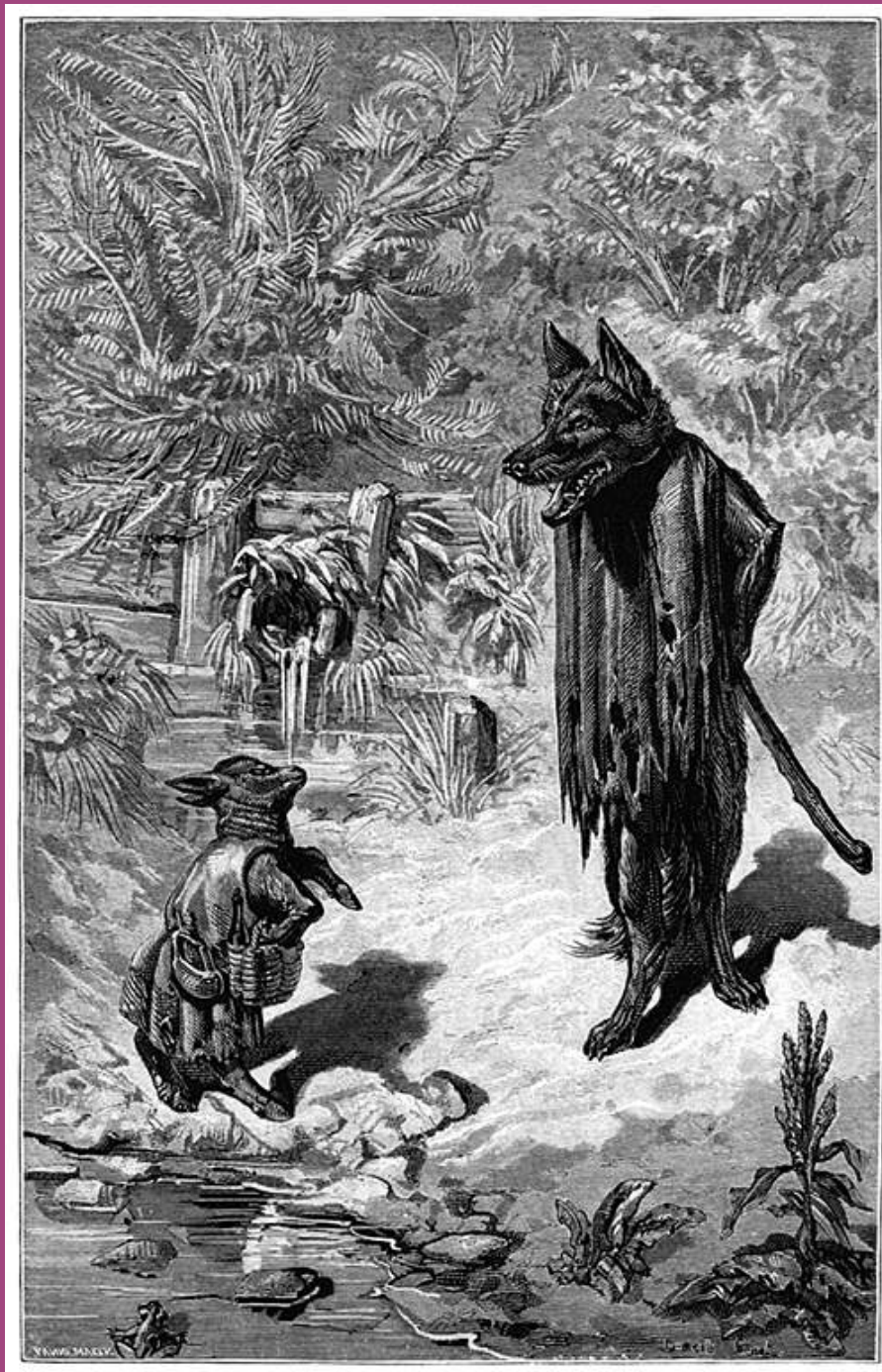


# THE KOBALD



A monstrous class by Owlbear Culture

DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

<div>Physical Description</div> <p>Kobalds are a short, furry people with canine like heads and metallic teeth. They are most famous (and reviled) for their ability to eat iron, gold, silver and other precious metals and excrete cobalt (hence the name).</p> <p>The average Kobald stands slightly shorter than the average human. Fur colors and patterns are as varied among kobalds as they are among dogs. Ear and face are also similar to dogs but short noses are rare outside the north and west.</p> <p>Males tend to be slightly larger than females but there is little sexual dimorphism and, unless pregnant or nursing, even other kobalds have trouble telling sexes apart.</p> <p>Their sense of smell, while not as good as a dog's is far superior to a human's, making them difficult to sneak up on.</p> <p>Kobalds tend to live slightly less long than humans</p>	<div>Requirements: Minimum DEX 13 Prime Requisite: DEX Hit Dice: 1d4 Maximum Level 10 Armor: Any appropriate to size, including shields Weapons: Any appropriate to size Languages: Alignment, Kobald, Undercommon</div> <div>Combat</div> <p>Kobalds can use all types of armor, 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. A kobald also has a 1d4 bite attack.</p> <div>Infravision</div> <p>Kobalds have infravision to 60' (see <i>Darkness</i> under <a href="#">Hazards and Challenges</a>).</p> <div>Iron Eater</div>
<div>Society</div> <p>Relative newcomers from the north, kobalds live in a confederation of interconnected subterranean villages centered around either mining or the trading of mined goods. Most visitors and business partners describe them as pleasant and congenial though this can change to vicious rage in an instant. The reason for this is that they love trade but hate being taken advantage of to the point of being a bit paranoid. They have built a mercantile empire in a short amount of time but there is always a fear of collapse.