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## Kobold scale sorcerer 5e

From Dungeons and Dragons Wiki Edit Share Kobold 1.8Kobold Inventor 1.4Kobold dragonshield1Kobold scale witch1 Usually up to 50 years, For a maximum of 120 years[2] Normal, draconian,[1] Yipyak[8] Variable, often reddish brown Small, aggressive, physically durable, hard-working, sleazy, creeping Kobolds were aggressive, inward, but hard-working little humanoid creatures. They were known for their skills in building traps and preparing ambushes and mining. They were distantly related to dragons[9] and urds[10] and were often found serving as their minions. Description[edit | edit source] Kobold was a reptile humanoid,[11] standing between 2' and 2'6 (60cm - 75cm) long, weighing 35-45 pounds (16 -20kg), with scalded skin between reddish brown and black color and burnt orange to red eyes. Their feet were hardened and digitized. They had long, clawed fingers and a jaw like a crocodile. [11] Small white or tanned antlers penetrated the head[12] and had rat-like tails. They often smelled wet dogs and stagnant water. Kobolds liked to wear red or orange clothing that was usually hashed. [10] Subraces[edit | edit source] Personality[edit | edit source] Kobolds was not above using the most buttery tricks to blend in among the human crowds. The Kobolds were annoyed by their short dignity and hated by members of other races who poked fun at them for it. Most felt like they should compensate for their small size in other ways, such as humor or aggression. [13] They naturally tend to hate larger creatures, and although they would show respect and obedience if necessary, they were always looking for ways to show their resentment. The ultimate goal of the Kobold race was to conquer as much land as possible. [13] They planned and dug mines hard, while striking cruel pitfalls for interlopers, preferring to ambush direct confrontation. If they ever confront the enemy, they will try to take down their enemies. [4] Among the monstrous humanoids, they were known for cunning, and unlike many others, they shared these plans among the entire tribe. General plans and objectives would be general knowledge, and detailed plans were shared with all those who asked them to work fruitfully for the benefit of the tribe. Their society was influenced by their legal alignment of evil. The Kobolds were confident and happy to be separated from other races. Kobold saying: the dragon scale tightens our skin. The dragon's bone adorns our skull. The dragon's heart burns our sorcery. We're a dragon and a dragon for who we live. Long live the dragon. While other races regarded heroes as those who enforced great power or military capabilities, the kobold heroes were the ones who showed great abilities in trapping, torture and ambush. [14] Biology[edit | edit source] Kobolds were very egg layers with the highest birth rates among humanoids. [quote needed] A pregnant woman would lay her egg in two weeks. About one in 10 pregnancies led to two eggs. The egg needed incubation for about two months, but the newly hatched kobold could only walk for hours. The eggs were particularly resistant and the young inside could survive even if the egg broke as much as fifteen days earlier. Kobold's youth matured quickly, six years into his adult life. [11] They often lay eggs in a common nest with specialized foster parents who looked at eggs and wyrmlings. [quote needed] Some rare kobold children were dragonwrought, and it was possible to say because the egg would be speckled with flecks of dragon color, which became more throughout the incubation period. [15] These kobolds had wings like a dragon, and some were of sufficient use to allow flight. The ritual required the egg to refer to the sacred tomb, and the dragon-like kobolds would be lifted to the ground if they could fly so they could learn to use their wings. [16] Shedding [edit | edit source] Like other reptiles, kobolds shed their skin periodically. Growing kobold can do this as often as once a week, but an advanced one usually shed once a year. Unlike snakes, the kobolds did not pour all their skin at once; they instead shed some of it over time, much like lizards do. The process was usually accelerated by rubbing. Bitterleaf was often applied after shedding to help new scales gain strength and shine. [15] Lycanthropy[edit | edit source] At