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CREDITS

Writer: Azzael Ulbrinter (@AzzaelUlbrinter)

Editor: Jack Weighill (@diceaveragejack)

Illustrations: Tandel Aurum (@tandelAurum)

Layout: E. R. F. Jordan (@erfjordan)

LEGALESE

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INTRODUCTION

A barbarian runs in pursuit of a puny kobold in his escape. The wizard warns him to stop, but it's already too late. The tunnel collapses as soon as the barbarian enters it, burying him below a pile of rock. The cleric rushes to the rescue of her friend, just to be ambushed by dozens of kobolds. The wizard begins to despair and throws a bolt of fire at the horde, igniting the gas that the little dragons prepared. A wave of fire consumes the adventurers, leaving nothing but their calcined bodies and equipment. Sure, many kobolds died while protecting their warren, but these pesky adventurers won't bother anyone anymore and have left the surviving kobolds a fair stash of loot.

Stories about adventurers starting their career pillaging kobold's lairs are many. The little dragons's tactics and cunning have left an impression on thousands of players, thanks to their reputation as one of the first foes that new players face. However, this fame is also their downfall, as both Dungeon Masters and players soon grow tired of always facing the same kobolds each time they begin a new adventure.

USING THIS BOOK

The Kobold Kompendium is a collection of everything you need to run new and fresh adventures featuring the best of *Dungeons & Dragons's* minions. It is organized in three chapters. The first one includes new kobold stat blocks and associated creatures. The second chapter includes new traps for you to use in your games. The last one helps you create adventures using kobolds for a wide range of levels, including premade lairs and encounters. Throughout the book, you will also find information on the kobold's culture and society, providing inspiration for new adventures.

CHAPTER 1: THE KOBOLDS

Kobolds organize their tribes into different roles, meaning that a single party of adventurers can encounter a kobold chieftain, a wyrm priest, and dozens of miners in a single lair. Kobolds also go through curses and other magical procedures as any humanoid creature, resulting in kobold wereweasels, kobold zombies, and kobold vampires. They can also adapt to their environment; a jungle kobold crafts membranes to glide from tree to tree, while Underdark kobolds develop incredible social skills.

Chapter 1 of this book is all about kobold society and biology, detailing how each different kind of kobold comes to be. In total the *Kobold Kompendium* contains over 30 different stat blocks, some inspired by older editions, some unique, and a few who have

appeared previously in *Volo's Guide to Monsters*, compiling every known kobold into this single book. The challenge ratings of the creatures within this book is wide enough to allow for adventurers to keep facing kobolds far beyond their lowest levels.

CHALLENGE RATING AS GUIDELINES

The *Dungeon Master's Guide* details a process to calculate the challenge rating of a monster, but it is far from perfect. For example, the kobold scale sorcerer should have a challenge rating of 2 according to these guidelines, instead of 1 as presented on the official stat block in *Volo's Guide to Monsters*.

The stat blocks presented in this book are largely the result of the same mathematical process with some tweaks thanks to playtesters' feedback. While they are as accurate as humanly possible, they aren't perfect either. Always remember that you, as the DM, can reduce or increase the hit points of a creature when you feel that the situation requires some magic behind the screen.

CHAPTER 2: TRAPMAKERS

You can't talk about kobolds without mentioning their trapmaking skill, what makes kobolds different from goblins and orcs is their crafting abilities after all. Either by using natural resources, such as vermin and stones, or more intricate mechanisms, kobold traps are feared by novice adventurers across the realms. Kobolds take great pride in their labyrinth-like lairs, stocked with traps and defense mechanisms. They get a strong sense of security and comfort while being surrounded by such deadly devices, as they can perfectly remember the location of each one. Chapter 2 of this book provides a dozen new traps to fill your dungeons and lairs.

CHAPTER 3: LAIRS

Normally kobolds are largely reserved for adventures of 1st-2nd level, and are often forgotten as soon as the characters reach levels beyond that. However, kobolds don't cease to exist because some random adventurers got enough experience to kill multiple kobolds with a single swing of their sword. Chapter 3 of this book provides guidelines and tips to design encounters using low CR creatures for higher level characters, as well as premade encounters and fully stocked lairs.

