

KOBOLDS

KOBOLD LORE

Arcana DC 10: Many kobolds pursue the path of the illusionist, though with wildly varying degrees of success, in keeping with the kobold virtue of reaching beyond one's natural means through guile and trickery.

History DC 10: Kobolds often seem to see the size of larger creatures as a personal, targeted insult; those who can make themselves appear smaller generally have an easier time treating with them.

Two notable exceptions to this principle are the case of gnomes, for whom many kobolds seem to have a particularly vitriolic hatred, and dragonkin, who they regard as deserving of their greater might.

History DC 15: Despite their relative weakness and frailty, kobolds often display a sort of suicidal confidence bordering on megalomania; no matter how many of their kind they see fall, such kobolds remain quite sure that they are destined for a greater fate.

Nature DC 10: The supposed draconic lineage of kobolds is a matter of hot contention among scholars of dragonlore, with a significant camp staunchly opposed to regarding them as true dragonkin.

So-called "dragonwrought" kobolds, such scholars assert, are far more likely the result of kobold trickery or transmutation than any expression of ancient heritage.

Nature DC 15: Kobold young are incredibly precocious, able to walk and feed themselves within a couple hours of hatching, and are fully grown by the age of six, with most succumbing to mishap or violence by the ripe age of ten.

In the rare case that a kobold is cautious and lucky enough to live to see old age, however, it is not unusual for them to live well over a century before suffering the effects of senescence.

KOBOLD SOCIAL ENCOUNTERS

- A scholar of trap-lore is looking to study kobold techniques and perhaps interview one of their master trap-crafters, and is seeking bodyguards with draconic ancestry (or convincingly able to fake it) to ease communication and ensure their safety.
- A clan of kobolds, in service to a gold dragon for centuries, has become aware of an even more powerful and ancient red dragon lairing within their territory, and wishes to formally switch their allegiances. To that end, they are seeking some brave negotiators willing to tender their resignation to their current draconic patron, who is famed for her pride and temper.
- A band of noble questing knights has fallen prey to a clan of kobolds whose lair they invaded, and is now being held for ransom; their families are willing to pay an exorbitant sum for their safe return, but have had some difficulty negotiating with the kobolds, whose demands include invented numbers and impossible feats of magic.

TAUNTING KOBOLD
JOHNOFTHENORTH



KOBOLD TACTICS

Kobolds attack only when they vastly outnumber a foe, ambushing and then fleeing almost immediately if met with staunch opposition. They try always to attack enemies caught in a compromising environment such as wading through a sucking swamp or climbing along a precarious cliff face.

A kobold that misses with a melee attack will virtually always use its Flimsy Bravado to flee, attempting to end its turn in some sort of cover and returning to the fight as soon as its foe directs its attention elsewhere.

When fighting, their primary goal is to lure or push enemies into traps and hazards, or to manipulate the environment to create hazards such as fires or tunnel collapses, primarily using their actual attacks only to goad foes into unwise advances.

KOBOLD TREASURE

Kobold clans hoard coinage and personal mementos scavenged from their fallen foes and uncut gemstones mined from the earth because of the power they have to awe and impress other humanoids, but don't typically engage in any form of exchange other than tribute to creatures they regard as superior expressions of draconic might.

Such treasures will often be mixed indiscriminately with oddly-shaped sticks and rocks, exotic skulls, and works of kobold art.

Much of kobold craftwork is made from the tanned skin of other kobolds, which is highly prized both within and without kobold society for its soft and supple feel. Particularly well-crafted traps may be kept among the hoard as testaments to the clan's genius.

A clan's hoard, including any jewelry or fine clothing, usually totals between 40 gp and 60 gp per kobold, and is typically held as common property, though any given kobold of a clan might present it as their own personal wealth to outsiders.

KOBOLD LAIRS

Kobolds make their lairs in places of deep shadow, far underground or in dense forests. They mine out extensive warrens of tunnels and caves, often starting with the burrow of another creature.

