOR THE DRAGON

At the start of every day, before the work of mining begins, the entire tribe comes together in a large, usually rough-hewn and unfinished community hall. Each kobold chooses a place on the floor, closes his or her eyes, and casts the mind inward, embracing the wellspring of kobold heritage. The silence and stillness of a tribal meditation is awe-inspiring. One can hear drafts blowing in the empty tunnels and an unattended fire crackling in the distance.

This daily meditation lasts for at least 15 minutes and is known as Searching for the Dragon. Sorcerers prepare themselves to cast spells, and non-sorcerers take advantage of this time to be alone with their thoughts. Those who undertake the *Draconic Rite of Passage* find that the Searching for the Dragon ritual is a vital part of their daily lives.

DRACONIC RITE OF PASSAGE

1st-level transmutation (ritual)

Prerequisite: Kobold

Casting Time: 1 action

Range: Self

Components: V, S, M (a gem of at least 100 gp in value)

Duration: 10 days

The *Draconic Rite of Passage* awakens the sorcerous power within the blood of kobolds.

A kobold who undergoes this rite must first endure nine days of fasting. Immediately thereafter, the kobold must succeed on a DC 10 Constitution saving throw to enter a deep trance that lasts for 24 hours. On a failed save, the rite must begin anew.

The kobold also permanently loses 1 hit point upon completion of the rite, and the material components are consumed during the casting.

Upon completing this rite, a kobold chooses any 1st-level sorcerer spell. He can now use that spell once per day, so long as he completes the Searching for the Dragon meditation that day.

No kobold can benefit from this rite more than once.



A new kobold sorcerer is initiated into the profession

PHYSIOLOGY

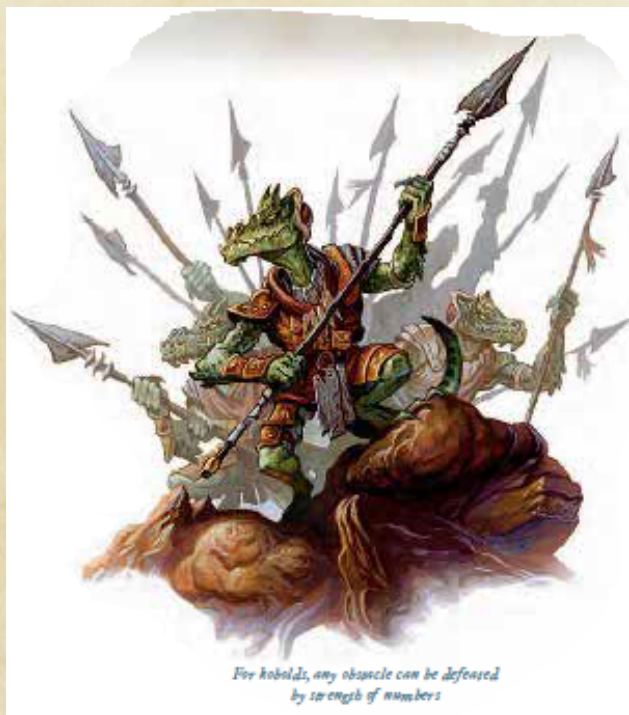
Kobolds have close biological ties to dragons. The most important difference between the two, however, is that kobolds are cold-blooded creatures, and dragons are warm-blooded. While kobolds do generate some internal body heat from taking in food and engaging in activity, they are dependent on their environment for warmth. This is one reason why they live underground, especially in their native temperate climate.

As reptiles, kobolds are hatched from hard-shelled eggs. Once a female kobold has been fertilized, she lays one egg within two weeks, with a chance of laying two eggs. The egg must be incubated for 60 days, after which time it hatches into a kobold wyrmling that is able to walk and feed after only a few hours.

Once hatched, kobolds mature at a breakneck pace, using the same life cycle as dragons, but only living one-tenth as long. By the time a kobold reaches the age of eight or nine, she is mentally and physically able to assist her tribe in any capacity.

