

Requirements: Minimum DEX 9

Prime requisite: INT and DEX

Hit Dice: 1d4

Maximum level: 8

Armour: Leather, chainmail, shields

Weapons: Any appropriate to size

Languages: Alignment, Common, Kobold

Small demihumans with a canine appearance, kobolds stand 3' tall and weigh 30-40 pounds. They have rat-like tails and communicate in a language that resembles a small dog barking. Kobolds who live above ground have a thin layer of fur, while underground dwellers are hairless with scaly, rust-coloured skin.

Keenly aware of the disadvantages of their size and stature, kobolds use stealth, traps, and trickery to protect themselves and their communities. This has given them a reputation for being cunning and wicked, but a kobold ally is steadfast—those who can't work as a team rarely last long.

Prime requisites: A kobold with at least 13 in one prime requisite gains a 5% bonus to experience. If both INT and DEX are 13 or higher, the kobold gets a +10% bonus.

Backstab

When attacking an unaware opponent from behind, a kobold receives a +4 bonus to hit and doubles any damage dealt.

Combat

Kobolds can use leather armour, chainmail, and shields, but it must be tailored to their small size. Similarly, they can use any weapon appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, kobolds gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

Detect Room Traps

Due to their expertise with traps, kobolds have a 2-in-6 chance of detecting non-magical room traps when searching (see *Dungeon Adventuring* in OSE).

Infravision

Kobolds have infravision to 60' (see *Darkness* under *Hazards and Challenges* in OSE).

Kobold Skills

Kobold can use the following skills, with the chance of success shown opposite:

- ▶ **Find or remove treasure traps (TR):** A roll is required to find a treasure trap and then another to remove it. This may be attempted only once per trap.
- ▶ **Hear noise (HN):** In a quiet environment (e.g. not in combat), a kobold may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.
- ▶ **Hide in shadows (HS):** Requires the kobold to be motionless—attacking or moving while hiding is not possible.
- ▶ **Move silently (MS):** A kobold may attempt to sneak past enemies unnoticed.
- ▶ **Open locks (OL):** Requires thieves' tools (see *Equipment* in OSE). A kobold can only try this skill once per lock. If the roll fails, the kobold may not try the same lock again before gaining an experience level.

| Kobold Level Progression | | | | SAVING THROWS | | | | |
|--------------------------|---------|-----|---------|---------------|---|----|----|----|
| Level | XP | HD | THACo | D | W | P | B | S |
| 1 | 0 | 1d4 | 19 [0] | 8 | 9 | 10 | 13 | 12 |
| 2 | 1,800 | 2d4 | 19 [0] | 8 | 9 | 10 | 13 | 12 |
| 3 | 3,600 | 3d4 | 19 [0] | 8 | 9 | 10 | 13 | 12 |
| 4 | 7,200 | 4d4 | 17 [+2] | 6 | 7 | 8 | 10 | 10 |
| 5 | 14,400 | 5d4 | 17 [+2] | 6 | 7 | 8 | 10 | 10 |
| 6 | 29,600 | 6d4 | 17 [+2] | 6 | 7 | 8 | 10 | 10 |
| 7 | 59,200 | 7d4 | 14 [+5] | 4 | 5 | 6 | 7 | 8 |
| 8 | 118,400 | 8d4 | 14 [+5] | 4 | 5 | 6 | 7 | 8 |

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [])

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

After Reaching 8th Level

A kobold may construct a stronghold that will attract kobolds seeking refuge and security from far and wide. Kobolds typically live in clans, so kobolds of the character’s clan will be attracted to this stronghold. Kobolds from other clans will generally be friendly and clans may collaborate in times of war or disaster.

A kobold ruler may only hire kobold mercenaries. Specialists and retainers of any race may be hired, but this is very uncommon.

Rolling Skill Checks

All skills except hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Hear noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for hear noise, hide in shadows, and move silently on the player’s behalf, as the kobold does not immediately know if the attempt was successful.

| Kobold Skills Chance of Success | | | | | |
|---------------------------------|----|-----|----|----|----|
| Level | TR | HN | HS | MS | OL |
| 1 | 15 | 1–2 | 10 | 20 | 15 |
| 2 | 20 | 1–2 | 15 | 25 | 20 |
| 3 | 25 | 1–3 | 20 | 30 | 25 |
| 4 | 30 | 1–3 | 25 | 35 | 30 |
| 5 | 40 | 1–3 | 30 | 40 | 35 |
| 6 | 50 | 1–3 | 35 | 45 | 45 |
| 7 | 60 | 1–4 | 45 | 55 | 55 |
| 8 | 70 | 1–4 | 55 | 65 | 65 |