some point, kobolds learned domesticated dire weasels to serve them as guards and hunters. This resulted in lycanthropic kobold dire weasels. About one in ten thousand kobolds had natural pushes in this way. [17] Combat[edit | edit source] A couple of kobold archers. Kobolds use their shrewd and sheer weight numbers to defeat enemies. They preferred to put on pitfalls or ambushes, and would only deal with the enemy shortly after it was weakened. If their numbers were reduced so that they had an advantage of less than two to one, the group would normally flee. Kobold traps include spikes in pits, tripwires, flaming oil, and a toxic pest. [4] They did not like dwarves to such an extent that they would attack on the horizon. The Kobolds would normally plunder the treasure they could carry from their defeated enemies, who were usually killed. Occasionally, the Kobolds would enslave their enemies, who could be re-sold if they were not dwarves, which the Kobolds always kill but never eat. Kobolds lived in the dark, ideally underground or in the thick forest[4] in tribal societies. Their caves were often overcrowded, although when one tribe became too numerous, it was divided into many smaller ones. Overpopulation the concept of privacy, so kobolds slept in social areas where nudity was not considered shameful or offensive, even of the opposite sex. Kobolds wore clothing for function or ritual, but not to avoid nudity. Joint overcrowding often led to conflict, and the two kobolds fought to resolve their differences, although these struggles were not usually deadly. This led to deep-seated divisions or lack of complaints in the kobold society. [19] They respected the figures of power and were diligently subjected, especially when their ruler was the alignment of legitimate evil. [14] Kobold wizard. Kobolds was a specialized laborers, but most kobolds were miners. They had a dark vision and were particularly sensitive to bright light. [4] Kobolds preferred execution in exile, and in some disputes the Kobolds divided the tribes to spread their own kind in a larger area. [quote needed] Kobolds had natural tendencies towards witchcraft. [20] They could live up to 135 years[10] and dragonwrought even longer. The Cobolds were similar to dragons, but although the dragons had warm blood, the cobolds were cold-blooded. Thanks to this, they were susceptible to the cold, especially if it was brought in quickly. They enjoyed swimming and gathered together, especially after their disappearance (see below). Kobolds would take a lot of care to preserve their claws and teeth, using smooth stones to polish claws and chewing roots to clean their teeth. [15] It was not known how the kobolds were of the dragon's heritage. Although each kobold valued his life, the tribe came first. They considered the success of their tribe to be their own success. The Kobolds did not maintain monogamous relationships, and because of the importance of their reproduction, they chose buddies through practical measures rather than love or other emotions. Mating was an impersonal act for the Kobolds. Kobolds spoke draconikeel[8] a dracous language version with an ippide accent. [10] Some might also speak of the under-public. [21] [Note 1] The Kobolds often created their own caves by extracting them from stone. Mining was carefully planned and carried out a process where nothing was left by chance. The magic of prophecy was used to find ore and mineral resources. Much of the kobold tribe were miners. Each family group had to cut their own room, the walls of which they decorated with a picture of the history of the family. [22] Kobolds prepares to activate the trap Craft [edit | edit source] Kobold inventor. The best art kobolds was trapmaking. The use of invention and cunning in traps was a sign of a good trapmaker. The second art form was a figurative representation of the tribe's history, created on the walls of a specially created space in each den. Kobolds enjoyed making jewelry with gems and precious metals during extraction. They could be in the 19th and early 20th and early 20th countries. Fashion [edit | edit source] Group kobolds back from robbery. Most kobolds were miners and both dressed in sleeveless tunics and breeches; but kobolds enjoyed dressing in more elegant clothes for the celebrations. These included clothes made of silk or leather, but custom clothes were only common. The garments were often made to compliment the wearer's eyes, which included the use of orange or red dyes. Other garments may have been thrown out to show the wearer's affinity for a certain type of dragon. Kobolds needed dexterity on their feet too often to wear shoes, and the soles of the feet were hard enough to