</p> <p>To an outside observer kobald societies seem to only be connected by trade agreements; ask any kobald, however, and they will claim allegiance to a queen named Suzu.</p> <p>Queen Suzu is the unquestioned sovereign, defender and champion of every kobald in the world. Queen Suzu decides the foreign and domestic policy of every Kobald settlement. There is no evidence that queen Suzu exists. If you were to ask a kobald where Queen Suzu's capital is, how she collects taxes or delivers orders the kobald will likely respond with a shrug and an eye roll. "The queen works in mysterious ways" is a common kobald saying.</p>	<p>Once a day, when a kobald eats at least 10 gp worth of iron, silver gold or another precious metal the kobald will heal 1d6 hp. This counts as sufficient food to survive the day.</p> <div>Scent</div> <p>If a creature or precious metal is within a half mile of a Kobald, there is a 3 in 6 chance the kobald can smell it. If downwind, the kobald automatically detects it from a mile.</p> <div>Shaman</div> <p>A kobald with an intelligence of 13 can use magic user scrolls.</p> <div>Sneaky</div> <p>When in a dungeon or underground, a kobald a kobald has a 3 in 6 chance of hiding.</p> <div>Stronghold</div> <p>Anytime a kobald finds an unclaimed vein of valuable metal, can afford it, and swears fealty to Queen Suzu, they may build a mine and declare themselves chieftan. This will attract kobald miners and merchants from far and wide. As long as a kobald chieftain is perceived as faithful to the queen, they can count on nearby kobald communities for support. A kobald chieftain may only hire kobald mercenaries. Specialists and retainers of any race may be hired.</p>

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d4	19 [0]	8	9	10	13	12
2	2,200	2d4	19 [0]	8	9	10	13	12
3	4,400	3d4	19 [0]	8	9	10	13	12
4	8,800	4d4	17 [+2]	6	7	8	10	10
5	17,000	5d4	17 [+2]	6	7	8	10	10
6	35,000	6d4	17 [+2]	6	7	8	10	10
7	70,000	7d4	14 [+5]	4	5	6	7	8
8	140,000	8d4	14 [+5]	4	5	6	7	8
9	270,000	9d4	14 [+5]	4	5	6	7	8
10	400,000	10d4	12 [+7]	2	3	4	4	6

\* Modifiers from CON no longer apply.

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