

MONSTER ROLES

The following kobold statblocks show off the different monster roles that can be used to increase the excitement in an encounter. You can learn more about monster roles on [Dump Stat's website](#). [Click here](#).

ARTILLERY

Kobold artillery choose to stay in the back, trying to keep creatures at the very edges of their first range increment on their shortbows (80 feet) so that no one can simply run over to them and begin attacking them in a single turn.

KOBOLD ARTILLERY

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 27 (6d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5
Skills Acrobatics +5, Stealth +7
Senses Darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

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.

Actions

Multiattack. The kobold makes two attacks: either of which can be with its dagger or its shortbow.

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.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Volley (Recharge 5-6). The kobold fires a dozen arrows into the air at once. The ground in a 5-foot radius centered on a point of the kobold's choice within 80 feet is then covered in the arrows. The area becomes difficult terrain until the arrows are removed and each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 6 (2d6) piercing damage on a failed save, or half as much on a successful save.

BRUTE

Brutish and mean, these kobold display an unnatural strength found within their kind. They are often used as bodyguards and, while they may not be the most accurate, inflict devastating damage when they do hit.

KOBOLD BRUTE

Medium humanoid (kobold), lawful evil

Armor Class 11
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	8 (-1)	7 (-2)	11 (+0)

Saving Throws Con +4
Skills Athletics +5
Senses Darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the kobold hits with it (included in the attack).

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

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.

Actions

Multiattack. The kobold makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage.

Reactions

Caught Blow. If an ally within 5 feet of the kobold would be hit by an attack, the kobold can instead cause themselves to be the target of the attack. Compare the attack roll to the kobold's AC, on a success, the kobold takes the damage.

CONTROLLER

Found near the front of any encounter, this kobold knows how to avoid trouble.

KOBOLD CONTROLLER

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 31 (7d6 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	12 (+1)	11 (+0)	8 (-1)

Saving Throws Int +3
Skills Athletics +2, Deception +3
Senses Darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

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.

Actions

Multiattack. The kobold makes two shortsword attacks. If it has a dagger drawn, it can also make a dagger attack.

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.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Pushing Strike. The kobold makes a single shortsword attack. On a successful hit, the target takes the shortsword's normal damage and is shoved up to 10 feet away. If the kobold rolls a 20 on the d20 roll for this attack, the target can be shoved up to 20 feet.

Reaction

It's a Trap! (2/Day) If an enemy ends their movement within 5 feet of the kobold, the kobold unleashes a trap; this might be a scorpion tied to a stick, a jar of flesh-eating beetles, or something else that the kobold cobbled together. The target must succeed on a DC 11 Dexterity saving throw, or they suffer disadvantage on all ability checks and attack rolls for 1 minute while they deal with the kobold's distracting trap. The trapped creature can repeat the saving throw at the end of their turn, ending its effects on a success.

LEADER

While thought of as cowardly by outsiders, in a kobold warren, the leader leads with a cruel fist. They are brutal and mean, forcing others to do their bidding or be punished.

KOBOLD LEADER

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 38 (7d6 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+2)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Int +5, Wis +3
Skills Insight +3, Investigation +5, Intimidation +3, Persuasion +3
Senses Darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

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.

Actions

Multiattack. The kobold gives an Order and makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Order. The kobold targets an ally within 30 feet that can hear it, giving it one of the following orders.

- **Stab!** The ally uses its reaction to make an attack.
- **Protect Me!** The ally uses its reaction and moves up to its speed, moving as close as it can to the kobold.
- **Don't Die!** The ally gains 7 (2d6) temporary hit points.

Reactions

Meat Shield. If the kobold is the target of an attack, and it has an ally within 5 feet of it, it can pull that ally in front of it. If the result of the attack roll is below 12, it misses. If it is between 12 and 16, the attack hits only the ally, regardless of their AC. If the result is 17 or higher, the attack succeeds and hits the kobold and the ally being used to block the attack. The attacker rolls damage once and the damage is split equally between the kobold and its ally. The ally and the kobold then switch places, this movement does not provoke attacks of opportunity.

LURKER

Known for putting the edge in edgelord, these kobolds stick to shadows and only strike when the time is right. They are often loners, not wanting to interact with other kobolds, but rather enjoy staring up at the night sky as they remember the trauma they have gone through. They refuse to talk to others.

KOBOLD LURKER

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Dex +5
Skills Stealth +7, Perception +3, Sleight of Hand +5
Senses Darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Sneak Attack (1/Turn). The kobold deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

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

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.

Actions

Multiattack. The kobold makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reaction

You Missed! If the kobold is the target of an attack that it can see, it can contest the attack roll by rolling a Dexterity (Stealth) check. On a success, the attack misses and the kobold is hidden until the end of the triggering creature's turn.

SKIRMISHER

Hated for their quick movements and sudden attacks, these kobolds like to run through the warrens and attack creatures quickly before disappearing back into the twisting tunnels.

KOBOLD SKIRMISHER

Small humanoid (kobold), lawful evil

Armor Class 14
Hit Points 21 (6d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	10 (+0)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +6
Skills Acrobatics +6, Insight +3, Perception +3
Senses Darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Running Defense. If the kobold incurs an attack of opportunity because of its movement, its AC increases to 16 against the attack.

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

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.

Actions

Multiattack. The kobold makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Quick Strike. The kobold moves up to its speed and makes a single attack with its shortsword at any point within this movement. On a successful hit, it deals an additional 3 (1d6) damage and its movement does not provoke attacks of opportunity from its target until the end of its turn. This movement does not consume its normal movement for the turn.

SOLDIER

Rarely can kobolds get themselves into a proper defensive line, but those that value a good defense seek to train up kobolds to hold the tide against a wave of invading adventurers. These kobolds are given shields, which might be pot or keg lids, and told to do everything they can to keep the invaders back.

KOBOLD SOLDIER

Small humanoid (kobold), lawful evil

Armor Class 16 (Shield)
Hit Points 38 (7d6 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	8 (-1)	7 (-2)	8 (-1)

Saving Throws Str +3, Dex +6
Skills Athletics +3, Acrobatics +6
Senses Darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

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.

Actions

Multiattack. The kobold makes three attacks: two with its shortsword and one with its shield bash.

Shortsword. *Melee Weapon Attack:* +6 to hit, Reach/Range, one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shield Bash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Reactions

Interpose Shield. If a creature would attempt to move past or around the kobold, it can throw its shield out, attempting to stop the movement. The kobold makes a Dexterity (Acrobatics) check contested by the triggering creature's Dexterity (Acrobatics) or Strength (Athletics) check. If the kobold succeeds, the triggering creature's speed is reduced to 0 until the end of its turn.

SPELLCASTER

Few can claim they have the power of a dragon at their fingertips, though many kobold have claimed such things. Those that are truly gifted have the ability to call forth magic, unleashing its awful power against any that would just call them dirty lizards.

KOBOLD SPELLCASTER

Small humanoid (kobold), lawful evil

Armor Class 11
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	8 (-1)	9 (-1)	16 (+3)

Saving Throws Con +2, Cha +5
Skills Arcana +1, Intimidation +5
Senses Darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

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.

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, message, prestidigitation, shocking grasp*
1st level (4 slots): *burning hands, fog cloud*
2nd level (2 slots): *mirror image, shatter*

Actions

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



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