

All the colors of the kobolds

In D&D, dragons are divided by color. Kobolds are related to dragons. Kobolds are all red.

I looked around and found no variants kobolds coming from different dragons, so I made them.

Here are lore, statistics and example encounters for every other type of kobold (normal kobolds are assumed to be the red ones.) including both chromatic and metallic dragons.

All the stats are for D&D 5e but they're just examples. the creatures can be easily adapted for whatever.

Too long? There is a much shorter version called "All the colors of the kobolds - brief" that condenses everything .

Black Kobolds

They're pretty much crocodiles, if a Crocodile could use a knife. And build traps. Actually a crocodile would be more pleasant to meet. But you never meet crocodiles here, the kobolds killed them all.- Zandar, hunter in the Rotten Marsh

The most vicious of all Kobolds, Black Kobolds are swamp-dwelling hunters, specialized in traps and ambushes.

Biology

Physically, black kobolds are quite similar to their dragon ancestors: their scales range from deep black to dark green, and give them a natural ability to hide in ponds and reed beds. These kobolds can't breath underwater, but thanks to the shape of their skull, with the nose about at the same height as their eyes, can lie almost completely underwater and still be able to breath and see clearly, just like a crocodile or alligator.

Unlike those animals, black kobolds can also cover their head with mud, grass or leaves and become almost impossible to see, especially at night.

The skull of a black kobold is similar to that of a black dragon: sunken eyes, protruding cheeks and brow ridge with thin skin that give them the appearance of a blackened skeleton. Their horns are usually small, because they prefer to cut them to be able to hide better.

Some black Kobolds have the ability to spit acid. It's painful but not very powerful.

Other black Kobolds gain the ability to infect through their bite, germs and bacteria grows in their saliva, innocuous to them but dangerous for every other creature, including other kobolds.

Society

Kobolds aren't immune to their own acid, and this causes them to be wary of each other and shun company. Black Kobolds tribes are small, no more than two or three families, and many of them prefer to spend most of their time hunting alone. They'll hunt together, in groups of no more than 4 or 5, if they are tracking a particularly powerful animal or large group.

These Kobolds are mostly nomadic, they live in simple portable tents or crudely dug holes. They follow the animals they hunt and carry few things with themselves, mostly crafted with the hide and bones of their preys. Sometimes those preys are intelligent humanoids. They like to use weapons made of bones, blowdarts and slings.

They use almost no clothes, since their natural scales hide them very well, but if necessary can craft leather armors.

They greatly prefer sturdy materials that do not get damaged by swamp water, acid or insects, so things like scrolls or weapons with wooden parts are almost never found in their possession. Sometimes they use knives or spears they steal from their victims.

Black Kobolds almost never have permanent lairs, but may be found in the lairs of other creatures working as slaves or servants. This is pretty rare, since they are pretty good at running away and hiding, and will do everything in their power to do it. Black Kobolds aren't really cowards, they're just very pragmatic, and sometimes that means acting like a coward.

Religion

Black kobolds worship **Heliwr**, a Neutral Evil goddess of hunting and survival depicted as a female black kobold clad in a black cloak that hides her. She teaches that the world is dangerous, and you must do whatever it takes to survive, avoiding fights you can't win and using your smarts whenever possible to lower risks. Otherwise, they worship deities of nature, hunting or swamps.

Mentality and Behaviour

Physically weak, naturally solitary and genetically assholes, all traits they share with their dragonic ancestors, Black Kobolds are survivalists and guerrilla experts. They do not have the numbers to make up for their weak bodies, so instead they use traps and ambushes,

Black Kobolds favourite strategies consist of placing traps hidden under the swamp water, for example poisonous spikes planted in the mud, bamboo Whips (spikes places over a bamboo pole that is pulled back into an arc using a catch attached to a tripwire.) or a rocks covered in spikes attached between two trees, rigged to swing down when a tripwire is triggered.

Once a trap is activated, these kobolds will attack openly only if their victim is alone. If they are facing a group,

they will silently swim towards the others and try a sneak attack, or attempt to drown them without alerting others members of the group, still distracted by the first trap.

Black Kobolds will sometimes track down their preys to place traps in what they expect is their path, or will place them in areas where they know people are likely to go through.

They can use their acid attack to blind an enemy. Black Kobolds almost never take prisoners: they don't have time or patience for interrogations, and rarely have something to ask. They are weak creatures, blood and noise attracts other predators and in an open battle, they would probably lose. Their strategies revolve around speed, surprise and self-preservation, their lifestyle very utilitarian.

If they are losing, they WILL run away. Survival comes first, for black kobold, but unlike other kobolds, running away isn't simply a sign of fear: for a hunter, a retreat is just a tactic like any other.

When running away, they'll try to keep their cool and try to lure their enemy into traps, hidden sinkholes they can safely swim through, or difficult terrain.

Example Encounters with Black Kobolds

1) As the players are traversing a swamp, one of them gets caught in a snare. An instant later, another gets hit in the neck by a dart. Before they know it they're surrounded.

2) The players have decided to camp next to a paddy field for the night. The one standing guard notices something shining between the rice, they go to check it out and, before they know it, a row of spikes has stabbed them in the chest. a rope is around their neck, and a knife in their back, while everybody else keeps sleeping.

3) One of the players splits from the group to take a sip of water from the river. They kneel down, and as soon as they touch the water, something grabs their head and drags them under.

4) The players hear a commotion as they're traversing the swamp, they go check it out and find a large hippopotamus snared in a bear trap (stolen from nearby trappers they have found dead earlier). A group of black kobolds is hitting it with spears, the players attempt to get close but after just a few steps, one of them falls into a hidden pit.

5) An isolated village next to a swamp has been attacked by black kobolds recently, the creatures lived there for a long time but they never gave troubles except the occasional skirmish with the village hunters. Something has caused them to become more aggressive.

6) A witch has taken control of a tribe of black kobolds, and uses them to capture and kill anyone that travels through her land. Their traps combined with her magic and alchemical knowledge have proven a real danger for many adventurers.

Statistics

Average Black Kobold hunter

You notice a small creature, barely peeking out of the water: it's a small lizard-like creature, completely black. Its head is strange, with thin skin and protruding bones. It wields a knife made of sharpened bone, covered in some green substance.

Small Humanoid (Kobold), Neutral Evil

Armor Class: 14 (+1 natural, +3 dexterity)

Hit Points: 14 (4d6)

Speed: 30 Ft. *Swimming:* 15ft

Str 7 (-2) **Dex** 16 (+3) **Con** 10 (+0) **Int** 10 (+0) **Wis** 14 (+2) **Cha** 6 (-2)

Skills *Stealth* +5; *Survival* + 4; *Perception* +4

Senses *Darkvision* 60ft, *Passive Perception* 12, Enhanced Smell

Language: Draconic, but poorly. Sometimes common. Sometimes Sylvan.

Enhanced Smell: A black Kobold can smell any amount of dropped blood in a 150ft radius around him, and know the general direction but not the exact distance of the source of blood.

Acid Spit: Once per minute, can spit acid as a ranged attack. +5 to hit, reach 10ft, 1 acid damage. If aimed at the eyes, hit with disadvantage. target is **Blinded** until next turn.

Improved Hiding: Has advantage on every Hiding attempt in swamps or during the night. They can spend five minutes crafting a better hiding place, and receive three-quarters cover while in it.

Immune to most natural diseases, and can freely drink any type of dirty water or rotten food as if they were regular water and food.

Actions:

Poisoned Blowdart +5 (1d4) + **Blue Frog poison** (DC Constitution 14 or Poisoned for 1 hour and 10ft Reduced movement speed.) 30ft range. Piercing.

Poisoned Bone knife +5 (1d4+3) + **Flying Centipede Poison** (Constitution 10 or suffer 6 damage, half on a successful save) Melee. Slashing.

Acid Spit: +5, 1 damage, Blinded for 1 turn if it hits the eye. 10 ft range.

Bite: +1, 1d4-2 damage.

Variants: Infected bite. Additional **Constitution saving throw** or being infected by a swamp disease. See example diseases below.

Veteran black kobold that fought humans for territory

Out of a bush jumps a black kobold, he's wearing an armor made of crocodile skin, he wields a poison-covered steel knife, and before you can react, he's on top of you.

Small Humanoid (Kobold), Neutral Evil

Armor Class: 17 (+3 crocodile skin armor, +4 dexterity.)

Hit Points: 45 (10d6 +10)

Speed: 30 Ft. *Swimming:* 15ft

Str 7(-2) **Dex** 18(+4) **Con** 12(+1) **Int** 10(+0) **Wis** 16(+3) **Cha** 6(-2)

Saving throws: Dex +7, Con +4

Skills *Stealth* +8; *Survival* +7; *Perception* +7

Senses Darkvision 60ft, Passive Perception 13, *Enhanced Smell*

Language: Draconic, common.

Enhanced Smell: A black Kobold can smell any amount of dropped blood in a 150ft radius around him, and know the general direction but not distance of the source of blood.

Acid Spit: Once per minute, can spit acid as a ranged attack. +5 to hit, reach 10ft, 1 acid damage. If aimed at the eyes, hit with disadvantage. target is **Blinded** until next turn.

Improved Hiding: Has advantage on every Hiding attempt in swamps or during the night. They can spend five minutes crafting a better hiding place, and receive three-quarters cover while in it.

Immune to most natural diseases, and can freely drink any type of dirty water or rotten food as if they were regular water and food.

Sneak Attack: 5d6. Just like the rogue

Favorite enemy: Humans. Just like the ranger, but don't use the basic manual ranger, there are better variants in other books.

Actions:

Poisoned Blowdart +8 (1d4) + Blue Frog poison (DC Constitution 14 or Poisoned for 1 hour and 10ft Reduced movement speed.)

Poisoned steel knife +8 (1d6+4) + Flying Centipede Poison (Constitution 10 or suffer 6 damage, half on a successful save)

Acid Spit: +8, 1 damage, Blinded for 1 turn if it hits the eye. 10 ft range.

Bite: +2, 1d4-2 damage.

Variant: Infected bite. Additional **Constitution saving throw** or being infected by a swamp disease. See example diseases below.

Examples of swamp diseases; roll 1d4 on bite.

1: Malaria. Constitution DC: 14. After 1d10+10 days of incubation, causes high fever, vomiting, tiredness and headaches.

Every day, take 1d4-1 damages, one level of tiredness and gain no HP from long rests. Then repeat the saving throw. On two consecutive successes, or one with proper medications, the disease is cured.

Seven failures in a row cause the character to go in a coma, three more failures cause death.

2: Leptospirosis. Constitution DC:12 After 1d6+4 days of incubation, causes muscle ache, abdominal pain, respiratory distress, liver damage and kidney failure, hearing loss.

Every day, take one level of exhaustion, speed is reduced by 10ft and disadvantage on all perception and concentration checks. Repeat the saving throw every day. After a success, remove one exhaustion level. When exhaustion levels reach zero, it's cured.

3: Black fever. Constitution DC:11 After 1d4 days of incubation, causes fever, loss of appetite and blindness then the skin starts turning black and becomes swollen. At this point, there is a 50% chance the disease goes away on his own, causing only one level of exhaustion.

If this doesn't happen, repeat the saving throw every day, gain one level of exhaustion for every failure and remove one for every success. If exhaustion reaches zero, the disease is cured. With medication, remove two levels of exhaustion for every success.

This second phase of the disease includes blindness and a terrible swelling, that reduces speed by 10ft, gives disadvantage on all dexterity checks and lowers natural armor by 1.

Death comes after 10 failures in a row.

4: Tiamat influence: Constitution DC 15: Rare disease, supernatural in origin, After 2d6 days of incubation, spots of different colours appear on the victim skin. They can be Red, green, black, white and blue, and can be everywhere. Old ones disappear and new ones appear over time.

Causes one level of exhaustion, repeat the saving throw every day, remove one level of exhaustion in cause of success, disease is cured after all exhaustion is removed.

The infected victim also suffers from sudden and violent mood swings: (Only one effect at a time, changes every hour.) If these saving throws are passed, there are no effects.

