

## All the colors of the kobolds - Brief

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.

This is a condensed version, there is a more in-depth one called “all the colors of the kobolds - extended”

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### Black kobolds

**What are they?** Swamp dwelling hunters, black kobolds make up for their weak bodies with traps and poisons. They are patient and cunning, used to spending long periods of time alone, hidden in the tall grass waiting for their prey, or tracking their targets through the dangerous swamplands.

**Society:** They are solitary creatures; they can produce a painful acid saliva to blind enemies with, and their bite is poisonous, filled with bacteria that lives in their mouths without damaging them, but hurting every other creature, including other black kobolds.

They're nomadic, and live in portable tents or crudely dug holes, always ready to move to follow food or evade enemies.

**Personality:** They are good at hiding, especially at night, because of their dark scales. For this reason they wear very little clothes. Their tools are simple, made of materials that won't rot or corrode easily.

They're used to fighting larger and stronger enemies, and often hunt travelers that get near their territories or nearby villages of civilized races, mostly humans and lizardpeople.

**Religion:** They follow **Heliwr**, a Neutral Evil goddess of hunting and survival.

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**Encounters:** Encounters with these creatures will mostly be hostile, the players may fall into a trap as they're traversing a swamp, accidentally stumble into a hunting party or find a village that will ask for their help in stopping the raids.

Sometimes black kobolds are conquered by more powerful monsters like hags, orgres and the like. They will serve them, but they're very unreliable and dangerous servants, and will be more than happy to turn on their masters if given the opportunity.

Despite that, the black kobolds are utilitarians, and won't fight if the players are obviously stronger, and will happily bargain with them or run away if necessary to survive.

**Progression:** Rangers and rogues are the most popular, with a specialization in traps and poison. Druids and shaman are rare but important in their tribes.

## Blue kobolds

**What are they?** Greedy and clever creature that love riches, luxury and power. Blue kobolds are very civilized and live between civilized races, usually in dry and deserts areas.

They are mostly merchants that hoard gold and magical items, they're not too clever so most of them go through a cycle of losing everything to a bad deal, thievery or scams, followed by gaining everything back through the power of envy, greed and sheer obsession.

**Society:** They don't have a society of their own, and prefer to integrate in other cultures, usually humans and dwarves, in large cities and commercial hubs. Sometimes they travel the world searching for treasure or following the possibility of great business, but most of them would rather to settle down and build a store where they can show off their wealth safely.

They are solitary, since every other blue kobold is a potential rival, and even their young ones are raised collectively: each kobold will keep a child for a bit, teach them a few tricks, then pass them to the next kobold when they get tired of them.

The real family of a blue kobold are their guards, their servants and their accountants.

Some blue kobolds are criminals: rich crime kingpins, black market traders or unlucky kobolds momentarily down on their luck that have to resort to crime to turn their fortune.

**Personality:** Extremely vain and often trashy, they love being rich and love showing their money in other people's faces even more. They'll wear jewels and trinkets all over their body, dress in the best fabrics they can afford and buy the largest house available. This leaves them open to thieves, but they are often ready for them with many magical items and protections.

They love looting ruins, so often filled with ancient treasures, and will routinely finance expeditions in the desert looking for lost tombs or pyramids

**Religion:** Gods of trade and commerce, obviously, but they're fine with whatever religion is popular where they live. They are usually more focused on the rich decorations found in churches and temples, than in the religion itself.

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**Encounters:** Encounters with them will generally be friendly: they can simply be a quirky and hyperactive merchant, or a quest giver ready to pay the players to find an item or location. Sometimes the item is lost, other times it's already owned by someone.

Hostile encounters can happen if the players try to scam them, rob their vaults, or find themselves to be the target of a blue kobold's lust for magical items.

Players could also be exploring a dungeon and discover that a blue kobold is already there. They have no intention of sharing its secrets with anyone, no matter how many lives could depend on them.

**Progression:** Since they are merchants and traders, they will rarely be powerful on their own. Their strength comes firstly from their wealth: richer ones will be able to afford more and better guards, constructs and security systems. Some of them buy powerful magical items they can use to defend themselves.