KOBOLD AGE CATEGORIES

Categories	Age
Wyrmling	Up to 30 months
Juvenile	31 months to 5 years
Young Adult	6 to 10 years
Adult	11 to 20 years
Mature Adult	21 to 40 years
Old	41 to 60 years
Very Old	61 to 80 years
Ancient	81 to 100 years
Wyrm	101 to 120 years
Great Wyrm	121 years or older



KOBOLD NAMES

Kobold names are derived from the Draconic tongue and usually relate to a characteristic of the owner, such as scale color, distinctive body parts, or typical behavior. For example, "Red Foot," "White Claw," and "Scurry" are Common translations of often-used names. A kobold might change its name when it becomes an adult or add additional word-syllables after important events such as completing its first hunt, laying its first egg, or surviving its first battle.

Unisex Names: Arix, Eks, Ett, Galax, Garu, Hagnar, Hox, Irtos, Kashak, Meep, Molo, Ohsoss, Rotom, Sagin, Sik, Sniv, Taklak, Tes, Urak, Varn

KOBOLD TRAITS

"The dragon scale toughens our skin. The dragon bone adorns our skull. The dragon heart flames our sorcery. We are the dragon, and for the dragon we live. Long live the dragon."

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score is reduced by 2.

Age. Kobolds reach adulthood at age 6 and can live up to 120 years but rarely do so.

Alignment. Kobolds are fundamentally selfish, making them evil, but their reliance on the strength of their group makes them trend toward law.

Size. Kobolds are short, reptilian humanoids with bony frames and small tails. They stand approximately 2 to 3 feet tall and weigh 35 to 45 pounds. Your size is Small.

Sinewy, double-jointed legs, naturally bent and poised for sudden speed, contribute to their height. When her legs are stretched out, a kobold can increase her height by up to 1 foot but doing so is uncomfortable.

Speed. Your base walking speed is 30 feet.

Curious. You have proficiency in the Investigation skill.

Darkvision. 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 can't discern color in darkness, only shades of gray.

Grovel, Cower, and Beg. As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Trap Expert. You have proficiency with Thieves' Tools.

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

Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Subrace. Four subraces exist among the kobolds: the numerous Earthbound; the Urd, flying kobolds; the reclusive Wavecrest; and the extra-dimensional Kaladesh kobolds. Choose one of these subraces.

EARTHBOUND

Earthbound kobold features include eyes like gems or like black pits, gravelly voices, large hands and feet and a metallic sheen to the skin. Earthbound kobolds like to attack with overwhelming odds, at least two to one, or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal.

Ability Score Increase. Your Constitution score increases by 2.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

KALADESH KOBOLD

On the Plane of Kaladesh, dragons resemble a cross between a lizard and a tiger, with powerful feline bodies covered in striped fur, reptilian heads crowned with long horns, and enormous leathery wings.

As dragon descendants, kaladesh kobolds resemble the feline lizards.

Ability Score Increase. Your Strength score increases by 2.

Crouching Tiger, Hidden Dragon. You are proficient in the Stealth skill.

In addition, your sharp teeth and claws are natural weapons, which you can use to make unarmed strikes. If you hit with either of them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

In addition, you have 1 ki point, though this does not grant you the ability to harness ki energy unless you gain that ability through another source, such as levels in the monk class.

URD

Winged kobolds, known as urd, hatch seemingly at random from kobold eggs, even in a tribe that has no adult urd. Although being able to fly is an incredible gift, and it would be expected for kobolds to interpret the wings as a blessing from Tiamat, ordinary kobolds resent urds and don't get along with them.

Fragments of kobold legends speak of Kuraulyek, a winged godling servant of Kurtulmak, who betrayed his master in some way. Kobolds see urds as Kuraulyek's favorites, and they project their resentment of this traitor onto their winged kin.

Ability Score Increase. Your Wisdom score increases by 2.

Urd Wings. You can use your small wings to glide, negating damage from a fall of any height and allowing them to travel 20 feet horizontally for every 5 feet of descent.

In addition, your long jump is up to 30 feet with a running start, and your high jump is up to 15 feet, with or without a running start.

WAVECREST

Wavecrest kobolds are seldom seen outside their mines, much like their surface-dwelling cousins—despite the fact that their broad tails make them exceptional swimmers. They dig constantly, always expanding their subterranean territory (which is often carefully constructed to tap into geothermal vents for heat), and as a result frequently come into conflict with aquatic dwarves.