Fits of violent rage: (**Wisdom DC 12**, perform an unarmed melee attack against the nearest ally)

Paranoia: (**Charisma DC 12**, refuse to share anything with others, tries to take away weapons from nearest ally)

Sudden weakness (**Constitution DC 12**, speed is halved and disadvantage on all physical activities and attacks for one minute.)

narcisism (**Charisma DC 12** every time the character passes in front of a reflecting surface, in case of failure they'll spend the turn doing nothing else but looking at their own image.)

Loss of balance (**Dexterity 12**) The character speed is halved, and they have disadvantage on all dexterity checks and all attacks.

Blue Kobolds

The first thing we saw was a golden diadem, appearing from behind the dune. Below the diadem was a turban covered in pearls, and below the turban a tiny blue dragon head, shining like a gem in the desert sun. Below the tiny dragon a bag overflowing with coins, trinkets and items, below the bag a second one, and below that a camel, strolling leisurely on the sand. - Ibn al-Haytham, account of an exploration of the Red-Eye Desert

Blue Kobolds are natural born merchants: they love everything that has value, and dream of nothing more than owning all that can be owned. They prefer dry and desert lands, but are ready to travel anywhere if there are riches to gather and new, exotic items to acquire.

For Kobolds, they are remarkably smart and sociable, so often they become regular merchants, but many have no problems stealing what they don't want to pay for.

Biology

Naturally, the blue kobold is just about the same as a normal red one, but where these are forced to keep in shape and hone their reflexes if they want to live, Blue Kobolds often can afford to pay guards or live in civilized areas, and can grow fat and lazy. Then again, they tend to be skittish and overly excitable, so they're rarely obese.

Blue Kobolds are one of the very few types of kobolds that dies of natural causes, and many reach their natural old age of around 100/120 years.

Physically, blue kobolds tend to develop stronger limbs with a slender frame, as they are natural diggers, but lack in the agility other kobolds have.

Blue Kobold create a tiny bit of static electricity, but it's good for little more than playing pranks on people.

Mentally, Blue Kobolds are a span above other members of their race. This doesn't make them geniuses, they're still kobolds, but they're much more civilized and well-spoken than their peers.

Most of them are even able to read most of the books they own.

Society

They almost always live alone, every other kobold is a potential rival.

Marrying one seems like a crazy idea: why would you let another kobold into your treasury, or even inside your bed? Asks the blue kobold. Wouldn't they just kill you and clean your bank account?

Blue Kobold spend time with each other only for a few hours during mating season, and they all leave after

having done the deed, as if it had never happened.

The only exception to this is young kobolds, that can't survive alone: After being born, they're passed around various kobold, constantly changing home. Each kobold will nurse the youngling for a few months, teach them a few tricks of the trade, then drop them to someone else.

Blue Kobolds may not like each other, but they all know each other, and they realize that one way or another they can't let the race die out. Kids are a burden, but also too stupid and incompetent to be a threat, so they don't mind having one or two around. For a while.

But make no mistake: a Blue Kobold is never alone: guards, accountants, clerks and secretaries, mercenaries and hired goons are always with them.

Blue kobolds are ostentatious, and love to wear the smoothest silks, the shiniest gems, the largest rings and the tallest hats. "Tacky" means nothing for a blue kobolds, and their houses are often littered with statues, paintings, rare plants and bizarre animals from all over the world.

The wealthiest kobolds will, sometimes, cover their skin in sapphire dust to appear sparkly and Lucent.

Religion

Whatever is popular where they live, they rarely care about gods, more about the gold and art in their temples.

Mentality and Behaviour

Blue Kobolds aren't extremely good with words, and their line of thought is sometimes confusing and deceptive, but in the end accumulating wealth is their goal.

Unlike dragons, Blue Kobolds don't hoard and hide their treasures, instead they put them on display; basking on the admiration of people that have less, and consumed with jealousy towards those that have more.

A blue kobold treasure constantly changes, items are traded and exchange constantly, always looking for a better deal or a convenient trade.

The only thing more important than being rich, for them, is being richer than other blue kobolds: They are a very self-centered race, in a way similar to dragons, and see themselves as the smartest and best merchants in the world. For this reason, there is no greater pride than out-smarting another blue kobold.

A blue kobold will be happy with an exchange that is mutually beneficial with a human, or an elf, or a djinni, but will hate it when it's with another blue kobold. Trades between members of the same race are always a competition, and hide cavils, loopholes or other trickeries.

If a blue kobold can't buy something, they'll look for another way. Paying mercenaries to steal it, murdering the current owner hoping the heir will be more reasonable, causing a revolution to snatch what they want during the commotion, nothing is below a blue kobold. Backstabbing and under-the-counter deals are normal for them.

Obviously blue kobolds aren't THAT smart, so these plans are not guaranteed to work, and more often than not end in disaster.

Blue kobold are rich, but rarely the richest. Sometimes they make mistakes or get tricked and lose most of their wealth. In that case, they'll do everything they can to get it back. Usually this involves small-time scams and petty theft, or working as a wandering merchant for a while. They will still go out of their way to appear as wealthy as they can.

Example Encounters with Blue Kobolds

- 1) The players are lost in the desert, when a wandering blue kobold appears, as if from nowhere, and offers them a map and water in exchange for everything they own. They are forced to accept, reach a nearby city, and discover it was probably that kobold that killed their guide a few nights before.
- 2) The players are searching for a lost artifact, but the ruins are already been scavenged by a group of treasure hunters hired by a blue kobold. Will they fight for the treasure, work together, double-cross them, or let them take it and steal it later?
- 3) During the last adventure, one of the players died and they were forced to leave their body behind. When they come back, it's disappeared. They are contacted by a blue kobold, he took it, and if they want it back, they'll have to pay a large sum.
- 4) A small city on the edge of the sands is dying, their river dried out. A blue kobold has built a dam upriver. Technically what he's doing is perfectly legal, and he has enough material to blackmail half of the city council so nobody can touch him. Officially.
- 5) A blue dragon has settled in the area, and a blue kobold wants his treasure at all costs. She'll hire the players get it, no matter how much she has to spend. It doesn't matter if she'll lose money, it's a matter of principle.
- 6) A blue kobold saw a unicorn, and decided it had to be his new mount. Legally he bought it, technically he kidnapped and enslaved it, the law doesn't care. Maybe the players will.

Statistics

Average kobold merchant

Small Humanoid (Kobold), Any Lawful

Armor Class: 10 base, way more if they're wearing fancy items to protect themselves. They probably will.

Hit Points: 5(2d6 -2)

Speed: 30 ft. *Transport Camel:* 50ft. *Sedan Chair:* 15ft. *Unicorn:* 25ft because he's reluctant. *Burrowing* :5ft.

Str 6(-2) **Dex** 10(+0) **Con** 8(-1) **Int** 12(+1) **Wis** 8(-1) **Cha** 14(+2)

Skills History +3; Insight+3; Deception +4; Persuasion +4

Senses *Darkvision* 60ft, *Passive Perception* 9

Language: *Draconic, common, dwarven, whatever djinnis speak.*

Burrowing Blue Kobolds rarely need to use physical skills, but sometimes they need to run away from a debtor, or someone they tricked, or an enemy looking for revenge, or something looking to steal something, and this ability helps: Kinda like blue dragons, Kobolds can burrow through soft earth and sand, and hide completely. They can still breath, and can stay down for a few days before they need to drink anything. They can't see but feel vibration and know the position of any moving thing in a 20ft radius.

Burrowing is a standard action, max depth of 5 feet. Can move horizontally at a speed of 5ft.

Static discharge: Blue kobolds generate a small electrical charge, and can hit other people with it by getting close enough. It does no damage, but can make someone jump for the surprise, and can be used to interrupt another creature that is in the middle of a conversation, or distract someone.

Magical Item: A blue Kobold always has numerous magical items at his disposal he can use to protect but also attack. Example Items: Ring of Fireball. "Shield" Scroll. Potion of Invisibility. Sock of Dimensional Door. Wand of Enemy Detection.

Actions

Pitiful melee attack with a scepter he owns -2 (1d6-2)

Claw +0 (1d4+0)

Mage Blue Kobold, that grew old and learned to protect himself through his many items

Small Humanoid (Kobold), Any Lawful

Armor Class: 17 (Bracers of Defense +2, Shield spell +5)

Hit Points: 25(10d6 -10)

Speed: 30 ft. *Flying carpet* :60ft. *Burrowing*: 5ft.

Str 6(-2) **Dex** 10(+0) **Con** 8(-1) **Int** 16(+3) **Wis** 8(-1) **Cha** 16(+3)

Skills *Arcana +7; History +7; Insight+3; Deception +7; Persuasion +7*

Senses *Darkvision 60ft, Passive Perception 9*

Language: Any.

Burrowing: Blue Kobolds rarely need to use physical skills, but sometimes they need to run away from a debtor, or someone they tricked, or an enemy looking for revenge, or something looking to steal something, and this ability helps: Kinda like blue dragons, Kobolds can burrow through soft earth and sand, and hide completely.

They can still breath, and can stay down for a few days before they need to drink anything. They can't see but feel vibration and know the position of any moving thing in a 20ft radius.

Burrowing is a standard action, max depth of 5 feet. Can move horizontally at a speed of 5ft.

Spellcasting: Casts like a 9th level wizard

Cantrips (at will): Mage hand, Prestidigitation, Message, Shocking grasp

1st Level (4 slots): Alarm, Shield, Unseen servant, Sleep

2nd Level (4 slots): Arcane lock, Detect thoughts, Hold person, See invisibility

3rd Level (3 slots): Clairvoyance, Counterspell, Glyph of warding

4th Level (3 slots): Dimension door, Secret chest, Mordenkainen private sanctum

5th Level (1 slot) Hold monster

Static discharge: Blue kobolds generate a small electrical charge, and can hit other people with it by getting close enough. It does no damage, but can make someone jump for the surprise, and can be used to interrupt another creature that is in the middle of a conversation, or distract someone.

Magical Item: *Bracers of Defense. Cloak of invisibility. Crown of shielding (Once per day, activate shield automatically as a reaction when attacked.) Amulet of poison immunity. Wand of Magic Detection.*

Actions

Claw/Bite +3 (1d4+3)

Green Kobold

"I will protect nature." Said the green kobold.

"No thanks, I'm fine" Nature replied.

The most detached from their draconic origins and in tune with their animal part, Green Kobolds are simple-minded creatures that love nature, life and adventure. Rarely nature returns the love.

Biology

The Green Kobold is particularly agile and limber, with longer, thinner limbs and stronger claws. They live in all types of forests, being able to adapt easily to tropical, temperate and cold climates.

Green Kobolds have very advanced senses, and enjoy them to the fullest: the smell of ripe fruit or dew on the leaves fills their nostrils. The warmth of the summer sun invigorates their flesh, and the chirping of the birds is music to their large ears.

Since green kobold flesh tastes particularly bad, with a strong acidic and sour taste, most animals ignore and avoid them. This causes them to be able to wander freely and encourages their happy-go-lucky lifestyle.

They are energetic, happy and enthusiastic, sometimes resembling an excited dog.

They can eat insects or fish, but also berries and fruits, tree bark and, if necessary, grass or leaves.

Society

Because of their favourable condition, green kobolds don't have to worry about dying as much as their cousins. They build nests on top of trees, simple structures of mud and wood, connected with ropes or rickety bridges that they can easily traverse with their climbing ability.

They can still create burrows in case of emergency, but prefer to use natural caves if they really have to.

Green kobold society isn't rigidly defined, as most of them are instinctively wanderers, but they get together during mating season and spend a few months together, collectively protecting the tribe eggs until they hatch. Their eggs are left in shallow pools of water dug by the kobolds themselves in safe areas.

They are very attached to the places they like, and can rapidly become aggressive if they feel their homes are threatened. They won't mind a hunter killing a few animals, after all they do the same, but will react impulsively and aggressively to large logging operations, fisheries and similar concepts.