cope with most surfaces. Because of the time the kobolds spent on mining, gems were readily available, and they used them to decorate their clothes, and make jewelry, [15] Religion[edit | change the source] The kobold's main deity was Kurtulmak, the god of war and mine who hates all living beings except his relatives. [4] The main part of their religion was to look for magic objects that they thought might help to free Kurtulmaki from his eternal prison. [10] The other main god worshipped by kobolds was Gaknulak, god of conservation, stealth, cheating and traps. Less well-known kobold demigod was Dakarnok. The rest of the kobold pantheon consisted of finite kobold heroes. [14] The Kobolds were also known for serving dragons and praising them as gods. The Kobold tribe would present the dragon with respect and sacrifice, and whatever they thought it might like; they could even see that the creature was eating it with great auna. If the dragon did not accept the Kobold tribe, they could work secretly for it. When the tribe began to serve the dragon, their existence was their service to God in every way. [23] Diet [edit | edit source] Kobolds were omnivorous, eating plants and animals, but do not refuse to eat intelligent creatures when the opportunity presents itself. [4] They were able to eat almost anything when the situation became desperate, even bark or bone. Due to its cold-blooded nature, kobolds that had spent time in a warm place do not have to eat for days. [24] Relations[edit | Kobolds held a grudge against almost all other humanoid races and enjoyed killing and torturing them, especially cookies, dwarves, elves and sprite. [12] Kobolds was known to use dire weasels as mounts. [25] History[edit | edit source] Time of Dragons[edit | edit source] Kobolds were the first dragon tissues and were created by Asgorath (another name lo) next to urds about -24500 DR.[26] They lived kurtulmak Darastrixhurthi, vasalli state Darastrixhurthi the nation is ruled by the green dragon Caesinsjach. They found gems where the souls of gnomes waited to become living beings and enslave those who already lived. When the dwarves caused the Dragons' wrath, their dragon turned against them, and Garl Glittergold took this opportunity to kill Kurtulmak and the kobolds by dropping them into the cave where their people were lying. [26] The blue dragonwrought kobold, or urd, called Kuraulyek, escaped from egotism to the Thunderers against the order of Kurtulmak to protect the kobolde from his mad master. [26] This led to the near extinction of the entire kobold race, and lo elevated Kurtulmak to deity status, as well as to Kuraulyek, both as a reequi part and to ensure the continued existence of the race. Kurtulmak learned of Kuraulyek's actions and because he was hiding from the former out of fear of retribution. Kobolds, though, mostly did not know that the urd was responsible for saving urds and told the story that Kuraulyek was hiding kurtulmak because he stole a pair of artificial wings from him. [26] Remarkable Kobolds[edit | edit source] Add[edit | edit source] Notes[edit | edit source] Appearances[edit] Adventures Card Games AD & D Trading Cards Dragonfire Shadows Over Dragonspear Castle Novels Archmage Baldur's Gate Charon's Claw Graduation Maestro Siege of Darkness Video Games Further Reading[edit | edit source] See also [edit | edit source] Urd, Distant relative of Kobold's external links[edit | Links[edit] ↑ 1.0 1.1 1.2 Mike Mearls, Jeremy Crawford, Christopher Perkins (2014-09-30). *Monster Handbook 5*. Edited by Scott Fitzgerald Gray. (Coastal Wizards), p. 195. Isbn 978-0786965614. ↑ 2.0 2.1 2.2 2.3 Wizards RPG team (2016). *Volo's Guide to Monsters*. (Coastal Wizards), pp. 165–167. Isbn 978-0786966011. ↑ Mike Mearls, Stephen Schubert, James Wyatt (June 2008). *Monster Handbook 4*. (Coastal Wizards), p. 168. Isbn 978-0-7869-4852-9. ↑ 4.0 4.1 4.2 4.3 4.4 4.5 4.6 4.7 4.8 Skip Williams, Jonathan Tweet, Monte Cook (July 2003). *Monster Manual v.3.5*. 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