Wavecrest kobolds often hire mercenaries to fight for them, hiding behind their carefully constructed traps and other defenses and paying their defenders with the mineral wealth they uncover while expanding their warrens.

The life of a wavecrest kobold is one of constant toil and fear. Some few kobolds seek peace of mind through personal power and boon companions. These rare individuals become adventurers.

Ability Score Increase. Your Charisma score increases by 2.

Child of the Sea. You have a swimming speed of 30 feet, and you can breathe air and water.

Water Dependency. If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.

Bonus Language. You can speak, read and write Aquan.



KOBOLD CLASS OPTIONS

For kobolds, awakening the potential of sorcery within themselves is a birthright. Nothing could be more natural. As quick-footed creatures, kobolds can also become talented rogues. With a kobold's lack of brawn and stamina, the fighting professions might seem less than appealing, but as with any vocation that kobolds embrace with determination, they are still very much possible.

CLERIC - PRIEST OF KUURTULMAK

Kuurtulmak is the god of kobolds, distinguished by his large size, mottled scales, and long tail tipped with a dreadful stinger. Kuurtulmak encourages his followers to win battles by any means, retreat to fight another day, and to mete out revenge on every enemy, regardless of how long that retribution takes to achieve.

Primarily, dutiful kobolds prove their worth through steadfast dedication to their tribe. In this regard, kobolds who work to exhaustion are considered upstanding role models. Kuurtulmak's clerics begin their careers as miners, learning how to appreciate the kobold work ethic. Kobolds who regularly sustain injuries while mining are selected to become clerics, before they end up getting killed on the job. Such clerics train under military discipline, learning kamikaze disciplines, and calling on Kuurtulmak to rise again.

Kobolds who willingly suffer injury so that the daily work can continue without interruption are treated with praise as zealous disciples. Finally, kobolds who sacrifice their lives to facilitate the tribe's success are remembered as folk heroes, to the equivalent of saints.

RESTRICTION: KOBOLD ONLY

Only kobolds can become Priests of Kuurtulmak. The position fills a particular niche in kobold society and culture.

The **Fervor Domain** serves as the generic name for this subclass if you use it to model clerics other than Priests of Kuurtulmak.

KOBOLD CLERIC STARTING EQUIPMENT

At 1st level, a kobold cleric can choose to start with the following equipment instead of the standard cleric array, in addition to the equipment granted their background.

The suggested background for a kobold cleric is the *guild artisan*, however, kobold cleric guild artisans can opt to take the acolyte's Shelter of the Faithful feature instead of the guild artisan's Guild Member feature, or vice versa.

- Leather armour and a war pick
- A holy symbol and a dungeoneer's pack

PRIEST OF KUURTULMAK SPELLS

Cleric Level	Spells
1st	<i>Chaos Bolt, Thunderwave</i>
3rd	<i>Enhance Ability, Heat Metal</i>
5th	<i>Elemental Weapon, Thunder Step</i>
7th	<i>Death Ward, Stoneskin</i>
9th	<i>Teleportation Circle, Steel Wind Strike</i>

BONUS CANTRIP

At 1st level, you learn your choice of either of the following cantrips: *true strike* or *sword burst*.

BONUS PROFICIENCY

At 1st level, you gain proficiency with the war pick. In addition, war picks you wield gain the versatile (1d10) property.

Kobolds small size and traditional mining professions have taught them how to wield a pick to its greatest effect.

LAST STAND

Starting at 1st level, you can channel your zeal to resist death. When you have to make a death saving throw at the start of your turn, you can make a DC 10 Constitution saving throw instead.

On a successful save, you regain 1 hit point and you can expend 5 feet of movement to stand up. In addition, each creature of your choice within 10 feet of you takes force damage equal to your cleric level.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

CHANNEL DIVINITY: PRESERVE SELF

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore your hit points to half your hit point maximum.

INDOMITABLE

Starting at 6th level, you gain an additional use of your Channel Divinity class feature.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with elemental energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

RETRIBUTION

Starting at 17th level, the damage of your Last Stand class feature increases to twice your cleric level. At 20th level, its range increases to 30 feet.