Kobold clans will typically convey regular tribute of their spoils to the nearest powerful dragon, which when incubating eggs will often move such clans temporarily into their lairs to guard them.

ASSOCIATED MONSTERS

- [Basilisks](#)
- [Bats](#)
- [Centipedes](#)
- [Dragons \(all types\)](#)
- [Dragonborn](#)
- [Drakkoths](#)
- [Earth Elementals](#)
- [Guard Drakes](#)
- [Ömukade](#)
- [Weasel Warbeast](#)
- [Wyverns](#)



MINION OF THE MIGHTY

ORIANA MENENDEZ

1D20 KOBOLD NAMES

Kobold names are short and easily-barked, rarely more than two syllables, and meant to evoke the names of renowned dragons. When a kobold dies, one of its companions will often adopt its name as a way to honor their memory.

#	Male	Female
1	Baggs	Ack
2	Cackt	Bunk
3	Chuz	Crabb
4	Grido	Dazz
5	Grimms	Fatch
6	Gunt	Felt
7	Kugg	Hist
8	Maxt	Holby
9	Musti	Humba
10	Mixto	Jape
11	Prosh	Kimn
12	Ratt	Korda
13	Rizza	Madch
14	Thops	Nirts
15	Vixl	Plugga
16	Weez	Ribble
17	Welt	Snilbi
18	Wixen	Snope
19	Wuz	Steen
20	Zod	Zoots

KOBOLD SHINETOOTH

Small humanoid (kobold), lawful evil

Armor Class 11

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	8 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +3

Senses Darkvision 60 ft., Passive Perception 8

Languages Yipyak

Challenge M1/2 (20 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls and on sight-based Wisdom (Perception) checks.

Minion. If the kobold takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the kobold takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Actions

Trip-Stick (Group Attack). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

If three or more kobolds contributed to this attack, the target has disadvantage on checks and saving throws to avoid being knocked prone until the beginning of its next turn.

Trashstone Pelt (Group Attack). Ranged Weapon Attack: +3 to hit, range 20/40 ft., one target. Hit: 1 bludgeoning damage.

KOBOLD TOECUTTER

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 7 (3d6 - 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	9 (-1)	8 (-1)	8 (-1)	8 (-1)

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Yipyak

Challenge M2 (90 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls and on sight-based Wisdom (Perception) checks.

Minion. If the kobold takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the kobold takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Actions

Toe Knife (Group Attack). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 piercing damage.

If three or more kobolds contributed to this attack, attacks by non-minion kobolds against the target have advantage until the beginning of its next turn.

Goodstone Pelt (Group Attack). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one target. Hit: 2 bludgeoning damage.

Reactions

Flimsy Bravado. When the kobold misses with a melee attack, it can move up to 15 feet directly away from the target.

KOBOLDS WITH TREASURE

BRYNN METHENEY



KOBOLD ROCKBRUISER

Small humanoid (kobold), lawful evil

Armor Class 13 (Mining Leathers)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	9 (-1)	8 (-1)	8 (-1)

Skills Athletics +4, Stealth +4

Senses Darkvision 60 ft., Passive Perception 9

Languages Draconic, Undercommon, Yipyak

Challenge 1/4 (50 XP)

Scurrilous Scamper. Opportunity attacks made against the kobold by Medium or larger creatures have disadvantage.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls and on sight-based Wisdom (Perception) checks.

Actions

Nailjack Tunnelclub. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning plus 3 (1d6) piercing damage and the target is pushed up to 5 feet away.

This attack has disadvantage.

Clawed Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Hoist Nailjack. Until the end of its next turn, the kobold adds +2 to its AC and does not have disadvantage on attacks made with its Nailjack Tunnelclub.

Reactions

Sneaky Shove. When a friendly creature hits a creature within 5 feet of the kobold with an attack, the kobold can force the target to succeed on a DC 12 Strength saving throw or fall prone.

Flimsy Bravado. When the kobold misses with a melee attack, it can move up to 15 feet directly away from the target.