CHAPTER I: THE KOBOLDS

Millions of kobolds live throughout the sprawling tunnels of the world. With such large numbers, there are many variations on their customs and appearance. What ties all kobolds as a single species are four main traits: their relatively small and weak frame, their draconic ancestry, their reptilian cold blooded nature, and their excellent craftsmanship. The Kobold Compendium attempts to catalogue every kobold archetype, detailing their specific customs and skills.

LIFE AND OUTLOOK

Kobolds are small draconic humanoids with weak frames and non-prehensile tails. They generally stand between two and three and a feet tall and weigh between 25 and 35 pounds. Their scaly skin is usually a variation from brown and reddish colors, though kobolds resembling the colors of the true chromatic dragons do exist. Another vestige of their draconic lineage are the ridges and bones on their heads, which resemble the horns associated with their chromatic ancestors. Kobolds have double jointed legs, ready to run and lead unaware adventurers to their demise.

QUICK SHORT LIVES

Maybe the biggest proof that kobolds are related to dragons is their longevity. A healthy kobold can live for up to 120 years, though most die by the age of 20 due to accidents or diseases. This high mortality rate is compensated by an incredibly high birth rate. A female can lay up to six eggs per year and it takes two to three for an egg to hatch. Once hatched, kobolds mature swiftly, reaching adulthood at the short age of six.

Though the reality of their short lifespan may be bleak, kobolds endure it by thinking far into the future. While their individual lives may be short, the impact of their tribes in the world are as wide and ancient as the impact of their draconic ancestors. Kobolds always prioritize the survival of the tribe over their own lives, believing that if they die in service to their tribe, Kurtulmak sends them back as the next egg laid in the hatchery.

Furthermore, kobolds can change their sex. Allowing the tribe to survive massive losses as long as a few kobolds survive. The eggs laid after such attacks are closely monitored, as they are seen as the reincarnation of the heroes that sacrificed their lives for the survival of the tribe.

KOBOLD PSYCHOLOGY

Kobolds keep the fact that they are kin to dragons always in their minds, giving them a constant sense of satisfaction and content as they dig their tunnels. They prefer to live in isolation from other creatures, making their homes inside caverns below ground and crafting ingenious traps and maze-like lairs to deter the invasion of foes. The kobolds feel safe when surrounded by their tribe and inside their well-defended warrens, and feel anxious when separated from their homes.

The kobolds are aware of their shortcomings. The world is far bigger than they are and thus, they need to take advantage that they can to ensure their survival. The kobolds scavenge tools, weapons, and other materials discarded by other creatures, giving them a new use. They avoid stealing objects that their owners would miss, as that eventually leads to retaliation, but times of need usually require kobolds to abandon this more careful approach.

Kobolds are pragmatic individuals. The relationships between members of the tribe are mostly the result of their shared need for survival rather than an affectionate bond. Kobolds mostly mate for convenience; thus, monogamous relationships are rare.

Though most people would have a hard time to differentiate between two kobolds of the same tribe, the kobolds are able to distinguish between themselves easily in a couple of ways, including patterns in their scales, smell, customized tools, and clothing preferences. Kobolds also like to collect the teeth and scales they shed during their lives, proudly displaying their age by wearing long necklaces made of them. The following tables present characteristics to make a kobold distinctive.

KOBOLD PERSONALITY TRAITS

D8 PERSONALITY TRAIT

- 1 "Fake it until you make it" is my motto.
- 2 I like the noise that my nails make when scratching surfaces.
- 3 I remember every insult I've ever received fondly. Such good jokes.
- 4 I put everything I don't understand in my mouth.
- 5 Why think when we can just act and see what happens?
- 6 I end every sentence with a yapping sound.
- 7 Civilization is not for me. I prefer to keep my feet free and dirty.
- 8 I'm amazed by large creatures—the larger the better.

KOBOLD IDEALS

D6 IDEAL

- 1 **Aspiration.** Everyone will know my name and tell stories of my heroic deeds. (Any)
- 2 **Loyalty.** Nothing matters more to me than my loyalty to the warren. (Lawful)
- 3 **Invention.** Any problem is just an invention waiting to be developed. (Neutral)
- 4 **Greed.** All the jewels and gold in the world belong to me. (Evil)
- 5 **Work.** Working hard to achieve a common goal is essential for the survival of the warren. (Lawful)
- 6 **Pride.** We are descendants of dragons, so we should be respected and feared. (Evil)

KOBOLD BONDS

D6 BOND

- 1 The tribe is my family. And “family” means that no one is left behind.
- 2 I wish to return to the hatchery where I was raised.
- 3 My inventions and traps are like babies to me.
- 4 I follow every track of my childhood hero: a powerful dragon from ancient times.
- 5 Someone showed me great respect and I seek to repay them.
- 6 My tools are everything to me. I use them to work, fight, and relax.

