

**Small Humanoid (Kobold)****Armor Class** 11**Hit Points** 2 (1d6 - 1)**Speed** 30 ft.**Senses** darkvision 60 ft.**Str** 7 (-2) **Dex** 12 (+1) **Con** 8 (-1)**Int** 8 (-1) **Wis** 7 (-2) **Cha** 8 (-1)**Alignment** neutral evil**Languages** Common, Draconic**ACTIONS****Melee Attack—Dagger:** +1 to hit  
(reach 5 ft.; one creature).**Hit:** 3 (1d4 + 1) piercing damage.**Ranged Attack—Sling:** +1 to hit  
(range 30 ft./120 ft.; one creature).**Hit:** 3 (1d4 + 1) bludgeoning damage.**TRAITS****Light Sensitivity:** While in sunlight, the kobold has disadvantage on attack rolls.**Pack Tactics:** The kobold gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.