Variant: Dud Snaptraps. At DM discretion, when a creature succeeds on a saving throw against the trapcaster's Toss Snaptrap, the trap may land untriggered in an unoccupied space within 5 feet of the target, triggering whenever a creature enters the area.

KOBOLD TRAPCASTER

Small humanoid (kobold), lawful evil

Armor Class 14 (Macrame Armor)

Hit Points 38 (11d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	14 (+2)	10 (+0)	8 (-1)

Skills Arcana +4, Acrobatics +5, Stealth +7

Senses Darkvision 60 ft., Passive Perception 10

Languages Draconic, Undercommon, Yipyak

Challenge 1/2 (100 XP)

Scurrilous Scamper. Opportunity attacks made against the kobold by Medium or larger creatures have disadvantage.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls and on sight-based Wisdom (Perception) checks.

Actions

Tripwire Garrote. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone target. Hit: 8 (2d4 + 3) slashing damage and the kobold becomes [Attached](#) to the target.

A Medium or smaller creature the kobold is [Attached](#) to in this way is [Choking](#).

Toss Snaptrap. The kobold hurls a hunting trap at a creature it can see within 30 feet, forcing it to succeed on a DC 12 Dexterity saving throw or take 5 (2d4) piercing damage and have the trap become [Attached](#) to it (remove DC 12).

A creature with one or more of these traps [Attached](#) to it is [Bleeding](#) (1d4) and has its speed reduced by 5 feet for each Attached trap.

Trap-Trick (Recharge 4-6). The kobold magically resets a trap within 5 feet, then can immediately trigger it.

Reactions

Triggerman's Roll. When the kobold makes a saving throw against a trap or spell, it can immediately move up to 10 feet and fall prone.

If it ends this movement outside the trap or spell's area of effect, the kobold is unaffected by it.

Flimsy Bravado. When the kobold misses with a melee attack, it can move up to 15 feet directly away from the target.

KOBOLD DRAGONSHIELD

Small humanoid (kobold), lawful evil

Armor Class 16 (Dragonshield, Shedleather)

Hit Points 66 (12d6 + 24)

Speed 30 ft. fly 20 ft. (falls at end of turn)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1, Stealth +4

Senses Darkvision 60 ft., Passive Perception 11

Languages Draconic, Undercommon, Yipyak

Challenge 1 (200 XP)

Dragonwrought. The kobold has resistance to one type of damage determined by its most recent draconic ancestor.

Scurrilous Scamper. Opportunity attacks made against the kobold by Medium or larger creatures have disadvantage.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls and on sight-based Wisdom (Perception) checks.

Actions

Multiattack. The kobold makes two attacks, one of which it can replace with a use of its Dragonshield Bash or Fearless Shout, if available.

Censer-Fume Flail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

On a hit or miss, the target's space becomes Heavily Obscured until the beginning of the kobold's next turn.

Dragonshield Bash. One creature within 5 feet must succeed on a DC 12 Strength saving throw or take 4 (1d4 + 2) bludgeoning damage and be pushed up to 5 feet away.

A creature that fails this saving throw by 5 or more additionally falls prone.

Fearless Shout (Recharge 5-6). The kobold and each friendly non-minion kobold within 30 feet that can hear it gain 5 (2d4) temporary hit points.

While it has any of these temporary hit points, a creature has advantage on Wisdom saving throws.

Reactions

Flimsy Bravado. When the kobold misses with a melee attack, it can move up to 15 feet directly away from the target.

KOBOLD WYRM CALLER

Small humanoid (kobold), lawful evil

Armor Class 14 (Shedleather Regalia)

Hit Points 54 (12d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	15 (+2)

Skills Arcana +4, Deception +4, Stealth +7

Senses Darkvision 60 ft., Passive Perception 10

Languages Draconic, Undercommon, Yipyak

Challenge 2 (450 XP)

Scurrilous Scamper. Opportunity attacks made against the kobold by Medium or larger creatures have disadvantage.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls and on sight-based Wisdom (Perception) checks.

Actions

Hotclaw. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage and the target begins [Burning](#) (1d10).

