

Kobold

Kobold Ambusher

Humanoid

Defense 13, **AR** 2

Health 16, **Speed** 10

Senses Dark Vision (30 yards)

+0 Communication

-1 Constitution

+1 Cunning

+2 Dexterity (Initiative, Traps)

+1 Magic

+1 Perception (Searching, Smelling)

+0 Strength (Spears)

-1 Willpower

Melee Bite +2 (1d6), Dagger +0 (1d6+1 (halved))

Ranged Throwing Spear +2 (1d6+3, 8/16 yards)

Favored Stunts: Defensive Stance and Seize the Initiative.

Weapon Groups: Brawling and Spears

Equipment: Dagger, Throwing Spear

Kobolds are burrowing, reptilian humanoids of small, lean stature. They are cowardly when factors are against them, (especially numbers or size and apparent power of opponents). They set traps in their tunnels and use guerilla tactics extensively. Because of their natural assets they are never truly disarmed, but kobolds without an advantage run at the earliest opportunity. Kobolds speak draconic, although they can learn other languages.

Grade E

Kobold Witch

Humanoid

Defense 13, **AR** 2

Health 16, **Mana** 9, **Speed** 10

Senses Dark Vision (30 yards)

+0 Communication

-1 Constitution

+1 Cunning

+2 Dexterity (Initiative)

+2 Magic (Arcane Lance)

+1 Perception (Smelling)

+0 Strength (Intimidation)

-1 Willpower

Melee Bite +2 (1d6), Dagger +2 (1d6+1 (halved))

Ranged Arcane Lance +4 (1d6+2, 16 yards)

Favored Stunts: Mana Shield and Skillful Casting.

Weapon Groups: Brawling and Light Blades Powers

Spells (1): Arcane, Spellpower 12, 3 spells

Equipment: Dagger

Kobold witches tend to learn one spell that mimics dragon breath such as flame burst, shock, cone of acid (flame burst), Winter's Grasp, and later on Cone of Cold, Noxious Cloud, Lightning, Fireball, etc. Then they concentrate on utility magic or more subtle spells, such as Obscuring Darkness. Most of the Kobold's priests are actually witches rather than shamans. They learn the lore of Kurtulmak, the entropic immortal patron of Kobolds, and wreak havoc in that name.

