

**Requirements:** Minimum DEX 9

**Ability modifiers:** +1 DEX, -1 STR

**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.

## Available Classes and Max Level

- ▶ **Acrobat:** 6th
- ▶ **Assassin:** 8th
- ▶ **Cleric\*:** 6th
- ▶ **Fighter:** 8th
- ▶ **Magic-user:** 6th
- ▶ **Thief:** 8th

\* At the referee's option, kobold clerics may only exist as NPCs.

## Combat

Armour must be tailored to kobolds' small size. Likewise, kobolds can only use weapons 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).

## Listening at Doors

Kobolds have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in OSE).

## Resilience

Kobolds' natural resistance to magic grants them a bonus to saving throws versus poison, spells, and magic wands, rods, and staves. This bonus depends on a kobold's CON score, as follows:

- ▶ **6 or lower:** No bonus
- ▶ **7-10:** +2
- ▶ **11-14:** +3
- ▶ **15-17:** +4
- ▶ **18:** +5