Dragonstone (1st Level Spell). Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 5 (1d4 + 3) bludgeoning plus 5 (1d10) fire damage.

On a critical hit, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Dragonvoice Ventriloquy. The kobold speaks in a fearsome illusory voice that emanates in a 120 foot radius from a point it can see within 300 feet.

Each creature in the area that cannot see that point must succeed on a DC 12 Wisdom saving throw or be Frightened of it until the end of the creature's next turn.

Illusory Wyrmling (1/Day, Concentration). The kobold conjures a size Medium illusory dragon in an unoccupied space it can see within 300 feet.

When the kobold casts this spell and on each of its turns, the illusion flies up to 60 feet and can force one creature within 15 feet of it to succeed on a DC 12 Intelligence saving throw or take 10 (3d6) psychic damage.

A creature that succeeds on this saving throw, or that makes an attack against the illusion, gains advantage on future saving throws made against it.

Reactions

Holecaster Hideaway. When the kobold casts a spell while it is Hidden, it can immediately make a Dexterity (Stealth) check to remain Hidden.

On a success, its position is not revealed.

KOBOLD GENIUS

Small humanoid (kobold), lawful evil

Armor Class 15 (Scrap-Wrap Armor)

Hit Points 60 (16d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	13 (+1)	16 (+3)	13 (+1)	14 (+2)

Skills Arcana +6, Deception +4, Stealth +7

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Draconic, Undercommon, Yipyak
Challenge 2 (450 XP)

Scurrilous Scamper. Opportunity attacks made against the kobold by Medium or larger creatures have disadvantage.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls and on sight-based Wisdom (Perception) checks.

Fragile Contraptions. A creature that hits the kobold with a melee attack, instead of dealing damage, can choose to destroy one of the items it is carrying.

If it does, the kobold cannot use the associated action or trait until repaired with its Inspired Quick-Fix.

Crafty Escape (2/Day). When the kobold would be hit with an attack or fail a saving throw, it can reveal a prepared item that causes the attack to miss or the saving throw to succeed.

Actions

Multiattack. The kobold makes two attacks, each of which it can replace with a use of its Mystery Pot.

Pinch-Picker Longclaw. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

If the target is prone, it must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or have one item carried by it stolen by the kobold.

Mystery Pot. The kobold hastily mixes a handful of ingredients in a clay pot and throws it at a creature it can see within 30 feet, forcing it to succeed on a DC 13 Dexterity saving throw or suffer one of the following effects at random:

1. **Whiffmix.** The pot has no effect.
2. **Gnawfizz.** The target takes 4 (1d8) acid damage.
3. **Scalefire.** The target begins [Burning](#) (1d10). (
4. **Stinkpitch.** The target is Blinded and Poisoned until a creature scrapes it off as an action.
5. **Bugbomb.** The target takes 3 (1d6) poison damage and must use its reaction, if available, to move half its speed directly away from the kobold.
6. **Genius Juice.** Roll two more times, applying both effects (rerolling any duplicates). If any of the results is Whiffmix, the pot has no effect.

Reactions

Fake Death. When the kobold takes any damage, it can reduce that damage by half, fall prone, and pretend to die.

A creature with a Passive Insight of 14 or higher immediately detects this deception.

Flimsy Bravado. When the kobold misses with a melee attack, it can move up to 15 feet directly away from the target.

Legendary Actions

The kobold can take 1 legendary action, choosing from the options below.

Rubble Dive. The kobold moves up to half its speed and falls prone, then can attempt to Hide without requiring obscurement.

Inspired Quick-Fix. The kobold repairs or rebuilds one of its destroyed items, or regains a use of its Crafty Escape.

Trap-Trick (Costs 2 Actions). The kobold magically resets a trap within 5 feet, then can immediately trigger it.

KOBOLD TRAPS AND HAZARDS

BOILER BOMB

Description. A sealed metal vessel filled with volatile fluids. **Trigger.** When heated, the pressure within steadily increases until it explodes after 6d10 minutes. If prodded, picked up, or otherwise disturbed in this state, it explodes early.