Theirs is not the general love of nature than an elf could have, or the spiritual connection of a fey, but an instinctive attachment to something that makes them feel good, and it's often short-sighted or inconsistent.

Green Kobold tribes that are near to civilization may get used to these things, and be more tolerant, but it's

likely they'll disband over time and move towards wilder, untouched areas.

They love other sylvan races, like dryads, elves, treants and fairies. Very often these races find the kobolds dirty, annoying and rowdy, so they try to avoid them. Even still, the green kobolds rarely cross the line to the point where it's necessary to drive them away, and they do honestly love the woods, so they are usually tolerated. From a distance.

Green kobolds favourite pastimes involve jumping from tree to tree, climbing challenges, singing (badly) with the birds, bare-hand fishing, attempting to ride dears and, rarely, alchemy or herbalism. Sometimes, they carve very rudimentary wood flutes.

During winter, green kobolds like to enter in bear caves and snuggle with them while they're hibernating. Sometimes the bear will turn and accidentally crush them, but otherwise he'll leave them be.

Religion

Green Kobolds attach themselves to local religions, worshipping gods of nature and animals. Somtimes they worship elven gods, if there are shrines and temples in the area, but the elves rarely appreciate the gesture.

Mentality and Behaviour

The life of a green kobold is very different from that of most other kobolds: the fear of large predators is a distant concept, food easily available, and there are very few intelligent races they have to worry about: Elves despise them, but they won't enslave or kill them like orcs would. Treants find them much too loud and rowdy, but green kobolds will listen to a treant boring stories for days and clean their bark from mold, so they're tolerated.

This makes green kobolds very naive and impulsive, and extremely bad at reading social clues or respecting personal space.

Like their green dragons ancestors, green kobolds love trickery and misdirection. When threatened or angered, they will avoid direct confrontation and instead fight dirty: Throwing rocks, fruit or poop from the safety of a tree, making loud noises at night to keep their opponents awake and luring them into a family of boars or a snake nest are all valid tactics.

Since green kobolds are not naturally aggressive and own very few things (sometimes they collect trinkets they find interesting, but rarely find anything of worth. Instead of gold, they prefer funny shaped rocks, chestnuts, bones etc.)

Many Kobolds become druids, or at least attempt to. Loving nature is a good thing, but their base Wisdom is still 6. Most druid Kobolds are lucky if they learn one or two spells, and are usually little more than nuisances for other druids that will eagerly send them away on whatever task they can think of.

Other, less dumb kobolds become rangers or rogues, but most are too unfocused to really pursue any path.

Example Encounters with Green Kobolds

- 1) As the players are traversing a thick jungle, they hear a noise over their heads. A moment later, rotten fruits start raining on their heads while a bunch of green kobolds runs away laughing.
- 2) The players are camping in a boreal forest, when they find themselves surrounded by Kobolds. The tree under which they're camping is the tallest in the area, and shall be used for the sacred "ascension of the forest king".
The players can move and let the kobolds climb freely, stay and face their wrath, or participate.
- 3) The group ranger is hunting between the trees, and he hits a large deer. That was the local kobold tribe favourite deer. They swear an oath of revenge against the ranger, unless he leaves, then they'll probably forget about it.
- 4) An evil factory is dumping toxic chemicals in the river, and green kobolds are attempting to stop it with sabotages and attacks against the workers. The players are hired to drive them away by the plant owner, but they could decide to help the kobolds instead.
The factory owner is controlled by a cloud of evil, sentient pollution
- 5) The elf king was taking a stroll through a sacred glade, when he found a group of kobolds licking his favourite sacred tree (they were curious if magical tree tastes better) and has promised to destroy them.
- 6) A single green kobold survived when his forest was burned down by the Vile Overlord, and he has set on a desperate, suicidal quest to stop him. Will the players aid the poor critter, and maybe find him a new home?

Statistics

Novice Druid Green Kobold

From below a ragged green cloak, a tiny dragon-like head is looking at you with a nervous expression. They hold a wooden stick twice as tall as them. They point their stick in your direction and yells, with a shrill voice: 'Be gone intruders, great druids protect this land and you will know my wrath if you keep on walking.' The creature looks at you with blind confidence, you doubt there is much to back it up.

Small Humanoid (Kobold), any neutral

Armor Class: 13 (+3 dexterity)

Hit Points: 10 (4d6-4)

Speed: 30 Ft. *Climbing(wood):* 30ft *Climbing(others):* 15ft

Str 9 (-1) **Dex** 16(+3) **Con** 8(-1) **Int** 8(-1) **Wis** 6(-2) **Cha** 6(-2)

Skills *Climbing: +6; Survival +1*

Senses *Darkvision* 60ft, *Passive Perception* 8, *Enhanced Smell*.

Language: Sylvan, druidic

Enhanced Smell: A Green Kobold can smell very well, and distinguish any particular smell in a 500ft range, their hearing is twice as good as that of an average human.

Climbing claws: Green Kobolds have retractile, hooked claws and can climb as easily as they walk, on soft surfaces like wood. They can remain attached to any wooden surface with only one hand or foot and freely shoot ranged weapons from that position

Spellcasting

Cantrips (At Will): Guidance, Mending

1st Level (2 uses): Goodberry

Wild Shape: Lasts one hour, favorite shapes: Rat. Squirrel. Common chaffinch. Trout.

circle of the Land: Forest

Actions:

Quarterstaff +2 (1d6-1), bludgeoning, 5ft reach

Bow + 6 (1d6 +3)

Seasoned Adventurer Green Kobold

A tiny green kobold is balancing on a wooden fence on one leg, he's playing a fiddle while looking in the distance. As soon as you get close, he spins on himself and turns towards you. 'Hello, travelers' he greets you with a high-pitched, joyful voice 'Great day for a walk, isn't this a beautiful day? Personally I like that forest in particular, let me tell you of my adventure there-'

Small Humanoid (Kobold), True Neutral

Armor Class: 16 (+3 dexterity, +3 leather)

Hit Points: 42 (15D6 - 10)

Speed: 30 Ft. *Climbing(wood):* 30ft *Climbing(others):* 15ft

Str 10(+0) **Dex** 18(+4) **Con** 8(-1) **Int** 8(-1) **Wis** 8(-1) **Cha** 12(+2)

Skills *Climbing*: +9, *Perception* +4; *Performance* +7.

Senses *Darkvision* 60ft, *Passive perception*: 9: Enhanced Smell.

Language: Sylvan, common, elvish.

Enhanced senses: A Green Kobold can smell very well, and distinguish any particular smell in a 500ft range, their hearing is twice as good as that of an average human.

Climbing claws: Green Kobolds have retractile, hooked claws and can climb as easily as they walk, on soft surfaces like wood. They can remain attached to any wooden surface with only one hand or foot and freely shoot ranged weapons from that position

Bardic Inspiration: He's a bard, workis just like the normal bard power. 1d6 to a roll.

Favored Enemy: Humans, Orcs, Dragons.

Spellcasting: This is a level 9 spellcaster that multiclasses between ranger and bard

Cantrips (At will): *Mage hand*. *Message*.

1st Level (4 slots). Spells known: * *Animal friendship*; *Fog Cloud*; *Speak with animals*.*/ *Charm person*; *Identify*; *Hideous Laughter*; *Longstrider*.

2nd Level (3 slots). Spells known: *Lesser restoration*; *Silence*. / *Enhance ability*; *Hold person*.

Song of rest and Combat inspiration: Just like bard.

Actions:

Multiattack: 2 Short sword + 9 (1d6 +4)

Short Bow +9 (1d6 +4)

White Kobold

The horns blare, the mountains tremble. Where avalanche falls, kobolds follow. - Nursery rhyme from the whiteridge mountains area.

In the highest mountains, between the white snow, live the white kobolds, agile bandits of the frozen keeps and unrivaled skiers.

Biology

The snowy mountains are cold and dangerous, and as a result white kobolds are quite different from most of their cousins: Finding food is difficult, and preserving energy a necessity, and moving around small ridges and thin layers of ice difficult, as a result white kobolds are smaller and lighter than other kobolds.

Averaging 3Ft tall and around 30 pounds of weight, they're able to safely walk on patches of unstable snow, climb dangerous surfaces that would give out under the weight of a human, and move on fresh snow without sinking.

White kobolds are extremely agile, a necessity in their environment, and they put it to use: their tribes are often located at great heights, in areas where no other creature would be able to live, on the edge of abysses and glaciers, or perched on the side of steep mountains.

They're decent diggers, but they prefer to dig snow instead of rock, and their villages usually consist of many, shallow caves covered with leather tents, or igloos, instead of a single deep dungeon; unless they find natural cavities or passages abandoned by other races.

Their skin is extremely insulating, and makes them almost immune to natural cold: a white kobold can spend an entire day covered in snow and not suffer any problem. White kobold skin is a sought-after material between explorers and ice-climbers, but usually their tribes are too hidden or remote for most hunters.

White kobolds have an advanced understanding of mountains, and can intentionally cause avalanches: firstly, they find a good area with fresh, unstable snow or a large slab of ice, then they dig under it to create a weak area. When their enemy is in position, they start the avalanche by simply digging more and rapidly or rolling rocks down the snow.

White Kobolds use long horns as instruments, similar to the alphorn both for communication and before causing an avalanche. Loud noises causing avalanches is mostly a myth, it can happen but it's quite difficult; but kobolds are more than happy to spread this myth. The sound of their horns strikes fear into many creatures of the mountains that have learned their meaning.

Cannibalism is common between white kobolds, they can't afford to waste any food. Bones are used to craft materials, and their own fat to wax skis (see blow).

Society

White kobolds are heavily tribal, a necessity in places so dangerous and hostile, and put the survival of the group above everything else.

Kobolds themselves are very resilient to avalanches: They're usually able to dig through the snow and free themselves if submerged, and are small and light enough that, by simply curling like a ball, they're often able to survive being tossed around.

One other peculiarity of the white kobolds is their habit of wearing Snow goggles. goggles made of bone or wood with a narrow slit in the front, held with a leather strap around the kobold head. This is necessary to avoid snow blindness and also protect their eyes when they are submerged in snow.

Sometimes, white kobolds can be found working for other, more powerful creatures: Frost giants, white dragons and Behur hags (Ice hag, it's on Volo's).

The leader of a white kobolds tribe is usually a Voice of the Peaks, an old Kobold that developed minor shamanistic powers. They are wiser than average, and know a lot, but their bodies frail. They support the tribe with their words and the sound of their alphorns, honed by decades of experience.

White Kobolds like skiing - While very simple and rudimentary, they can make functional skis (The oldest records of skiing in the real world date back to 8000 years ago). They are roughly 1 / 1.2 meters long (3.2 to 3.9 feet), arched and covered in animal fat. They're too small to be used by medium-sized creatures.

Kobolds use their skies to rapidly descend mountains, often following in the path of their avalanches. They also use them to transport materials and loot across valleys and as a stealth device to approach their preys silently.

As the art of skiing is extremely rare in the D&D world, white kobolds are technically some of the best at it.

White Kobolds and Frost Salamanders - The Frost Salamander is a large intelligent elemental, native of the Elemental Plane of Air. Six-legged, white and blue salamanders that love frozen environments, they can sometimes be found working together with white kobolds tribes: The frost salamander finds kobold meat and eggs to taste disgusting, and vice-versa. As a result, the two can live side to side with little fear of each other.

The frost salamander will make its lair in a deeper cave in the middle of the white kobold encampment, and the two races will place their eggs together in the same chamber. This way, both have a strong motivation to protect the other and ensure mutual safety.

White kobolds are much weaker than frost salamanders but much more agile, and can hunt in places the salamander would never be able to reach. They provide food to the salamander, in exchange for protection.

Religion

White kobolds tend to be shamanistic and worship their ancestors, proper clerics are rare between them. Even so, sometimes they prey to the gods of storm, to ask for protection when the weather is really bad, and pay due respect to the gods of ice and mountains.