A few of them learn magic and can be half-decent wizards

## Green kobolds

**What are they?** Outgoing and friendly creatures that are used to live in relatively safety between the woods: they are distant to their draconic heritage and closer to their natural side, so they live somewhat in harmony with nature, and that means they can live carelessly. This causes them to become really bold and reckless, noisy and overexcited.

**Society:** They form tribes and clans in forest and woods, usually associating themselves with druidic circles, treants, wood elves outposts and the like. They are not evil, so they are tolerated, but they are mischievous, loud and really dumb so it's often a very suffered tolerance.

Their tribes can grow pretty large, but they are also very open: green kobolds tend to like other races and always try to make friends, and often they will leave their tribe to go on adventure and explore.

They like to play and often will challenge each other to various tests like climbing, throwing, capturing animals, hiding etc. In large tribes these activities can become real sports with rules and leagues.

**Personality:** Concepts like "personal space" and "good manners" are foreign to them. They act impulsively, always try to have fun and crack jokes.

They are also very reckless and will often get hurt or die doing stupid things, but for them this is simply a part of the natural cycle, so their funerals are always short and their dead rapidly forgotten.

They are very emotional creatures, easily enthralled by a beautiful landscape, a new smell or a colorful bird.

In some way they are similar to fairies, but their playfulness is more simple and direct, rarely hiding an ulterior motive or going past a simple prank.

They are naturally excellent climbers, with powerful claws and talons.

**Religion:** They worship gods of nature and animals, spirits of the woods and, sometimes, elvish gods. Their cults are always very liberal and messy, and not always appreciated by real churches.

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**Encounters:** Most meetings will start in a friendly way, but may turn into combat if the players get angry at them. They may see the players pass through the woods and play a prank on them, or they could just happen to have located their tribe in an important location.

If someone is trying to damage or destroy the woods, green kobolds will get angry and fight back. The players could be involved in either side: helping protecting the forest, or enforcing a legal logging contract that the green kobolds don't care about.

They could also meet a solitary green kobold traveling the world to see new places and find new sensations, maybe he's drawing every beautiful animal he finds and has painted something very rare, or very wrong, without realizing it.

**Progression:** Few green kobolds have the drive and dedication to pursue any real career. Some of them become druids, but they're usually bad at it and are barely tolerated by their circles.

Some become rangers, to protect their land and tribe, and the few that decide to travel the world could also be rogues or bards.

They are likely to multiclass in random classes just because they thought it would be fun trying it.

## White kobolds

**What are they?** Mountain-dwelling creatures that live in cold and dangerous areas where few others dare, hidden between the snow and ice of the peaks. Small and agile, they can move where nobody else could. Because of their harsh environment, they are stoic and fearless, capable hunters, raiders and warriors.

**Society:** White kobolds live in clans that hide in shallow caves, tents and sometimes dungeons (They don't really dig their owns, but can occupy ones they find). They survive by living where nobody can follow them, hidden between frozen crevasses, storm-battered mountains and steep crests.

They are resistant to natural cold, so glaciers are a great location for their tribes. They can cause avalanches, and use them to hunt and attack travelers that go through mountain passes. Since they are so small and resilient to cold, avalanches are not a big danger to them.

They know how to use and produce rudimentary skis, and use them to rapidly move around the mountains. Sometimes they are enslaved by more powerful creatures like white dragons, trolls and giants, but they all rapidly realize that white kobolds make for really poor slaves: they are vicious when cornered, and brutal when necessary, with little regard for personal safety when the survival of the tribe is on the line.

**Personality:** They are cold and reserved, a necessity in their harsh environment where food is scarce and conserving energy is important. They are very brave, for being kobolds, but will still beg and grovel if they think it's their only way of surviving. Nonetheless, they are used to fighting the dangerous creatures that live between the mountains, and routinely face strong opponents.

They don't like fighting humans, dwarves and other civilized races but they know conventional armies can't reach them between the mountains, so they have no problems attacking small groups or isolated villages. Sometimes they even attack isolated giants, if they manage to create a good opportunity.

**Religion:** Manly they worship the spirit of their ancestors. White kobold shamans are able to communicate with them like a cleric talks with their god. They also respect and fear the gods of mountains, ice and storms.

