

FAERIE KOBOLD

Tiny • Dragon (Kobold) • Chaotic Neutral

Armor Class 13

Initiative +2 (12)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	9 (-1)	8 (-1)	9 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Draconic, Sylvan

CR 1/2 (XP 100; PB +2)



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.

Magic Resistance. The kobold has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on ability checks and attack rolls.

ACTIONS

Befuddling Claws. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature, it is affected by the *confusion* spell until the end of its next turn. Once affected, a creature is immune to the confusion effect for 10 minutes.

REACTIONS

Illusory Shift (1/Day). *Trigger:* The kobold takes damage. *Response:* The kobold becomes invisible, leaves an illusory duplicate at the space it left, and then immediately moves up to its speed. The invisibility and duplicate last for 1 minute or until the duplicate takes damage or the kobold attacks.

FAERIE KOBOLD — WEAKER

Armor Class 12

Initiative +1 (11)

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (+0)	9 (-1)	8 (-1)	9 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Draconic, Sylvan

CR 0 (XP 10; PB +2)



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.

Magic Resistance. The kobold has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on ability checks and attack rolls.

ACTIONS

Claws. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 2 slashing damage.

FAERIE KOBOLD — STRONGER

Armor Class 15

Initiative +3 (13)

Hit Points 66 (12d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	9 (-1)	8 (-1)	9 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Draconic, Sylvan

CR 3 (XP 700; PB +2)



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.

Magic Resistance. The kobold has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on ability checks and attack rolls.

ACTIONS

Multiattack. The kobold makes two Befuddling Claws attacks.

Befuddling Claws. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) slashing damage. If the target is a creature, it is affected by the *confusion* spell until the end of its next turn. Once affected, a creature is immune to the confusion effect for 10 minutes.

REACTIONS

Illusory Shift (2/Day). *Trigger:* The kobold takes damage. *Response:* The kobold becomes invisible, leaves an illusory duplicate at the space it left, and then immediately moves up to its speed. The invisibility and duplicate last for 1 minute or until the duplicate takes damage or the kobold attacks.