Mentality and Behaviour

Similarly to classic kobolds, when alone they are cowardly, weak and easily startled. Their preferred strategy is running away, in the hope they'll be able to climb a wall too steep for their enemies, dash through a thin frozen lake or disappear into some crevasse.

When in a group, white kobolds are much more aggressive, and employ pack tactics to defeat their enemies. One of their favourite strategies is climbing to a high location, cause an avalanche to hit their enemies when they are camped, then ski down the side of the mountain and easily scavenge the bodies or eliminate the few survivors.

Unlike common kobolds, white ones are much more stoic and silent. A necessity in their treacherous homes, where predators can hide everywhere and sound travels far. They'll try to keep their calm in front of enemies, and avoid showing emotions. In this way they are quite similar to the black kobolds.

Only explorers go around alone, even hunters and sentinels move in packs of at least 4 or 5. Hunting groups can reach as many as 10 or 20 members, depending on the size of the tribe.

If cornered, white kobolds are perfectly happy to beg and grovel, pleading for their lives to be spared, and will fight to the death only to protect their eggs.

Maybe because they live so close to the sky, maybe because from their villages they gaze every day at the distant horizon, white kobolds want to fly.

More than any other type of kobolds, they love the idea of flying and will do everything they can to experience it: Skiing, climbing, dangling themselves with ropes over deep abysses, and sliding on the snow on improvised sleds.

White Kobolds, being decent wood and bone carver, also have a penchant for dice and table games: When the weather is really bad, white kobolds are forced to remain inside their homes for long periods of time, and these games are a common pastime for them.

Most white kobolds are rangers or barbarians, some attempt to become druids or clerics of deities of storm and cold, rarely with any success. Even so, an inept spellcaster is still a great asset for their tribe, as many low level spells can be extremely useful to ensure their survival.

Example Encounters with White Kobolds

1) The players are traversing a mountain pass, when in the night they hear the sound of horns in the distance. Their guides are already running before they even hear the sound of the plunging snow.

2) The daughter of a white kobolds tribe leader was born a talented sorceress. One day, she accidentally wounded her sister with a spell and run away to hide in a frozen cave, there she wouldn't hurt anyone.

The tribe can't find her, so the sister, desperate decides to contact the players. With the help of a strapping young kobold that knows the surroundings, they'll have to reunite the two sisters and save the day. But back at the tribe, a reprobate kobold plots to become the new tribe leader.

3) A supervolcano is about to erupt, because of the machinations of a cult of evil salamanders. The volcano is secluded between the mountains, and no army can reach it in time.

The players are sent to stop it, and when they arrive they find a war between the salamanders and many tribes of kobolds is raging between the peaks.

4) The royal airship fell in an isolated valley between the mountains, and the king is lost. The players are sent to save him, but when they arrive they find the place inhabited by a tribe of white kobolds and one of frost giants, fighting over the remains of the airship.

Also a white dragon has been seen between the peaks that overlook the valley.

5) This year, winter seems to never end, in the dwarven city of Deeptalon. Is it the white walkers? No, it's a Behur hag, she enslaved a tribe of white kobolds and is tormenting the region.

The players are tasked to stop her, but soon they realize something even worse hides in the depths of the mountains.

6) The players are traversing a mountain chain, and are forced to go through a treacherous path at a very high altitude.

All of a sudden, they cross path with a pack of white kobolds, going in the opposite direction. The way is narrow, there is no room for both groups. The kobolds are running away from something.

7) The prince was taking a vacation between the mountains, when he saw skiing kobolds in the distance. He thought it would be fun, but couldn't find anyone able to teach him.

The prince went with a delegation to meet the kobolds personally, so they could teach him. He never came back, and now his father is about to start a war against the tribe.

Are they the real cause of the disappearance? Or is something else, that stalks between the dark crevasses? The players are tasked to investigate.

8) In the fifth layer of the nine hells, the icy land of Stygia, lives a tribe of infernal white kobolds. They are routinely bullied and killed by the local devils, much more powerful. If for some god-forsaken reason the players happen to stumble here, the desperate kobolds will contact them, assuming everybody from another plane is statistically likely to be less evil than the locals, and ask their help: they want to leave, and go live somewhere else.

Possibly the plane of Ysgard, as they've heard there are some giant ass mountains there. Now, sure, they're infernally tainted, Ysgard is a good plane. There are a few issues, but they're so tired of their miserable conditions, they really don't care. They promise they won't cause any trouble, if they're just left alone.

9) The dwarfs have found a long lost tomb, but a tribe of white kobolds is infesting it. The players are tasked to clear the ancient crypt, but soon they found much more than they had bargained for.

Statistics

Novice raider White Kobold

This small dragon-like creature stands no more than four feet tall, white as snow. It's wearing two short sticks under his feet, and holds two more in his hands that he, apparently, uses to keep his balance. He's wearing a pair of wooden goggles with a small slit in the middle that hide his eyes. Before you can say anything, he pushes his sticks and slides down the side of the mountain at great speed. If you tried to follow him, you'd probably break your neck.

Small Humanoid (Kobold), any lawful

Armor Class: 15 (+4 dexterity, +1 leather)

Hit Points: 14 (4d6)

Speed: 30 Ft.; Climbing(with tools):15Ft; Digging(snow):5Ft

Speed when wearing skis: Top speed of 150 Ft per round, going down. 10Ft. going up, and 15Ft if moving normally on a horizontal surface.

Can't climb, disadvantage on all dexterity checks and saving throws and all melee attacks.

Str 8 (-1) **Dex** 18(+4) **Con** 10(+0) **Int** 8(-1) **Wis** 6(-2) **Cha** 6(-2)

Skills Climbing: +6

Senses *Darkvision* 60ft, *Passive Perception* 8,

Language: Draconic

Rage: Equivalent to a level 1 barbarian, 1/day. (dvantage on Strength Checks and Strength Saving Throws. +2 damage on bite and greataxe attacks. Resistance to bludgeoning, piercing, and slashing damage.)

Skiing: White Kobolds can move at great speed with their skis, but they aren't great for fighting or dodging. A kobold takes a full round to put on a pair of skis, and can remove them with a standard action. Since they are quite light and their tools primitive, they don't go as fast as a normal humans. They can shoot a bow normally, while using skis, and even shoot while moving.

Cause avalanche: Working for 12 hours in an adequate area, they can trigger an avalanche. Every additional kobold helping with this reduces the time by 30 minutes, to a minimum of 4 hours with 16 kobolds

Actions:

Short bow+6 (1d6+4)

Knife+6 (1d4+4)

Bite +1 (1d4-1)

greataxe +1 (1d12-1)

Voice of the Peaks White Kobold

This pale kobold seems old and gaunt, his eyes are of a cloudy white color. The whole tribe treats him with reverence, and you notice his hand often moves to the large alphorn next to him and caresses the instrument, gently.

Small Humanoid (Kobold), any lawful

Armor Class: 15 (studded leather)

Hit Points: 25 (10d6-10)

Speed: 30 Ft.; *Climbing*(with tools):15Ft; *Digging*(snow):5Ft

Str 6 (-2) **Dex** 16(+3) **Con** 8(-1) **Int** 10(+0) **Wis** 14(+2) **Cha** 12(+1)

Skills Climbing: +7; Performance +5

Senses *Darkvision* 60ft, **Passive Perception** 12,

Language: Draconic

Blow the horn: By playing a white kobold alphorn, every kobold that can hear it gains an inspiration die, equivalent to an AoE bardic inspiration effect. This bonus can only be applied to combat situations, and only kobold can receive it only once each day.

Skiing: White Kobolds can move at great speed with their skis, but they aren't great for fighting or dodging. A kobold takes a full round to put on a pair of skis, and can remove them with a standard action. Since they are quite light and their tools primitive, they don't go as fast as a normal humans. They can shoot a bow normally, while using skis, and even shoot while moving.

Speaking with the spirits (Once/day) this old kobolds can use an effect equivalent to a *Commune* spell (5th level divination ritual). Instead of talking with a deity, the kobold talks with the spirits of their ancestors. Their knowledge will be much more limited, but they'll still offer advice and answer up to three questions as well as they can.

Actions

Bite -2 (1d4-2)

Brass Kobolds

Sometimes the old ones come out, sit on 'em barrels over there and just start reading, whatever new book or story they've got their hands on.

At the beginning t'was just a few other kobolds listening, sitting'n circle in front of them, soon our kids started sitting with them, and now some adults do too. Folks that never learned to read, their parents weren't the types to read midnight stories, well now they got a kobold to do it. - Shoemaker Tom

Friendly and social, brass kobolds love nothing more than meeting new people, chatting with them and learning new things. Their naive and welcoming attitude makes them very easy to like, but at the same time easy to exploit: they're often used as slave labour, scapegoats, scammed and taken advantage of.

Biology

Brass Kobolds are city dwellers, so their natural instincts are dulled, compared to other more wild varieties. They're still agile and limber, but won't know anything about hunting, foraging food, tracking etc.

Digging is not very common for brass kobolds, as cities tend to not like random tunnels being built under their roads, and is replaced by climbing, more useful to move around walls and rooftops.

While not very strong, these kobolds are still able to do relatively heavy work, like carrying things or moving objects, that would be really hard for other creatures of their size.

Unlike most kobolds, brass ones prefers their food to be cooked and seasoned. In case of necessity they can still eat whatever they find, sometimes catching birds or stray cats, plants growing between cracks in the stone and moss, but they won't like it at all and may even get sick as a result.

Sick or old kobolds usually rely on their families, and sometimes the charity of the people they've befriended through their lives.

Brass Kobolds and sewers

Small and agile, you would expect brass kobolds to use sewers to sneak around. In truth, it's pretty rare: like brass dragons, they prefer dry, hot environments, and a damp sewer is really unpleasant to them.

Criminal Brass Kobolds will still use them if they have to, but generally they much prefer streets to move around, and rooftops if they need to not be seen.

Society

Brass kobolds are very social and crave interaction with other intelligent creatures, so they are found almost exclusively in cities and villages made by other races. Like most kobolds they still prefer to move in group: it is very rare to see a city with only one or two brass kobolds.

More likely, there will be a city with a decently sized community of kobolds, surrounded by cities with none at all. Until a family or more decide to move for some reason.

Brass kobolds aren't violent or aggressive, so they tend to be accepted, or at least tolerated. On a societal level it rarely gets past that, they hold little to no political power or influence so they're confined to being third class citizens, but on a personal level, it's common for them to make good friends, especially between the poor and the downtrodden.

Brass kobolds are simple creatures, that have a hard time understanding things like prejudices or social norms, so they tend to integrate well with drug addicts, prostitutes, vagrants and other groups that are normally shunned by society.

Even still, rarely these friendships go beyond novelty and curiosity, very few people ever form a real bond with a brass kobold.

Despite that, brass kobolds don't seem to mind too much, and tend to integrate pretty well in any kind of society.

They adapt their habits and costumes to whatever is normal in their city, but only on a superficial level: they can imitate social norms but rarely understand them fully, and often act in inappropriate ways, unintentionally offending people. Most get used to it, and will simply treat them as little kids that can't help doing or saying stupid things, but that isn't always the case.

When a real conflict arises, brass kobolds are almost always on the losing side. They are not very strong, not very intelligent or focused, so they are relegated entirely to simple physical jobs that can make use of their dexterity: cleaning chimneys, repairing roofs, climbing into mineshafts but also feeding livestock, cleaning dishes, mopping floors and a thousand other things.

Sometimes, people take advantage of brass kobolds and they end up heavily in debt, or trapped by a contract that forces them in near-slavery conditions. Guards and judges rarely care when a kobold is abused, and are more than happy to turn a blind eye to illegal exploitation for a few coins.

Brass kobolds spend most of their free time in marketplaces, checking out new merchants or in taverns where they can listen to the patrons while perched atop a wooden beam, out of sight. Masters of the streets

Brass kobolds, over the years, tend to learn their city perfectly: every nook and cranny have been used to them when they were hiding from a wild dog or escaping an angry merchant, every rooftop has been walked, every tower climbed and every alley used as a house by one of them.