Effect. Each creature within 10 feet of it must succeed on a DC 12 Constitution saving throw or take 7 (2d6) fire damage and be Deafened for the next minute, or take half as much damage on a success.

Obvious Signs. An irregular shape of gleaming metal scratched with crude draconic runes is placed at the heart of the fire.

Hidden Signs. For those fluent in draconic, the runes seem to be profane epithets. Faint banging and popping sounds can be heard from within it.

CENTIPEDE DOORBASKET

Description. A woven basket containing a [Whipskitter Centipede Swarm](#) and several skeletonized bats. A hanging hide is held in place across an entryway with the basket perched atop it, hidden from one side.

Trigger. A creature that pushes through the hide or pulls it to the side to pass through causes the basket to topple.

A creature attempting to do so cautiously can make a Dexterity (Sleight of Hand) check, leaving the basket undisturbed on a success. A creature lifting the hide from the bottom succeeds automatically on this check.

Effect. The swarm is released and agitated, attacking the nearest creature within 15 feet on each of its turns, or fleeing if no other creatures remain within 15 feet of it.

Obvious Signs. A ragged hide drapes across the entryway. A musty-sweet smell hangs in the air.

Hidden Signs. A lone red-headed centipede crawls idly along the wall nearby. Bat-catching snares dangle in the darkest upper reaches of a cavern nearby. A muffled, static-like hiss can be heard from within the cavern.

COLLAPSING CEILING

Description. A portion of tunnel or cave ceiling has been carefully excavated to the point of near collapse, poised just over an apparently defensible point that a mage or archer might identify as a good firing position.

Trigger. The ceiling will collapse if a magical effect that deals damage in an area is cast targeting an area within 60 feet of it, if it is targeted with an attack, or if affected by any other major shock or disturbance.

Effect. Each creature directly beneath the portion of ceiling must succeed on a DC 12 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be knocked prone, or take half as much damage on a success. The area becomes difficult terrain.

Obvious Signs. An elevated platform, scaffold, or altar rises near the cave's entrance, providing a high vantage. Crude mining tools are scattered atop it.

Hidden Signs. The ceiling here seems to have been carved or excavated somewhat haphazardly and without obvious purpose, revealing the underside of some large, dirt-caked stone.

DOOMBAT WARDEN

Description. A frantic, confused [Doombat](#) is trapped in a snare dangling from the ceiling of a cavern, where it flaps wildly around in a 15 foot radius centered on the snare.

Trigger. If a creature the doombat can sense enters the area in which it is trapped, the doombat shrieks and attacks.

A creature can make a DC 12 Wisdom (Animal Handling) check, calming the doombat for 1d4 rounds on a success. A creature that succeeds by 5 or more instead calms the Doombat for 1 minute.

A creature has advantage on this check if it is wielding fresh fruit, or disadvantage if it is wielding a source of Bright Light.

Effect. The doombat attacks, alerting each nearby creature with its screeching. If freed from the snare, the doombat instead flees.

Obvious Signs. An enormous cave bat, larger than a human, flaps wildly around the cavern, its lips flecked with foam.

Hidden Signs. The bat is a doombat, an omnivorous species that some subterranean societies have been said to domesticate and ride. The bat's leg is entangled in black netting that appears to be anchored to the cavern ceiling.

FALSE WALL

Description. A thin, rubble-caked edifice raised to conceal ambushers, with tiny peepholes allowing them to peer out from behind.

Trigger. When pushed from either side, the wall topples over in a 10 foot diameter area.

Effect. Each creature in the area must succeed on a DC 12 Strength saving throw or fall prone, or move to the nearest unoccupied space outside the affected area on a success.

While three or more creatures are standing on the toppled false wall, each prone creature trapped beneath it is restrained (escape DC 12).

Obvious Signs. The tunnel ends in an abrupt dead end. A strong smell of unwashed hide hangs in the air (from glues used in construction).