KOBOLD FLAWS

D6 FLAW

- 1 I’m not the best with social cues.
- 2 I am only loyal to whichever side has the largest number.
- 3 My eyes tend to turn towards shiny objects.
- 4 I am maybe too eager to die in a magnificent and heroic way.
- 5 Don’t expect me to stay focused on anything for more than a minute.
- 6 If I am ever cornered, I will drop to my knees and beg for my life.

CLOTHING AND GROOMING

As kobolds spend most of their lives mining, they normally dress in leathers and hides durable enough to withstand wear and tear, whilst allowing for ample mobility. On special occasions, such as celebrations and ceremonies, their leaders and priests wear special garments made with silk extracted from spiders and similar underground dwelling insects. Kobolds have a tendency to wear orange and red clothes to accentuate their eyes.

Even though other humanoids treat kobolds as filthy dirt-dwellers, kobolds are far from dirty. Kobolds shed their skins as other reptiles do and they enjoy using oil to keep their scales strong and shiny. They also take advantage of natural springs and subterranean lakes, bathing together as a tribe.

FOOD AND DIET

Kobolds can eat almost anything, including meat, fruit, tree bark, bones, leather, eggshells, and even dirt. The specific diet of a kobold varies from tribe to tribe, kobolds living in warm jungles prefer to eat fruits and leaves, while some others have strict carnivorous diets. Most tribes avoid eating intelligent creatures for fear of retaliation, but a hungry tribe fears starvation more than any possible group of adventurers. Some kobold tribes even practice cannibalism, not wanting to waste good meat.

ALIGNMENT

While historically kobolds have been designated as a lawful evil race, most of their traits don’t really reflect an evil society. Kobolds as a whole don’t go looking for a fight (except with gnomes, their historic foes), preferring to live alone and in peace. Additionally, the adventure *Icewind Dale: Rime of the Frostmaiden* lists kobolds marked with “any alignment”.

This product recognizes the utility of alignment to quickly characterize a creature (especially if it is from another place of existence), but also acknowledges how kobolds shouldn’t be treated as lawful evil by default. Therefore, most kobolds here are listed with “any alignment”, while others have an alignment that reflects an arcane or divine force that influences them.

KOBOLD SOCIETY

A small tribe may start with just miners and a few designated warriors, but as the warren grows, the kobolds feel the need to create and occupy more specialized roles. A large tribe has designated experts, crafters, strategists, spellcasters and leaders. Kobolds assign their roles based on merit and capabilities alone. A strong kobold is designated as a warrior, while one that shows talent with tools becomes a trapmaker or inventor. Every member of the tribe has a role to fulfill, and everyone makes sure that every kobold contributes to the wealth and security of the tribe.

KOBOLD MINER

Just as dwarves and other subterranean-dwelling intelligence creatures, kobolds are naturally skilled at tunneling and sensing the presence of minerals and precious stones. Thanks to their large numbers,

KOBOLD

Small humanoid (kobold), any alignment

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

WINGED KOBOLD

Small humanoid (kobold), any alignment

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Dropped Rock. *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

kobolds can dig tunnels and extract minerals faster than dwarves. Their desire to dig and hoard wealth tracks back to their origins, when they worked for dragon great wyrms of old, alongside their god, Kurtulmak. This ancestral nostalgia fills them with joy as they work peacefully through their tunnels. The kobold stat block from the *Monster Manual* represents this typical worker.

WINGED KOBOLD

Some few kobolds are born with leathery, draconic wings. While this is seen as a blessing by Tiamat, the goddess of chromatic dragons, winged kobolds are usually treated with jealousy by wingless kobolds.

WINGED KOBOLD TEMPLATE

You can transform almost any kobold from this book into a winged kobold. A winged kobold gains a flying speed equal to its movement speed. If the original kobold has a challenge rating of 1/2 or less, double the winged version's challenge rating (1/8 becomes 1/4, which becomes 1/2, and so on). Otherwise, the flying speed doesn't affect the challenge rating enough to raise it.