Then that one shared his experience with the others, and as a result every kobold tends to know everything there is to know about the city and the people in it. If you are looking for information on abandoned buildings,

layouts of houses, gossip, ways to enter somewhere, the brass kobolds know what you want and will be happy to exchange it for new stories.

Mentality and behaviour

Most kobolds are satisfied with their situation: they recognize their inferiority towards most other races and consider the city as an extension of their family, something they have to help and sustain as best as they can.

This attitude is often bordering on self-loathing, it's very rare for brass kobolds to have a high reputation of themselves and some (the few people that care about them) believe their seemingly aloof and friendly attitude can become a cover for depression and doubt.

Luckily for kobolds, they really are kinda stupid, so these thoughts rarely go too far, and tend to stay relegated in a corner of their mind.

Obviously that's not true for all kobolds: some take to a life of crime, either as small time pickpocketers and fruit thieves, or by joining a real gang.

They make for very good burglars and robbers, mules or lookouts. They still tend to avoid violence when possible, and avoid fights. If cornered or captured they're likely to grovel and beg while they wait for a chance to escape.

Brass kobolds love adventurers, and will try to obtain as many tales of their adventures as they can.

Some daring kobolds will leave the safety of their cities and travel the world, usually with a convoy of merchants or a circus, to meet people from all over the world and learn even more stories.

These kobolds tend to become bards, so they can make stories of their own to exchange and have a way to pay for their expenses.

There are stories of a few brave brass kobolds that became mascots of groups of adventurers and accompanied them on the front line, these are considered revered figures by other brass kobolds, bordering on the legendary.

Brass kobolds and magic

They are still kobolds, so they'll usually have a healthy amount of fear towards someone that can throw fireballs and summon monsters.

Often, their opinion of magic reflects that of the society they live in. Some brass kobolds are born with arcane talents, but few become sorcerers, most of them will try to become bards, or maybe arcane tricksters.

Brass kobolds dislike animals

Contrary to what one could expect, brass kobolds are rarely fond of animals: they appreciate conversations and learning over simple company, they like humans and elves because those will often know more and understand

more than a kobold. A dog or a cat may be fluffy, but they tend to have very poor conversation skills and will rapidly bore a kobold.

Those animals are more likely to end up as a kobold dinner. Obviously this changes if those animals are intelligent or can talk, when the opportunity presents itself kobolds will be enthralled at the idea of conversing with strange and unusual creatures, and will pester and druid or ranger they encounter.

Brass kobolds love reading

Few brass kobolds know how to read, so the few that manage to learn rapidly become revered and respected members of their community.

They will read stories out loud for anyone that cares to listen, in public if possible, while other kobolds will do their best to procure them new books and tales.

Brass kobolds and bards. Brass kobolds love bards above all else: not only they are good at talking and collect stories from all over the world, but they share them with people, unlike many nobles and warriors that may have just as many tales but refuse to interact with the lowly kobolds.

Brass kobolds hate rat people

Rat people, may it be ratmen or wererats, are in many ways similar to brass kobolds: small and dexterous climbers that live on the edge of civilized society, not really respected or integrated. And for some reason, extremely common in many large cities.

Brass kobolds tend to hate them, and they see them as direct competitors with a horrible personality.

They're one of the very few categories of creatures brass kobolds will not interact amicably with, and may even attack on sight if the two communities have had grievances in the past.

Example encounter with brass kobolds

1) The players have just entered a town, people look at them weirdly and nobody seems keen on talking. Until a band of brass kobolds surrounds them, begging for tales of their journey (heroes like those that make them feel important).

2) A crime has been committed, but there are voices a brass kobold saw something. He's hiding between his kin, while the city guards search for it, afraid that if he talks his family may get in trouble.

3) A brass kobold was tricked into acting as a drug mule, and is now in jail. The parents beg the players to do something, as nobody else cares to help him. They have no money to give, but over the years they may have collected one or two interesting items.

4) An underground conflict between wererat gangs and brass kobolds is brewing in the city sewers, the city guards don't care and are more than happy to let the two groups butcher each other.

5) A Tabaxi assassin / sorcerer was reincarnated as a brass kobold, and is now hiding somewhere in the city. She's committed countless crimes, and there is a hefty reward for her head. If you can prove it's her head, obviously.

6) A crimewave has hit the city, brass kobolds take the blame, they're clearly a scapegoat but nobody will stand up for them.

But actually the brass kobolds are the real culprit, and they are been manipulated and charmed by an evil bard into doing horrible things.

7) The players need to hide while a powerful entity is on their tracks, and the brass kobold community could be the best place to lay low for a while. But sheltering them is a big risk, and they'll need something in return.

8) A red dragon has attacked the city, he will destroy it unless every single brass kobold there is sacrificed to him. Nobody knows why.

9) While traveling, the players stumble upon a hidden tomb. They break in and find something strange; it's the tomb of a kobold.

Apparently he has accompanied a group of heroes for many years, and when he died he was buried as a hero. Many magical objects, memories of their time together, were left there.

The players could take them and make big bucks, but can their conscience allow it? Will the previous groups of heroes know about it and come back for revenge?

Statistics

An average brass kobold is more of a social encounter than anything. They would use the same stats as a normal kobold, with +2 char, a 30ft climbing speed, competence in acrobatics and persuasion. Run away or call the guards if in danger.

Criminal Kobold, professional burglar.

You just came back to the tavern, when you hear the sound of broken glass. You run to your room. The window is open. A small brass lizard-like creature is rummaging through your bags. He accidentally broke one of your healing potions, and you notice more of your stuff peeking from his backpack. He looks at you, and for a long second you see an expression of pure terror in his face, but before you can react the room fills with smoke.

Small Humanoid (Kobold), any alignment

Armor Class: 15 (leather armor)

Hit Points: 30 (12d6 - 12)

Speed: 30 Ft. *Climbing:* 30ft

Str 9 (-1) **Dex** 18(+4) **Con** 8(-1) **Int** 8(-1) **Wis** 6(-2) **Cha** 10(+0)

Skills: *Athletics* +5; *Acrobatics* +8; *Sleight of Hand*+5; *Stealth* +8; *Deception* +4.

Senses: *Darkvision* 60ft, *Passive Perception* 8

Language: Common. Thieves can't.

Evasion: like rogue.

Sneak Attack: 2d6

Actions:

Lil' knife +6 (1d4 + 4). But non-lethally.

Reactions:

Uncanny dodge: halves damage from 1 attack it sees.

Smoke Bomb: 20 foot radius of complete cover. The smoke spreads around corners, and it lasts for 5 minutes.

Bronze kobold

Everybody's seen the warriors in full armor, the raging orcs, the flying mages, you get used to them. But the kobolds... There is something really unsettling seeing these 3 foot tall scrawny guys walking to the battlefield more confident than you'll ever be. And they're gonna die, we'll know it. But that's the thing: they know it too. And they like it that way. - Marco da Rivalta, mercenary captain.

Bronze kobolds are warmongers. Just like bronze dragons, they love fighting. Clashing armies, blood spilling and the adrenaline in the air.

Unlike bronze dragons, they have very little to back it up: physically weak and short, they are not powerful foes. And yet, they fight with the passion of a crazed orc and the discipline of a veteran knight.

Maybe the most different from the standard kobold, bronze kobold mentality is the opposite to that of most other creatures: they want to fight stronger enemies, and die.

To fight a weaker opponent means nothing, a true warrior is one that fights a stronger opponent, never faltering in the face of impossible odds. If you don't give everything you have, why give at all?

Conflict is to be embraced, and war is the only moment where a mortal can really show its true nature: to walk up to death, face to face, look in its empty eyes and just keep walking.

Biology

Of all kobolds, bronze ones tend to be the most physically fit and less agile. They spend most of their lives fighting, and genetically get a kick out of violence, adrenaline and their own pain. They are also the most prolific type of kobolds, the only thing that allows their kind to keep existing.

They have an extremely high threshold for pain and fear, making them look either really brave or complete psychopaths to other warriors.

Bronze kobolds don't have a natural preference for order or chaos, and it comes down almost entirely to personal tendency and education: some of them fight with passion and brutality, jumping in the fray with no care for anything else.

Others are heavily regimented, learning from their parents or their troop to work as a unit, and see war as a group effort, where keeping the one next to you alive is just as challenging as cutting down the one in front of you.

Society

Bronze Kobold barely have a real society: Sometimes they organize in warbands that accompany other squads to the battlefield, other times they become part of a regular private company where kobolds aren't the majority, and in some cases they can be a regular wing of a kingdom army.

These kobolds form clans of multiple families, and they tend to keep a precise internal structure with their own ranks, parallel to the ranks of their host. Rarely they completely integrate: their mentality, approach to war and priorities are alien to most people.

The only exception are warrior hordes or barbarian warlords: armies entirely focused on war and fighting are a natural home for bronze kobolds.

But make no mistake: bronze kobolds don't accompany themselves with just anyone. They value violence as struggle, they do not appreciate fighting against weaker opponents. Pillaging farms, attacking civilians and abusing prisoners are all things loathed by bronze kobolds, so they find themselves at odds with many armies and potential partners: a troop of bronze kobolds likes the thirst for violence of a fire giant, or the pure brutality of an ogre, but will despise them as soon as they start torturing their victims or eating the captured.

The tolerance to these things comes down to each kobold: some have more patience and will keep fighting with an army that commits horrible acts, others will leave them, or even turn on them. Sometimes a kobold clan will be unable to decide if their host army has gone too far, and will split. Some remain, and others leave, taking a new name and forming a new clan.

Obviously, evil bronze kobolds do exist: they're descended from metallic dragons, so they tend to have a silver of honor and goodness, but sometimes they just don't. Some are sadistic monsters that will accompany themselves with the worst creatures, razing and pillaging everything they can.

Not all kobolds are professional warriors tho: some don't have the patience for discipline and formations, and prefer to embrace the chaos of a battle entirely. These form smaller bands of barbarians and rogues that collaborate with armies in a more loose way. Sometimes they'll simply run in a battlefield and fight both sides indiscriminately, or focus on different targets: Instead of a war, they'll look for the lair of a dragon, or a giant tribe, or an orc camp to attack.

These wilder bronze kobolds tend to have a very low lifespan and often their groups scatter or reform in new bands.

War acquires a near-religious mentality for bronze kobolds, and they can reach levels of fanaticism that few other races comprehend.

Religion

War gods, gods of conflict and gods of destruction are all good in their eyes. A good number of them gives a truly religious significance to war, and they tend to be quite religious.

Even so, they're rarely found in cathedrals and ceremonies, their church is the battlefield.

Mentality and behaviour

Peace is the time of laziness, for kobolds: people get slow and fat, unable to handle real problems.

It's normal for bronze kobolds to fight against other bronze kobolds, or against people that in the past were their allies: they don't care much for politics and will often switch side. Despite this, they rarely carry grudges and will fight against their ex-friends with no hesitation, as they believe war to be a blessing, not a tragedy.

Obviously their old or future allies may not see it the same way.

That doesn't mean bronze kobolds don't have emotions: on a personal level, they can get attached to others, and will attempt to stay on the same side and avoid having to kill them. They are not murderhobos: they like to have downtime, drink together in front of a fire, tell stories while camping and share experiences.

A bronze kobold that finds himself facing someone they have a personal connection with may hesitate, and they'll have a hard time cutting them down. Often they will still do it, and do their best to honor their memory later: Bronze kobold are known for hosting large funerals for their enemies, and causing a lot of conflict and discussion between allies because of it.

Sometimes, a bronze kobold will stop fighting. Maybe the grief was too much, maybe the fighting got to them, or maybe they just have a different personality. It's rare, but not impossible: they're still mortal creatures with complex personalities.

These kobolds are shunned by their own kin. Sometimes they are killed by their ex-companions, but most commonly they are exiled, marked in some way to forever label them as a weakling that refuses to fight.

Usually this consists of some sort of visible scar on their face, or a branding made with a hot iron. These kind of kobolds will be rejected by other bronze kobolds, but pretty much nobody outside of their small culture will know or care.

