

# Kobold

March 8, 2023



Small humanoid (kobold), lawful evil

**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)

**Saving Throws**

**Skills**

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

**Challenge** 44934 (25 XP)

**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

**Dagger.** Melee Weapon Attack: +4 to hit, reach 5 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.