KOBOLD ALL-WATCHER

Kobold leaders are named all-watchers; they are in charge of administering the warren, assigning roles and distributing the wealth of the tribe. They decide how to expend the resources of the tribe to strengthen its position in the world. Every important decision is made in front of them, and they receive guidance from the wyrm priests and sorcerers of the tribe to make the best decisions. In the rare cases in which two kobolds wish to engage in marriage, the kobold all-watcher needs to approve their union and lead the ceremony.

Normally, the kobold-all watcher is the oldest and wisest kobold of the tribe, who has survived long enough to share their knowledge with the rest of the tribe. A kobold all-watcher can be recognized by their distinctive garments and a long necklace made up of all the teeth they had shed over the course of their life. In combat, the kobold all-watcher leads the kobolds to maneuver and to attack together.

KOBOLD ALL-WATCHER

Small humanoid (kobold), any alignment

Armor Class 16 (studded leather armor)

Hit Points 72 (16d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Dex +7, Int +5

Skills History +4, Perception +5, Persuasion +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 5 (1,800 XP)

Evasion. If the kobold is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the kobold instead takes no damage if it succeeds on the saving throw, and only half if it fails.

Nimble Escape. The kobold can take the Disengage or Hide actions as a bonus action on each of its turns.

Reactive. The kobold can take one reaction on every turn in a combat.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The kobold makes two attacks. It can use its Attack Orders in place of one melee attack.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Attack Orders. The kobold chooses up to four allies within 60 feet of it that can hear its commands. Each chosen ally can immediately use its reaction to make a single melee attack.

REACTIONS

Taskmaster. The kobold chooses an ally within 60 feet of it that can hear its commands. The chosen ally can immediately use its reaction to move up to its speed, without provoking opportunity attacks.



VARIANT: LEGENDARY ALL-WATCHER

If you wish to use a particularly powerful kobold all-watcher, you can use this variant. A **legendary kobold all-watcher** gains the legendary actions described below, it has a challenge rating of 6 (2,300 XP). If you are using this variant in addition to the warrior or spellcaster variant above, treat the legendary version as having a challenge rating of 7 (2,900 XP).

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

Attack. The kobold makes a melee attack.

Detect. The kobold makes a Wisdom (Perception) check.

Dragon Breath (Costs 2 Actions). The kobold exhales a breath in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 10 (3d6) of damage on a failed save, or half as much on a successful one. The type of damage is based on the color of the kobold's draconic ancestry (choose or roll a d10): 1-2, acid (black); 3-4, cold (white); 5-6, fire (red); 7-8, lightning (blue); 9-10, poison (green).

VARIANTS: ALL-WATCHER WARRIORS AND SPELLCASTERS

A kobold all-watcher is often the best warrior or spellcaster of its tribe. A **kobold all-watcher warrior** has a challenge rating of 6 (2,300 XP) and the following additional action options:

Multiattack. The kobold makes three attacks. It can use its Attack Orders in place of one melee attack.

A **kobold all-watcher spellcaster** has a challenge rating of 6 (2,300 XP) and the following additional traits:

Spellcasting. The kobold is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, fire bolt, message, poison spray, shocking grasp*

1st level (4 slots): *burning hands, chromatic orb, expeditious retreat*

2nd level (3 slots): *hold person, scorching ray*

3rd level (2 slots): *fireball*

Sorcery Points. The kobold has 5 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one or both of the following benefits.

Empowered Spell: When the kobold rolls damage for a spell, it can spend 1 sorcery point to reroll up to three damage dice. It must use the new rolls.

Transmuted Spell: When the kobold casts a spell that deals a type of damage from the following list, it can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

KOBOLD BEASTMASTER

Kobolds are good at taming small beasts such as lizards, rats, giant rats and dire weasels. Just as humans use farm animals for their needs, kobolds use their beasts as guardians, pest control, and occasionally sources of food. A kobold beastmaster is particularly good at taming and mounting such beasts.

Some tribes train giant weasels as hunting companions and mounts, taking advantage of their speed and keen senses. A few tribes with large caverns tame giant bats to use as flying mounts and guardians, using their echolocation to detect intruders. Kobolds also train giant badgers to help with their mining activities.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 +4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