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**Encounters:** Most encounters with them will be hostile, they are isolationists and tend to fear strangers. They could attack the players while they're traversing the mountains, maybe with an avalanche. They could also be responsible for other attacks, and the players will be asked to stop them by the local authorities.

It's possible for them to become allies: if the players are looking for something or someone that was lost between the snows, white kobolds could be of great help in finding it.

They aren't very friendly but they're not stupid, and do understand the idea of trading.

They could be convinced to make a deal with the players, at least for a short period.

**Progression:** Most white kobolds are barbarians, some become rangers. Every tribe has a few clerics of the storm or shamans, that act as guides and spiritual leaders.

## Brass kobolds

**What are they?** Very social city-dwellers that like talking with people, learning new stories and gossiping. They usually live at the bottom of society, but they don't mind too much.

They are talented climbers and, in a way, they own the roofs. They can know the layout of a city, above and below, like the back of their hand.

They're naturally friendly but social prejudices and diffidence usually are too strong. If they ever make friends outside their race, it is with homeless, prostitutes or weirdoes.

**Society:** They create small societies partially integrated in civilized cities by other races: they are organized in families or groups of families, usually living next to each other in the poorest parts of town. They work for other races, usually doing menial labour like washing floors and dishes, unloading ships and carts, cleaning chimneys and rooftops etc.

They are often victims of prejudice but it rarely causes real problem: they have very little to no power or influence, so there is little to gain from targeting them. They're also very good at hiding and escaping from guards and thugs alike.

Some of them become criminals, mostly in roles that don't require violence: pickpocketing, burglary, contraband, spying and similar jobs.

**Personality:** They are very friendly, skittish and easily amused. They dislike pain, both causing it and receiving it, always trying to avoid dangers and very rarely fighting. Even when they are criminals, they'll do their best to avoid having to fight someone.

They really like listening to stories, so adventurers, bards and the like are extremely popular with them. They often hang around inns and taverns, where it's easy to spend time with people and get to know new ones.

Reading is a highly respected skill, and those that know how to will read any book they can get their hand on for the rest of the clan or family.

Some, rare, brave brass kobolds join groups of heroes as mascots, the circus. Or become bard, to travel and see the world.

**Religion:** They follow whatever religion is popular where they live.

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**Encounters:** Most encounters with them will be friendly. They're a good source of information in large cities, and can provide access to the black market, a place to hide or a network of spies.

The could ask the players for help if they're been targeted by someone, be it violent guards, nobles who want an easy scapegoat, criminals trying to expand their territory or others.

Hostile encounters could happen if the players are robbed or pickpocketed by them.

**Progression:** Most of them are simply peasants, the few that gain any power do so as rogues or bards.

In rare occasions they could be taken in by a church or chapel to help as altar boys or hired by a wizard as assistants or and learn a thing or two about culture and religion.

## Bronze kobolds

**What are they?** Warmongering warriors that know no fear and live to die in the battlefield. They are very aggressive and celebrate violence, conflict and death. Only in deadly struggle one can find his own self, only against an impossible opponent one will show his true nature.

**Society:** They live in warbands – clans, heavily militarized groups where the entire tribe is focused on supporting the warriors. Sometimes they work as mercenary companies, changing side and affiliation over time, other times they join permanently a stable army and accompany them everywhere. They tend to be very lawful and martial, but their strange view of the world causes many conflicts and discussions with other civilized races.

Not all bronze kobolds are like that: some simply want to fight, and have no patience for hierarchies and tactics. These kobolds form nomadic tribes that raid and attack indiscriminately any worthy opponent they find. The first group tends to have warriors, metal weapons and some warcasters. The second group is populated with barbarians using simpler weapons, and tends to have more shamans than sorcerers. Some brass kobolds don't like violence, or grow tired of war. They are exiled and ostracized by their own race.

**Personality:** Physically unable to feel fear and with a very high pain threshold, bronze kobolds are violent, aggressive and bloodthirsty. That doesn't mean they are evil: most of them consider fighting weaker and defenceless opponents a pathetic and cowardly thing, and will only fight enemies that can fight back. They don't attack civilians and don't care for power, land or riches. Obviously exceptions to this rule exist, some of them just like to kill, maim and burn.