Maybe a few veteran soldiers will recognize the brand, but for the most part they will be able to live their life normally.

Except for the fact they're a bronze kobold, known only for being a race of violent war-obsessed lizard midgets, so it's unlikely they will have an easy time fitting anywhere.

Not to mention, these kobolds often feel deeply shamed and conflicted about their decision, and can go through a very hard time. Some of them, after a while, will have a change of heart, and driven by guilt and regret will jump back in the battlefield, alone, even more suicidal than a normal bronze kobold.

Rarely, these returned pariah will be accepted back into the fold, if they show enough determination; more often they die alone, drunk, in some dirty alley, or get cut down in a suicidal charge and disappear between the bodies.

Bronze kobolds, metallurgy and medicine

Being warriors, these kobolds love their weapons. They appreciate having the best equipment possible, and will spend everything they have to improve their gear.

Some of them learn to make it themselves, and become blacksmiths. These are a special type of bronze kobolds: they don't go to war themselves, and stay in the back forging and repairing.

Their effort is obviously necessary, for the war, but it doesn't change the fact that they don't risk their lives.

For some kobolds, they are cowards that want to avoid war, and they despise them. For others, they are heroes that sacrifice everything to allow other to fight. Many simply don't care.

Healers face a similar situation, but they are mostly shamed: bronze kobold healers are basically scum to other kobolds, barely tolerated, often abused and bullied. They recognize their work as useful, but also inherently weak and pathetic.

Those that stop fighting to cure others are considered by most bronze kobolds cowardly scum. Where the blacksmith is a maker of war, the healer is afraid of it, it fears death instead of embracing it as the perfect conclusion of a true warrior.

Some bronze kobolds refuse cures and all types of healing: if they have to die, so be it. If they manage to naturally heal, it means it wasn't their time yet. Trying to avoid it is inherently cowardly.

This mentality is a bit too far even for most bronze kobolds, and they'll simply get healed so they can fight and have fun again tomorrow.

Bronze kobolds and adventurers

Conflict follows heroes, and bronze kobolds appreciate this. At the same time, they have a lot of downtime, a lot of talking and social encounters. Sometimes they'll try to avoid fighting, defuse a situation with trickery, diplomacy or magic.

As a result, bronze kobolds are ambivalent towards heroes: they appreciate their ability to destroy, but don't understand why they refuse to use them so often, and seem afraid of embracing their nature.

Some bronze kobolds may work together with adventurers for a while, during some conflict, and in time even form a strong bond with them; but the fact that conflict is not the heroes main goal will always create a certain distance between them.

Obviously, this doesn't apply if the heroes are a bunch of murderhobos that fight for the sake of fighting.

Bronze kobolds will probably still not love them, as they appreciate fighting against impossible odds more than fighting itself, but their relation will still be pretty good, if the adventurers don't exceed in their vices: luxury, greed and lust for power are not appreciated by kobolds, signs of softness and corruption.

Example Encounters with bronze kobolds

1) The heroes are skirting a large battle. They feel safe, the armies are quite far away. But all of a sudden, from a bush a kobold covered in rusty armor jumps out, wielding a machete as tall as him. He scream, and charges toward the heroes. He's followed by another kobold. Then another. And another. They all carry the flag of

Good King Poupie, the same King the heroes work for.

- 2) The heroes are resting in a tavern, and some warrior from a company passing by are there too. One of them, a small Bronze Kobold, seems to be causing a ruckus and is about to start a bar fight.
- 3) Two bands of warriors were about to clash, but the heroes jumped in and defused the situation. The wise cleric has calmed both groups and avoid a useless massacre. He's happy of his work, and that's when all the kobolds start screaming and throwing rocks at him.
- 4) The high generals are discussing their strategy for tomorrow. The leader of the heroes is at the table, and they propose a very safe but passive strategy. As they're talking, someone violently breaks a bottle on their head. The hero turns, bleeding, but they only see a small kobold walking away with heavy steps.
- 5) A bronze kobold is sitting in front of the fire, next to some vagrants and homeless people. She has a very visible scar that cuts her face in two. More than a few empty bottles are next to her.
- 6) The heroes are camping in the wild, at night, when they hear a commotion. They run to check, and see half a dozen kobolds charging at a group of trolls. The kobolds will surely be destroyed, but they don't seem to care.
- 7) The canyon is the only passage, but a tribe of wild bronze kobold blocks it, and they don't intend to let the heroes pass without a good fight.
- 8) The king wanted to get rid of a band of kobolds, so he hired them and send them on a suicide mission, attacking the drows army from behind. Surprisingly, they won, and even found a very important artifact. Now someone else has to get there and take it the item to safety, before they are overrun by the rest of the drow army, in a doubly-suicidal mission.

Statistics

Veteran warrior Bronze Kobold

This kobold looks at you with an angry expression from below a dented helm. He gnashes his teeth and waits for your reaction. He carries the scars of many battles, and his hand sits on the handle of his hand axe, sheathed, for now.

Small Humanoid (Kobold), any lawful

Armor Class: 16 (Half plate)

Hit Points: 81 (18d6+18)

Speed: 30 Ft.

Str 15 (+2) **Dex** 12(+1) **Con** 12(+1) **Int** 8(-1) **Wis** 6(-2) **Cha** 6(-2)

Saving Throws: Strength +6, Constitution +5

Skills: Athletics +6

Senses: *Darkvision* 60ft, *Passive Perception* 8

Language: common

Painless and Fearless: Has advantage on all saving throws to resist fear effects and intimidation attempts. Ignores effects of pain.

Indomitable: Twice/day, reroll a saving throw.

Actions:

Multiattacks: 2 attacks with hand axe plus bite

Hand axe +6 (1d6+2) plus 2d6 if he has less than half his hp.

Bite+6 (1d4 +2)

Legendary Bronze Kobold Barbarian

This kobold is huge, muscular, and covered in scars. He wears a fur-rimmed cloak with no armor underneath. He holds a warhammer as tall as him. You have no idea how a kobold managed to get this big or menacing, but by some weird twist of destiny, he must have survived way more than what he was ever supposed to do.

Small Humanoid (Kobold), any neutral

Armor Class: 14 (+2 dexterity, +2 unarmored defense)

Hit Points: 90 (20d6 + 40)

Speed: 40 Ft. (faster movement.)

Str 18 (+4) **Dex** 12(+1) **Con** 14(+2) **Int** 12(+1) **Wis** 8(-1) **Cha** 6(-2)

Saving Throws: Strength +8, Constitution +6

Skills: Athletics +8; Survival +3

Senses: *Darkvision* 60ft, *Passive Perception* 9

Language: Sylvan, draconic, common

Painless and Fearless: Has advantage on all saving throws to resist fear effects and intimidation attempts. Ignores effects of pain.

Unarmored defense: adds CON to defense

Rage 5/day: +2 damages on attacks, Resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack: 1 turn, advantage on attack, advantage for enemies attacking you.

Relentless Rage: if at OHP during rage, Constitution DC 10 and you go at 1 HP. DC increases by 5 every other time.

Actions:

Multiattack: 2 attacks with hammer.

Warhammer: +8 (1d8 + 4/ +6 raging)

Legendary actions: 1, at the end of another creature turn.

Frighten Foe: DC 16 or frightened until the end of the kobold next turn.

Weapon attack: Make a weapon attack.

Rush: move towards an opponent

Copper Kobolds

"We was in the bear lair, right? We walk in ready to kill the beast, usual work, but then we notice a strange smell, get distracted, and BAM, Tom gets a trunk on the face, outta nowhere, then the walls start to move, spooky shit. We ain't going in there again for all the gold in the world. Ok maybe for double pay we do."-
Jebediah, bear hunter of Stormedge village.

Small and cowardly, Copper kobolds are the most similar to their regular red cousins, but instead of raw numbers, they use trickery and illusions to survive in a world of stronger creatures.

Biology

Weak and not particularly agile, Copper kobolds are underground dwellers that create or occupy hidden dungeons and caves. They are not very fertile, unlike red kobolds, but they make up for it with an above average intelligence and the ability to quickly think on their feet.

Their eyes are very sensible, giving them an uncanny ability in manipulating and noticing illusions, but this also causes them a weakness to strong lights, so they shun sunlight and prefer to go out at night, or wear darkened goggles if they need to leave their burrows during the day.

A female copper kobold will make only three or four eggs every year, and the family will do everything it can to protect them, but thanks to their illusions Copper Kobolds tend to have a relatively long lifespan: often they reach 40 or 50 years, and elders that surpass the century are not unheard of, and it's much more common than in other varieties of kobolds.

Copper kobolds have a natural penchant for magic, and of all types of kobolds they have the largest number of sorcerers. All of them are born with a few magical abilities.

Their affinity with illusions has made some think that copper kobolds could be related, in some way, to fairies, but nobody has any clear evidence of this.

Society

Because they lack the numbers of other kobolds types, they tend to live in close-knit clans of multiple families.

These families usually settle in natural caves or dungeons made by other creatures: they are able to dig, but they're not very strong so they avoid it when possible; they prefer expanding and adapting tunnels.

Their burrows are always protected by tricks and illusions that hide traps of all kinds.

Copper kobolds find food mostly by raiding nearby villages and farms, so they prefer to settle close to civilized races. Their numbers are low, so they don't need too much and rarely become a nuisance so large it deserves to be hunted down. Plus, they are pretty good at hiding their tracks and misleading hunters.

Religion

Strange things, the gods: they see everything, or so priests say. But you never see them. Some copper kobolds are afraid of this, and see gods as prying entities that can see through all of their illusions, something to be worshipped out of fear and respect.

Others think this is a sign of distrust, gods are intruders that you should keep out of your life. Building a shrine means inviting an intruder right past your illusion. And if it really was the right thing to do, why do the gods hide themselves?

The day a god shows his face to them, they'll start praying to him. Makes no sense to ask help to someone who's hiding from you, how can you trust them?

Examples of Copper Kobolds lair elements

Entrance:

- 1) -The entrance is hidden behind a waterfall, with a small and slippery walkway that passes below the water. The entrance, apparently, can be reached from both sides, but one of the two sides is a trap: the walkway becomes way too narrow for anyone to pass through causing people to fall or have to walk back.
- 2) - The lair is build inside an older owlbear lair. The entrance is very obvious, and anyone can walk in, find ancient bones of their victims and owlbear droppings, causing them to think it's just an abandoned empty cave. In fact the kobold lair entrance is at the bottom of the cave, hidden behind a rock.
- 3) - Right inside the cave entrance is a poorly hidden covered pit, that can be avoided by walking around it. In truth, the real entrance is at the bottom of the pit, hidden by rocks and darkness, while the cave is just a death trap filled with natural gas.

Eggs nest:

- 1) - There is a large chamber, at the center of the dungeon, filled with eggs, but they're stolen eggs of some other animal, that happen to look similar to kobold eggs. The real eggs are hidden in a small cavity accessible from the kitchen area.
- 2) - There passage for the eggs is hidden below a fake shrine to some important god, in the hope any intruder won't dare defy the shrine thinking it would be a blasphemous act.
- 3) - Between the eggs are hidden bags of poison, paralyzing and hallucinogenic powders that will explode if the eggs are moved carelessly.

Corridor

- 1) - There is a staircase, the stairs are not really there, it's an illusion covering a pit.
 - 2) - There is a staircase, it's real, but the door mid-way is hidden behind a fake wall.
 - 3) - There is a staircase, with a trap that pierces through the feet of anyone that walks on it, horribly crippling them.
-

Mentality and behaviour

Copper kobolds are cowardly, and try to avoid fights not on their terms. They'll run and attempt to hide if threatened, and only when protecting their family they will fight to the death.

Copper kobolds rely on tricks and magic to defeat stronger creatures and survive, and they value cunning and intelligence over everything else. Strength and dexterity are useful things, but a kobold that can trick and manipulate others will be considered very highly.

Copper kobolds often play tricks on each other, it's considered a normal activity and managing to fool another kobold a sign of intelligence, and a way to gain prestige.