Hidden Signs. Faint sound of shallow breaths, flash of eyeshine from behind peepholes if bright light is held close.

GREASED GREASEPIT

Description. A narrow ledge extends on either side around the edge of a 15 foot deep, grease-slathered midden-pit.

Two kobolds have fallen into the pit and become trapped, and are hiding while they wait to be rescued or for larger creatures to fall in that they can climb onto to escape.

Trigger. A Medium or larger creature attempts to move past the pit, either by leaping over it or by walking around.

Effect. The creature must succeed on a DC 12 Dexterity saving throw or slip on the pit's greased edge, falling in (escape DC 12) and taking 3 (1d6) bludgeoning damage.

If brightly illuminated, the grease spread around the pit's edge becomes more visible, granting creatures advantage on saving throws they make to avoid falling in.

The pit is flammable. If ignited, each creature that enters the pit or starts its turn there begins Burning (1d6).

Obvious Signs. This deep midden pit is full of rancid food waste; cracked bones, clumps of hair, shed kobold skin, all coated in a thick layer of cooking grease. A precarious ledge winds around it on either side.

Hidden Signs. Grease appears to have been deliberately smeared all around the pit's edge, albeit unevenly. Two small creatures can be seen lurking in the filth near the pit's far edge.

GREATCLAW SWING

Description. A mummified dragon's foot is suspended from the ceiling by three heavy chains.

Trigger. If one of the chains is snapped (AC 20, 5 HP) or unmoored, the foot swings away from that chain in a 10 foot line and crashes into the opposing wall.

Effect. Each creature in the foot's path must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) slashing damage and be pushed up to 15 feet away.

On a success, a creature can use its reaction to move to the nearest unoccupied space outside the claw's path, can fall prone (no action required), or takes half as much damage if it does neither.

Obvious Signs. A desiccated dragon's foot hangs from three chains that span the cavern.

Hidden Signs. The chains are moored at three points high along the walls, accessible by rickety scaffolds.

NETRIDER MINESLED

Description. A sled loaded with heavy stones is perched on a slope, held in place by a clawed net lower on the slope that loops further up the slope.

Trigger. When one of several tripwires set between the sled and net is snapped, the sled is released, sliding down the slope in a 10 foot wide line and dragging a clawed net up the slope in a parallel 10 foot wide line.

Effect. A creature in the path of the net must succeed on a DC 12 Dexterity saving throw or take 9 (2d8) bludgeoning damage, be restrained (escape DC 12), and be dragged 40 feet up the slope. On a success, a creature moves to the nearest unoccupied space outside the net's path.

A creature in the path of the sled must succeed on a DC 12 Dexterity saving throw or take 13 (3d8) bludgeoning damage, be knocked prone, and be pushed 20 feet down the slope. On a success, a creature moves to the nearest unoccupied space outside the sled's path.

A creature has advantage on its saving throw against whichever of these effects it started further away from.

Obvious Signs. A large, irregular object protrudes from the slope, covered in a large cloth.

Several spots on the slope are marked with chalk symbols in a language reminiscent of draconic.

Hidden Signs. Beneath the cloth, the shape of a sled can be discerned. For those fluent in draconic, the symbols seem to refer to ideas related to safety. There are signs that some symbols have been obscured or worn away over time.

ONAGER LAUNCHDOOR

Description. This heavy wooden door is attached to a lever wrapped in twisted sinews and held in place by a heavy drawbar, the uneven space around it hastily packed with rubble.

Trigger. If the drawbar is raised, the door is launched 20 feet outward. A creature on the side of the drawbar can raise it with a successful DC 10 Strength (Athletics) check.

A creature on the opposite side of the door can do so with a successful DC 15 Strength (Thieves' Tools) check.

Effect. Each creature in the door's path must succeed on a DC 12 Dexterity saving throw or be pushed up to 10 feet away, knocked prone, and take 13 (3d8) bludgeoning damage.

A creature that knows or suspects the door's mechanism can use its reaction to drop prone and gain advantage on this saving throw.