Their almost religious approach to war makes them look alien and strange to most other races, and they find it very hard to make real connections.

Even still, a warrior that has fought for years next to a brass kobold warband will learn to respect their dedication, passion and reliability.

They don't hold grudges against their enemies: trying to kill each other is not a bad thing for them, but a honorable one, and have no problem working with those that used to be their enemies, and vice versa.

**Religion:** War gods, deities of conflict and violence and the idea of conflict itself is what they worship.

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**Encounters:** Most encounters with them will be hostile. The players could meet them on the battlefield, as enemies or allies, or randomly stumble into a group of them looking for a fight near a battlefield.

If traveling in the woods, they could be attacked by a barbarian group searching for violence.

If the players are part of a stable army, they could find themselves fighting together with them.

After a fight, they often hit the tavern to celebrate and relax, and players could meet them there, getting drunk and starting fights.

**Progression:** Civilized ones are mostly fighters, with the occasional rogue or ranger. Some become blacksmiths, and others healer. Those roles are not respect by other kobolds, but are recognized as necessary. Some become clerics, sorcerers or wizards with a focus on battlecasters.

Barbaric ones are, well, barbarians. They also become rangers, druids, shamans and similar roles.

## Copper kobolds

**What are they?** Natural illusionists and tricksters that live in the wild, hiding in dungeons protected by many spells and traps. They make up for their weak bodies with their natural spells and a clever mind.

**Society:** Similar to regular kobolds, they live in tribes hidden in caves in the wilderness. They prefer illusions and mindgames over physical traps, but they use those too.

They are very defensive and sneaky, and tend to avoid danger when possible, or try to misdirect it when they can't run away.

Often they raid more civilized races like elves, gnomes and humans, but rarely using violence: Why kill the owner of an isolated farm, when you could trick them into leaving the farm, or trap them in their own barn, or scare them away pretending to be ghosts.

**Personality:** They are usually light-hearted, and they like to trick and play pranks on each other. They don't feel safe around strangers, because they know anyone could be anyone else metamorphed or concealed in some way.

They like to play pranks and tricks on travelers, especially if they can also steal something from them, but won't do it if it seems too dangerous or they could put the tribe in danger. If they have to run away, they will never run in the direction of their lair.

They aren't particularly afraid of normal animals, easily manipulated with spells, noises and fire, and will use them to deceive or ambush intruders when possible.

**Religion:** They tend to distrust gods: gods are invisible, and can see everything you do or thing. That is scary and strange, why do they hide if they are friendly? Why do they spy on us?

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**Encounters:** Most encounters with them will be hostile: maybe the players have to protect a village or a temple from them, maybe they want to explore a dungeon where they live.

Maybe they are attacked on the road, or maybe they lose their way in the woods because of a silly trick by kobolds.

The kobolds will fight to the death only if their eggs and young ones are in danger, and much prefer to run away or surrender in any other occasion.

**Progression:** Most of them remain relatively low level, the few that gain any power do so as rogues, arcane tricksters, or sorcerers specialized in illusions.



## Gold kobolds

**What are they?** Narcissistic and egotistical creatures that think the world revolves around them. They consider every other creature as inferior, and always pretend adoration and respect.

They are also naturally lucky and powerful, it's hard to kill them.

They can transform their scales into real gold, making them quite rich, and that's the only reason why people tolerate them.

**Society:** Gold kobolds are completely solitary: every other gold kobold is a rival and meetings will inevitably end in dick-measuring contests where they do their best to make the other look bad.

They integrate completely in other races societies, buying their way into high society with gold. As a result they're always followed by an army of sycophants and freeloaders, servants and assistants, bodyguards and merchants trying to get in their good graces.

Politicians and store owners suck up to them, hoping to convince them to spend money in their cities, while secretly loathing them.

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**Personality:** Gold kobolds are very superficial and self-centered, they never notice people don't really like them, and think all of the admiration is because of how awesome they are.

Sometimes they will simply get bored and leave, abandoning all of their servants and admirers without a word, and traveling until they find a new city to settle in for a while.