They routinely play pranks on each other, steal and lie from each other; most other races would get angry or be offended by these actions, but copper kobolds are perfectly fine with it.

Cheating at card games is normal and encouraged, it never causes fights. Cheating on your partner is considered a sign of ability. Sleeping on the job without being caught an impressive feat (as long as it doesn't cause damage to the eggs.)

Copper kobolds extend this attitude to other races: they don't shy away from travelers or farmers, instead they prefer to start a conversation, while their companions sneak behind them trying to steal what they can.

If they see dangerous travelers, they'll give them misleading informations to keep them away from their burrows, If a dangerous beast is in the area they'll hunt animals and use their bodies to draw the beast away from them.

Innate Spellcasting

Every copper kobold is born with a few spells they can cast Once per short rest: Mage hand, Minor Illusion and Silent Image.

Example encounter with Copper kobolds

- 1) As the players are traveling on a normal country road, a small kobold pops out of a field of grass. He seems wounded and scared, and tells them there is a strange creature attacking his clan. If the players are observant, they could notice the blood is fake, if they don't, they'll probably run in the field and fall in the pit hidden in the grass.
- 2) During a completely unrelated quest, the players visit an isolated farm, but they find kobolds are raiding it. The farmer has been trapped in his own well, the wife was closed in the stables, and the daughter is trapped on the roof unable to get down, while kobolds happily ransack their house without having to attack anyone.
- 3) The adventurers venture into a lost dungeon, but they find it has been occupied by kobolds years ago, they are using the precious treasure as tools and decorations, as gold and gems have little value to them. It could be possible to get it without fighting.
- 4) When the villagers go in the woods to collect herbs, they are spooked by strange noises and lights, objects are thrown at them, and strange accidents happen. Is it ghosts? Fairies? Or something much less dangerous?
- 5) The legendary heroes were resting in the woods, when their ancient and ancestral enemies reached them. They are ready to fight, when they notice all of their swords have been switched with fake ones during the night.
- 6) At the local tavern, a group of copper kobolds has appeared. They challenge people to various games: cards, shell game etc. It's obvious the kobolds are teaching but they are still pretty entertaining, and people have taken a liking to their antics. Only weird thing, during these events, while everybody is distracted, people in the tavern keep getting pickpocketed by someone.
- 7) The grand supreme royal wizard was taking a stroll in the countryside, when some copper kobolds stole his book of spells. The adventurers are hired to take it back.
- 8) The grand supreme royal wizard was "taking a stroll in the countryside", when he just happened to visit a "massage parlor", for purely architectural interest, and somehow copper kobolds stole everything he had, down to his underwear. The adventurers are hired to take it back, but very hush-hush.

Statistics

Master Illusionist

The most powerful caster in the tribe, in charge of protecting his kin.

Small Humanoid (Kobold), Any alignment

Armor Class: 13 (robes, stolen from a nearby wizard apprentice.)

Hit Points: 25 (10d6- 10)

Speed: 30 Ft.

Str 9 (-1) **Dex** 16(+3) **Con** 8(-1) **Int** 14(+2) **Wis** 10(+0) **Cha** 16(+3)

Skills: Deception +7. Arcana +6.

Senses: Darkvision 60ft, Passive Perception 10

Language: Common. Draconic. Sylvan.

Spellcasting: He's a **7th level** spellcaster using Charisma. DC is 15, to hit is +7.

4th level: *Greater Invisibilty*

3d level: *Counterspell; Major Image.*

2nd level: *Suggestion; Hold person; Detect thoughts; Crown of Madness.*

1st level: *Charm person; Feather fall.*

Innate Spellcasting: 1/short rest: *Silent Image; mage hand. Minor Illusion.*

Actions

Quarterstaff: +3 to hit, 5ft reach, (1d6 -1)

Lair Action (Only the top kobold can. And not too much, his head starts to hurt after a while.)

On Initiative count 20, when fighting in his lair, every turn, one between:

Creates a Fog Cloud, identical to the spell, anywhere in the lair.

Creates a Minor Illusion, similar to the spell but: Lasts 24 hours, can only have one active at any time. Can only be something related to the Lair, like a fake wall or hiding a trap or animal noises etc.

Creates a Magic Mouth anywhere in the lair, lasts 1 minute, only 1 active at any time.

Gold Kobolds

"More beautiful than a nymph, more strong than an ogre, more smarter than a mage, Lord Magnus the Gold Kobold was ready to go on another amazing adventure, after having once more saved the day." - excerpt from "The glorious life of Magnus the gold Kobold", written by Magnus the gold kobold.

All the confidence and ego of a gold dragon, with nothing to back it up. Their total lack of self-awareness is made up by their stupid luck.

Biology

The most obvious traits of Gold Kobolds is their colors: they don't just have golden scales, they are completely golden, from head to toe, so shiny they could be mistaken for a statue or construct of solid gold.

As far as kobolds go, they are powerful: their natural, baseline ability is much higher than their cousins, and higher than most normal people. They are strong and resilient, with a serie of natural powers and talents they know from birth.

Gold kobolds are genetccally narcissistic, self-centered and completely oblivious to everything else. They are unable to feel fear.

They get together to make once every two year, and each female produce only three eggs, maintaining the population relatively stable. They don't nurse their eggs or their kids, instead they just pay others to do it, then they leave. Usually they never meet their own kids, nor they care to.

While they can eat pretty much anything, like most other kobolds, they always search for the best food, trying to eat in the most expensive restaurant they can reach.

Gold kobolds also have terrible memory: if they are not respected and pampered, they'll get angry, but rarely hold grudges. A day later they'll be back, with the same pretenses, and get just as angry when they're not treated like kings. Rinse and repeat.

Literally made of gold

One important characteristic of gold kobolds, and maybe the only reason they are still alive, is their ability to produce gold: A gold kobold can pull off one of his own scales, and it will become a pice of real gold. They use this ability to buy and trade things with civilized races.

A kobold can produce the equivalent of 100 gold pieces every day, but doing so is very tiring for them, so they'll generally produce less. Because of their edonistic life style, they almost never accumulate or invest this gold.

This gold is produced only when the kobold wills it: killing one, or trying to take his skin, will not work and only

produce very shining kobold scales. It is near impossible to force a kobold to do it, since they don't feel fear, but they can be tricked into doing it.

Society

Gold kobolds don't have a society. Their ego is so massive they can't stand others of the same race, mating season being the only exception.

They always travel alone, roaming the world looking for admirers, spreading their own fame and living a life of luxury and edonism.

As a result, many people hate them: they look down on others, act inconsiderately and spend without care, this makes many people angry. But they are rich, so they usually get away with it, and they'll be surrounded by admirers and leeches hoping to make money out of them. Shop owners will try to make them go to their stores, scammers will trick them, authorities will beg them to settle and spend in their cities.

They may have guards, but only for show: they consider themselves invincible, god's gift on the mortal races, and the idea that anything could damage them is simply ridiculous.

But make no mistake: admirers, adulators and servants have little value for a gold kobold: as soon as they get bored of their current location, they'll simply leave and travel somewhere else, looking for new admirers, new sycophant and a new home.

Basically, gold kobolds can be found in two places: In a large city, surrounded by people trying to get in their good graces, living a life of extreme luxury; or traveling in the countryside completely alone, looking for a new place to occupy for a while.

Religion

Gold kobolds don't do religion. Gods could maybe be considered as colleagues, more often ignored completely.

Mentality and behaviour

The world starts and ends with themselves. Their narcissism is absolute, they are truly convinced they are the same as an ancient gold dragon: they are the best, the most powerful, and as such they should be treated.

They own everything, the simple fact of having to pay for things annoys them, and they assume things should simply be given to them. They accept it, as a difficult necessity caused by the stupidity of the inferior races, that simply can't grasp their magnificence.

As a consequence, gold kobolds ignore the effect their actions have on others, empathy is a foreign concept to them.

They don't learn from others, if not out of sheer curiosity, when and as long as they want it. If they get bored,

or don't get something, that thing is stupid and a waste of time.

Kings and wizards, heroes and criminals, they are all the same to a gold kobold: inferior, ugly and good only to serve them. They ignore crimes happening right in front of them, and will live with anyone that flatters them enough.

Gold kobolds love parties, and will always try to be at the center of the attention.

Not all the same

Just because they are narcissistic assholes, it doesn't mean there is no difference between them: some gold kobolds enjoy hurting and demeaning the people under them (that means everybody), and will treat their servants like garbage.

Others see the inferior races as weak and frail, in need of guidance, so they will patronize everybody, and talk to people as if they were little kids that just don't get it.

Others are easily entertained, and truly enjoy new things, they may spend time in poor areas of the town, paying people to do tricks for them, or play strange instruments they've never seen, or buy exotic clothes and items.

Gold kobolds and fame

The world needs to know about them, and who does that? authors, playwrights, artists and bards. Gold kobolds love everything that can immortalize their image, and share their identity with even more people. They will pay large sums of money to have books, songs and plays written about them. They'll commission paintings, statues and everything else they can think of.

Obviously, they'll never be good enough: the real thing is always better looking, more epic, more important, and they'll not be satisfied with anything. Some kobolds are ok with that, and accept an inferior product knowing it's just impossible for a foolish mortal artist to correctly depict their perfection.

Others will get angry, and have that art destroyed and remade.

Some rare gold kobolds take matters in their own hands, and write their own books or songs. Rarely they want to spend any time learning how to do it, and staunchly refuse any critique, so their works tend to be hot garbage.

Somehow, a few of them still managed to gain fame this way.

Gold kobolds, other gold kobolds and gold dragons

Gold kobolds often get angry, annoyed at servants too slow or inadequate. But rarely they get REALLY angry, usually they are simply pissed.

There are two exceptions to this rule. The first, is when meeting another gold kobold.

They see each other as competitors and imitators, and consider every other gold kobold to be extremely ugly, a ridiculous parody of the real thing (themselves), annoying and dumb.

More importantly, they refuse to adulate each other, and that makes them extremely angry. Often two gold kobolds meeting will cause a huge scene, storm off, then either leave for a better place or start a war where they try to outcompete each other in everything.

They'll try to one-up the other everything they do: if one throws a party, the other will throw a bigger one. If one has a statue, the other will have two, and so on.

They may pay people to go harass the other kobold, make them look bad, or even assassins to eliminate them.

The second exception is gold dragons.

Gold kobolds hate gold dragon, a visceral and instinctive hate that drives them insane.

Maybe it's because, in front of the real thing, they can't avoid understanding their inferiority, maybe they simply take offence to how they look.

If a gold dragon arrives in the area, they'll become irrational and try to have them killed. They'll pay people, they'll scream at people, they'll cry and wail until the dragon is killed or sent away.

Usually people reaction is "Lol no fuck you". If this happens, the gold kobold will just leave and forget it ever happened.

On the other hand, gold dragons usually find gold kobolds extremely embarrassing, and will do their best to avoid them.

They try to not think about them, unless the kobold does something really evil, in that case the dragon will be more than glad to swipe in and murder them, and make sure nobody even mentions them again.

Example encounter with gold kobolds

1) The tavern where the players live has been occupied by a gold kobold and his large, noisy entourage. They pay well, so the players things have just been thrown in the street uncerimoniously.

2) The players are hired by a gold kobolds to go procure a great work of art lost in a nearby dungeon, the dungeon is occupied by non-evil creatures, the kobold doesn't care. She pays well.

- 3) The players are hired to infiltrate a gold kobold party by his rival and ruin it. No deaths, just embarrassing incidents that will make him look like a fool and damage his reputation.
- 4) One of the players crossed the way of a gold kobold and didn't salute her with enough respect, so now the gold kobolds has corrupted city officials to ruin his life.
- 5) The players are looking for an artifact, and a local gold kobold is using it as chair. He likes it, and refuses to give it away.
- 6) A gold kobold was kidnapped by bandits hoping to force him to make gold, the players are hired to save him by the many people he still hasn't paid.
- 7) A gold dragon is fighting a red one in a nearby mountain, and a gold kobold wants her dead. He's ready to pay the players very handsomely for it.
- 8) A gold kobold is trying to buy a team of [insert your setting ridiculous sport here], but they refuse to sell. He wants the owner of the team killed, and hires the players to do it.