FIGHTER - DRAGONSHIELD

A kobold dragonshield is a champion of its race. Almost all dragonshields begin life as normal kobolds, then are chosen by a dragon and invested with great powers for the purpose of protecting the dragon's eggs, but once every few years a kobold hatches with an innate version of the dragonshield's abilities. Accomplished at hand-to-hand combat, it bears many scars from desperate fights and carries a shield made out of cast-off dragon scales.

The dragonshield is the master of teamwork in melee. She has trained in cooperative battle tactics and knows how to take advantage of position and timing to make herself and her teammates a deadly, unified force in battle. No other force compares to a group of melee-worthy combatants along with a dragonshield in the wings, ready to multiply the total deadly effectiveness of the group by far more than their number alone would indicate. It takes a special kind of person to give up the limelight in favor of teamwork.

Those with the necessary ability to think about the objective first and their own glory second make ideal dragonshields.

KOBOLD FIGHTER STARTING EQUIPMENT

At 1st level, a kobold fighter can choose to start with the following equipment instead of the standard fighter array, in addition to the equipment granted their background.

- Leather armour
- A dragonscale shield (your choice of colour)
- A dungeoneer's pack
- Two spears and five javelins

Kobold fighter learn to make and wear the distinctive dragon scale shields used by their order. A dragonscale shield has the same cost and time to create as a normal item of that type (as described on pg. 128 of *Xanathar's Guide to Everything*), with the additional component of a dragon's scale.

Dragonscale shields are not metallic and therefore are not subject to spells such as *shocking grasp* or to special attacks that target metal, such as a rust monster's touch.

While you are wearing your dragonscale shield, damage that you take from elemental damage is reduced by 2. The type of scale used determines the type of damage reduction you receive, as determined on the following table.

Dragonscale Colour	Damage Type
Black, Copper	Acid
Blue, Bronze	Lightning
Brass, Gold, Red	Fire
Green	Poison
Silver, White	Cold

FLANKER

At 3rd level, you can flank enemies from seemingly impossible angles. You can designate any adjacent square as the square from which flanking against an ally is determined (including the square where you stand, as normal). You may designate the square at the beginning of your turn or at any time during your turn.

The designated square remains your effective square for flanking until you are no longer adjacent to it or until you choose a different square (at the start of one of your turns). You can even choose a square that is impassable or occupied.

TEAMWORK

At 3rd level, you are trained to keep a close eye on teammates on a joint mission. You gain a +5 bonus to Wisdom (perception) checks to hear and see allies.

At 10th level, your senses are honed so finely that you are aware of the location of all allies within 100 feet, even if they are not within sight.

At 15th level, you can use your training to improve the skill of those around her. All allies within 30 feet of you gain a +2 bonus to Acrobatics, Athletics, Perception and Stealth checks. Allies must be able to see you to gain this bonus.

DEFENSIVE SHIELD

Starting at 7th level, you grant up to two adjacent allies a bonus to AC, this bonus is equal to half your shield bonus.

REACTION SPECIALIST

At 7th level, when you take the Dodge action on your turn, and an enemy misses you with a melee attack, you can use your reaction to make an opportunity attack against the creature.

At 10th level you can make a, opportunity attack against a creature that successfully attacks one of your allies and deals damage.

At 15th level, if one of your allies is rendered unconscious or killed outright, you can make an opportunity attack against the creature that felled your ally.

FLANKING TEAMWORK

At 10th level, when you flank an opponent, you and all other allies who threaten the same opponent gain a +1 bonus on your attack rolls against the flanked creature (in addition to the normal flanking bonus).

SIDESTEP

At 10th level, when you make an opportunity attack, you can move up to 5 feet, immediately after the attack. This movement does not provoke opportunity attacks.

DEVOTED BODYGUARDS

At 15th level, when a creature you can see targets you with an attack and another creature is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

HEART OF THE DRAGON

Starting at 18th level, if you are frightened or paralyzed by an effect that allows a saving throw, you can repeat the save at the start of your turn to end the effect on yourself and all allies within 30 feet of you. Any creature that benefits from this trait (including yourself) has advantage on its next attack roll.

In addition, when a creature within 5 feet of you takes damage, you can use your reaction to magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.