They are incapable of feeling fear, their self-confidence is extreme but with very little to back it up, so they often get in troubles, and get out of them only with their gold.

They can't be forced to produce gold, so using violence with them is rarely worth it.

They are high-roller, they rarely accumulate wealth, and instead prefer to spend it all on high quality food, clothes and art pieces.

If they want something, they'll scream, cry and boss people around until they get it, or forget about it.

**Religion:** A gold kobold is his own god.

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**Encounters:** Most encounters with them will be friendly. They can hire the players to find a lost item or object they have heard about, or to damage the reputation of another gold kobold.

They could hire the players as bodyguards or to stop thieves from stealing their collections.

They could also get angry at the players, and these will find themselves having to face assassins, mercenaries and corrupted politicians.

Sometimes, the players could be hired to kill a gold kobold by people that simply can't handle them anymore.

They could be competing with the players for a particular item.

Gold kobolds really hate gold dragons, and will lose their mind if one is in the area, pretending they are killed and the dragon skin and bones used to make trinkets and clothes for them.

Almost always, people will refuse to do it. Gold kobolds are rich but not that rich.

Gold dragons find gold kobolds very embarrassing, and could hire the players to get rid of one, without using violence if possible.

**Progression:** The idea of learning from others is absurd to them, they are easily bored and very fickle, so they almost never learn anything.



## Silver kobolds

**What are they?** Natural shapeshifters, that often spend their whole lives pretending to be members of other races. Their minds are weak, and the strain of keeping a false identity and changing shape can take a toll on their mind, making them go crazy.

**Society:** Most silver kobolds live in isolated tribes, using minor shapeshifting to become stronger or more agile to complete various tasks but rarely using their full transformation unless they have to deal with civilized races. They are capable thieves, and can easily pretend to be humans to trick others and steal their things. They know first-hand how easily appearances can be deceiving, so they rarely trust outsiders and try to keep to themselves when possible.

Other silver kobolds spend their entire life transformed, hiding between other races without letting anyone know their true nature. Sometimes they create an entirely new identity, other times they replace someone that already exists.

There are no male and female silver kobolds, as they can freely change their body.

**Personality:** Isolated silver kobolds are clever creatures that use their ability to change shape to trick others and get what they want: raid a farm by pretending to be a guard. Trick travelers by acting as a ranger. Scam peasants by transforming into a wandering pilgrim or tax collector.

Change is in their very nature, so they are extremely adaptable and rarely thrown off their game.

Urban silver kobolds live a life of lies, trying their best to imitate other cultures and mannerisms. They spend most of their time alone, to not risk making a mistake, studying the culture and science of the race they're impersonating, trying to get a simple job that doesn't draw attentions.

They are often paranoid and the strain of lying to everybody, sometimes including a loving family, wife and kids, puts a great strain on them.

If caught, they'll kill anyone that discovered them. If not possible, they'll run away and find a new identity. Sometimes they snap and become insane: the pressure is too much, or they have been caught and are incapable of coping with it.

Crazy silver kobolds can't distinguish reality from fiction, don't remember what their real identity is, and confuse a fake one with another.

Their reality becomes a strange, confusing mess where nothing is stable and solid.

**Religion:** Wild kobolds worship gods of nature and trickery, urban ones will take any religion that their fake identity had or would reasonably take. Their faith is almost never honest, and they try their best to keep away from prying priests and inquisitive paladins.

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**Encounters:** Encounters with wild kobolds will probably be hostile, as the players are victims of their tricks or have to help someone else that has been in the past. Encounters with urban kobolds could happen randomly, as the players are investigating something else and just stumble into one. The kobold will try to silence them, and they could be easily blackmailed. Unless the kobold decides to just leave.

Encounters with crazy kobolds will probably be hostile, as they are mad.

Nonetheless, with some care, players could trick or manipulate a mad kobold into doing what they want. They are not automatically aggressive and they can still be victims or suggestions, if these line up with the kobold hallucinations, delusions and paranoias.

**Progression:** Wild ones can be barbarians, rangers, rogues or illusionists. Urban ones can be everything.