Statistics

Your average AMAZING Gold Kobold. More of a social encounter than anything, they don't hit hard but they're hard to kill. They'll pay someone to fight for them.

Small Humanoid (Kobold), Any alignment

Armor Class: 14 (Butt naked or dressed in silky robes, who needs armor?, +2 natural)

Hit Points: 63 (14d6 + 14)

Speed: 30 Ft.

Str 13 (+ 1) **Dex** 14(+2) **Con** 12(+1) **Int** 12(+1) **Wis** 4(-3) **Cha** 14(+2)

Saving Throw: All of them! +5 to everything.

Immunities: Fire, Poison, Frightened, Charmed.

Resistances: Acid, all non magical.

Senses: Darkvision 60ft

Language: Common. Draconic. Whatever nobles speak in the area.

Lucky: Just like the feat: additional dice or disadvantage on the enemy 3 times.

Create gold: Spends his entire turn removing some of his scales, producing any amount of pure gold worth between 1 and 100 gold pieces. Takes 1d4 damages when doing it.

Can produce up to 100 gold every long rest. Producing more than 50 gold causes a level of exhaustion.

Actions

Bite+6 (1d6+1)

Silver Kobolds

"Agents arrived at the crime scene around noon, the family was found dead, signs of fight. Only missing member was the elder daughter. Some witnesses report to have spotted her walking east, tried to communicate but failed. Apparently, she only kept repeating 'My face, where is my face? Who took my face? Where is my face?' " - Waterdeep city guard report on the still unsolved murder of the McCallister family.

Silver kobolds, like their draconic progenitors, are talented shapeshifters. But their minds are much waker, they control their powers poorly, and sometimes they go crazy, losing their own identity, unable to remember what their real appearance is, shapeless.

Silver kobolds are a tragic, disturbing and extremely unhealthy race.

Biology

While a normal silver kobold is about the same as any other, they are born with powerful magical powers and can change their own body at will, so they all tend to be atypical and different.

Some have minor changes, longer legs or stronger arms, while others change their body entirely, taking the form of other races and the identity of other people.

Silver kobolds that live with each other can procreate normally, laying eggs every year.

Kobolds that live between civilized races can procreate with them, producing a child of the same race, but they'll have a sliver of draconic blood in them, and they'll often grow up with magical powers or special abilities.

Insane silver kobolds that have lost their mind, when they manage to procreate, will always generate another silver kobold. Kobolds born this way are almost always killed at birth by their own families, horrified by the fact that a weird monster was born instead of a normal kid, and are considered tragic events and terrible omens.

In very rare cases the kobold parent will manage to run away with the newborn and hide somewhere, then leave them up for adoption or simply abandon them.

These kids are normal silver kobolds in every aspect, and can grow up normally if allowed.

Society

There are three types of silver kobolds: Some stay with each other, living in tribes similar to those of other kobolds. These are the only ones with any real society or culture.

Others take the aspect of civilized creatures and infiltrate their cities or villages, creating new identities or

replacing already existing members of those communities. These kobolds will do their best to imitate and integrate in whatever society they live in, copying any social norm that is common there.

Some kobolds will refuse to live in society with traditions or laws that go against their morality, like slavery, others will accept anything and support whatever idea allows them to fit in, no matter how evil.

The third type of kobold is the ones that have gone insane, these kobolds live alone wandering the world, incapable of keeping any identity for long. They'll move in a community, live there for a while, then find a new face and leave.

They also imitate the society around them, but as their minds are broken and unstable, they do a poor job at it and will appear to be weird, awkward, unstable and incapable of understanding most social norms and traditions.

The first type: wild silver kobolds

These silver kobolds live only close to each other, keeping their own appearance for most of their lives and changing into other races only if necessary to trade, find information or ask for help.

They live in small tribes, with a very fluid social structure: every kobold can change himself to become faster, stronger, taller or sneakier, so they can all kind of cover every role and do every job.

They still prefer to settle next to civilized races they can mooch off, but tend to stay between themselves and don't trust strangers: A silver kobold knows very well that their power is dangerous and people, when they learn about it, often react with violence, fear and distrust.

At the same time, they realize that faces mean nothing, any intruder or visitor could be trying to trick them with a false identity.

Religion

Silver kobolds copy whatever religion or cult is common in the area, wild ones create simple shrines, where urban ones will just adapt to any religion their false identity would have. They do try to stay away from priests and paladins, since these have a very annoying habit of searching the truth and being angry at people only pretending to be part of their cult.

Mentality and behaviour

wild silver kobolds

Since they can change their shape easily (even if with great effort, their powers aren't at the level of a real silver dragon), silver kobolds have a peculiar view of the world: they are very adaptable and good at thinking on their feet, and use their power to the fullest to gain what they want.

Raid a farm, then hide between the very people chasing you. Approach a traveling merchant as one of his own guards, hunt animals by pretending to be a member of the local druidic circle.

If someone attacks their tribe, they'll transform into orcs or bandits and try to scare them off, or will pretend to be a group of elf rangers that has already cleared the place and convince them to leave.

Urban kobolds

These kobolds take the aspect of someone else and live their life.

Sometimes they create an entirely new identity, other times they replace someone; sometimes that means murdering their target, but not necessarily: they could replace a deadbeat dad because they feel bad seeing his family alone, or find someone that died accidentally and decide to steal their life without hurting anyone.

In any case, they do their best to keep this a secret. If people learn about this, usually they are horrified, and will react violently. Angry mobs with torches are a common nightmare for city-dwelling silver kobolds.

This isn't their only fear tho: even scarier is the idea of being found out by their own family and friends. Shame, betrayal and horror inevitably follow such revelations, and if they don't end with a family destroyed and a dead kobold, this will run away and try to create a new life.

Sometimes they'll go to a new city and start from zero, but other times they get attached to their first life in a very unhealthy way, and will stick around, keep leaving in the same city and try to remain close to his first family through other identities.

Suicide is common between these kobolds.

Silver kobolds are rare in the first place, and urban ones even more so, but their stories tend to spread fast and wide, and many places have legends about them.

Faceless kobolds

There are many reasons why a silver kobold goes crazy: the stress of keeping a false identity, knowing all their relationships are a lie, waking up every morning to a face that isn't really theirs, the trauma of getting caught.

In any case, when it happens, the kobold snaps and their sanity starts to rapidly degrade. They become fidgety, paranoid, dirty, basically they develop a form of schizophrenia.

Some of them become crazy people, constantly changing shape, taking on misshapen and horrid aspect: One arm longer than the other, eyes of different color and shape, uneven ears etc.

They go around acting like a crazy person, assaulting random people and causing fear and distress in the area. These kobolds usually get killed by street thugs or city guards.

Others maintain a silver of sanity, but they become unstable: they will take an identity for a while, a few weeks or maybe a couple of months, then leave. Maybe because they are too afraid of getting caught, maybe they forgot what their current identity is. Maybe they found something else they want to do.

In any case, they are unstable imitators that go around leeching where they can. They will act paranoid, hear voices, have hallucinations, forget what identity they are using, confuse other people's faces.

They will spend most of their lives between homeless, drug addicts and other people that don't care about their weirdness, if not directly living in the wilderness alone.

Silver kobold madness

There are many different symptoms to a silver kobold insanity. Here are some examples, any kobold may develop any combination of them.

- They hear voices of their previous family, they have discussions when no one is there and call people the wrong name, thinking they're talking to their first family.
 - They stop bathing, thinking that dirt is simply a part of their fake identity and will just go away.
 - They become unable to recognize people's faces.
 - Compulsively look at mirrors and reflective surfaces.
 - Constantly paranoid, making excuses for things they did while using another identity.
 - Thinking they are someone else, and will want to take blame or praise for those other people's actions, convinced they were the ones that really did it.
 - Try to replace someone still alive, accusing them of being the fake.
 - Forgetting entirely they are a silver kobold, they'll believe their real identity is one of the fake ones, and they are victims of a curse or illness.
-

Example encounter with silver kobolds

1) The players, traveling on a country road, are attacked by cultists, they chase them off, then they meet some paladins following those cultists. They team up with the paladins to go attack those cultists' base.

Both paladins and cultists are silver kobolds and they'll go back to steal from the players' chart or try to isolate and gang up on one.

2) A farm was attacked, and players are sent to investigate. The farmer's youngest son has been replaced by a silver kobold, but nobody knows it, and he'll do his best to stop the investigation.

3) The local duke is visiting the players' tavern searching for something, he's actually a silver kobold in disguise looking to find information on the players' characters.

- 4) The villagers have learned there is a tribe of silver kobolds nearby and are ready to go kill them all. But are the kobolds really evil? The players may want to get involved in this.
- 5) A woman is worried, her husband left on a hunting trip two days ago, and when he came back he was.... off. Different in some way. She sends the players to investigate.
- 6) A scared man approaches the players. He reveals he's actually a silver kobold that killed the man and stole his life. But that's not the point: he learned the man wife was a vampire!
- 7) The captain of the guards has, all of a sudden, become obsessed with bandits in town, and has recalled most of the soldiers that were patrolling the countryside. Some are worried and ask the players to investigate. He's actually a silver kobold trying to move soldiers away from the woods while his tribe leaves the area in secret.
- 8) One of the NPCs the players were working with seems to have forgotten about them, he actually died in an accident and was replaced by a kobold. Revealing it would cause a huge commotion and draw unwanted attention to the players.
- 9) A strange man, screaming and foaming at the mouth, assault a player trying to claw and stab their face, then he runs away. The players investigate but can't find anyone that corresponds to their description.
- 10) Lady Morreson has been grieving her husband for many years, when one day he suddenly came back: he's acting strange, nobody understands what happened, but the old woman is also not very stable and nobody dares to ask questions. At least not openly.
- 11) The old doctor downtown has become terrible at his job, he was never great (or licensed) but recently he keeps making mistakes, the poors of the city beg the players to investigate.
- 12) One of the players has turned into a wereboar and is now evil, he has been replaced by a silver kobold working for the Association of Demonic Wereboars.

Statistics

Generic Silver kobold

The generic Kobold you would meet in a tribe or pretending to be someone else.

Small Humanoid (Kobold), Any Lawful

Armor Class: 13 (nature, easier to shape-shift)

Hit Points: 15 (6d6 - 6)

Speed: 30 Ft.

Str 9 (-1) **Dex** 16(+3) **Con** 8(-1) **Int** 10(+1) **Wis** 12(+1) **Cha** 15(+2)

Skills: Deception +5.

Senses: Darkvision 60ft, Passive Perception 11

Language: Common. Any language common in the area.

Polymorph, Minor: (4 times/short rest) Takes one round to modify a part of his body to gain a minor advantage: +2 to one between Str, Dex or Con, Or +5ft reach. Can also double or half his own weight or change skin color or face details. Lasts 10 minutes.

Polymorph, Major (2 times/long rest): magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies.

It takes one minute to complete the polymorph, can't create clothes or equipment, nor make disappear what he's already wearing. It's weaker than a normal polymorph.

In a new form, the kobold retains its alignment, hit points, Hit Dice, ability to speak, proficiencies and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Lasts 24 hours.

Every 24 hours spent in this form, the kobold has to make a Wisdom saving throw DC 10, or start losing his mind. The DC increases by 1 for every consecutive failure, and has disadvantage if he's stressed for any reason. After 5 failures in a row, the kobold goes crazy.

If not stressed or in danger, the roll can be passed automatically with a passive wisdom check of 11.

Crazy kobold: When Insane, the Wisdom score is reduced to 4, and charisma to 13. There is no need to pass a wisdom score every 24 hours anymore. The alignment changes to chaotic.

Actions

Spear +5 (1d6 +2) 5ft range.

A kobold transformed into something else will obviously use the physical abilities, items and abilities of that other thing, as the combinations are pretty much infinite, not much point in making stats for them.