Obvious Signs. The door seems looted from elsewhere, and has been unceremoniously jammed into a frame of rubble, blocking passageway forward. Through gaps in the rubble can be seen the faint outline of a heavy drawbar.

Hidden Signs. Some of the rubble around the door seems to have been added recently. A vaguely kobold-head-shaped dent is faintly imprinted on the wood of the door. A faint creaking sound can be heard when the door is disturbed.

SLAPDASH SCAFFOLDING

Description. A teetering scaffold rises here, laden with makeshift mining tools and buckets of rocks.

Trigger. A Medium creature that starts its turn climbing on the scaffold must succeed on a DC 8 Strength or Dexterity saving throw (target's choice) or fall.

When a creature falls from the scaffold, when it takes any damage (AC 10), or if a creature uses its action to shake it, roll a d20. On a 1-4, the scaffold collapses.

Effect. When the scaffold collapses, each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be restrained (escape DC 10).

Obvious Signs. This swaying scaffold is obviously unsafe, but probably wouldn't immediately collapse under the weight of a typical human.

Hidden Signs. Bits of scraped-off kobold skin are stuck to the cavern wall. A thin scattering of dried grass is spread beneath the scaffold, perhaps an ineffectual attempt to soften falls.

SMOKEVENT SEAL

Description. A smokey fire is kept burning in a tunnel beneath a closable vent set into the comparatively high ceiling. When closed, the tunnel begins to fill with acrid smoke, starting from the top.

Trigger. The vent is loaded by a spring or gravity and snaps shut if the thin stick propping it open is disturbed or broken.

Effect. The area within the tunnel system immediately becomes Lightly Obscured. After 1 round, any Medium or larger creature in the area that isn't prone is Choking and treats the area as Heavily Obscured. After 1d4 + 1 rounds, all creatures in the area suffer these effects.

This effect immediately advances by 1 round if fuel is added to the fire, stops advancing if the fire is doused, and ends 1 round after the vent is re-opened.

Obvious Signs. Grass and green wood are stacked near a low, smokey fire. A long, thin branch is jammed into a blacked recess in the ceiling above the fire.

Hidden Signs. A gentle breeze draws air toward the vent from all around.

SQUEEZEWAYS

Description. A secondary set of cramped tunnels is burrowed between larger passageways, allowing Small creatures to squeeze through.

Trigger. A Medium creature can use its action to make a DC 12 Dexterity (Athletics) check to squeeze through the tunnels, crawling 10 feet through a tunnel on a success or becoming restrained until the beginning of its next turn on a failure.

A creature wearing Medium or Heavy Armor has disadvantage on this saving throw.

Obvious Signs. Narrow hollows, 15-20 inches wide, pock the walls of this tunnel at various points along the floor.

Hidden Signs. A handful of these hollows are deeper than a human's arm. Faint scurrying sounds can be heard echoing within them in sufficient quiet.

TUNNELFLOOD DAM

Description. A hidden escape route of the tunnel complex burrows beneath a nearby lake, flooding it if it collapses.

Trigger. The tunnel collapses if three of its wooden supports (AC 15, 18 HP) are destroyed. One is rotted through, and has only 9 hit points.

Effect. Water spreads from the collapse at a rate of 90 feet per round. A creature submerged in this water is pushed half that distance along the water's path, then must succeed on a DC 12 Constitution saving throw or take 9 (2d8) bludgeoning damage, or half as much on a success.

A creature that fails this saving throw by 5 or more loses its breath and begins [Suffocating](#), if it was holding it.

The flood subsides if its source is depleted or its flow is blocked, which naturally occurs after 2d6 rounds.

Obvious Signs. Rivulets of water trickle and drip from the ceiling in this passage, running down the heavy reinforcement beams supporting it.

Hidden Signs. Each of the support pillars is notched with a small horizontal line. One of the drier ones appears to have a colony of fire ants nesting in it.

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- Taunting Kobold by JohnoftheNorth
- Minion of the Mighty by Oriana Menendez
- Kobolds with Treasure by Brynn Metheney

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