

Kobold Krafts

Kobolds are masters of their environment. They are renowned for defending their lairs with deadly traps of improbable design. Their knack for traps helps them catch a variety of dangerous vermin which they build into their deadliest inventions, traps for larger creatures like adventurers.

As a player of a kobold, you're probably excited to bring these kobold proclivities into play. However, you won't find any standard traits or feats that do this. Now, with the tools in this supplement, you can create a variety of useful items to help express this essential aspect of being a kobold.

Krafting

As a kobold, you can create "krafts." Non-kobolds can't use (or comprehend the workings of) these makeshift devices. Except when an item's components are specifically stated, this process doesn't require tools or purchased ingredients—you are assumed to be pocketing useful materials and collecting the requisite creatures as you progress through the adventuring day.

Creatures deployed from krafts use the statistics found in the *Monster Manual*. Absent some other magic or trick, deployed creatures are no better disposed toward you than they are toward your enemies.

You can create one kraft during a long rest. A kraft that deploys a monster is a single-use device, while other krafts can be used repeatedly. Unfortunately, krafts are delicate and require constant maintenance (or feeding), meaning you can't have more than one kraft at a time—making a new one necessitates you abandoning the maintenance of your previously created device.

The following items are examples of kobold krafts.

BUZZ BOX

This small box is tied together haphazardly with wire or twine. The object buzzes softly when agitated. As an action on its turn, you place the box and activate its "timer" (usually wound twine that loosens slowly), designating 1 to 3 rounds. [*Hey, remember to run away at this point!*] Roll initiative for the box. On the indicated round, the box bursts open on its initiative, disgorging an angry **swarm of insects (wasps)**. The swarm gets its turn immediately. (This small swarm begins with only half its hit points—it invokes the depleted-swarm rules in the creature's stat block.)

CRIKEY CANNON

This spring-loaded tube contains one of several toxic critters. As a single action, you can shake the tube to agitate its contents, then fire the device like a bazooka into an unoccupied space you can see within 30 feet. Choose one of the following options during the item's creation:

- ✦ **Blue Ring:** When deployed into water, this **octopus** attacks aggressively. Its Tentacle attack does not grapple; instead, a target hit by it must succeed on a DC 15 Constitution saving throw or take 1d10 poison damage and become paralyzed until the end of its next turn.
- ✦ **Funnel Flock:** This **swarm of insects (spiders)** is particularly aggressive. (This small swarm begins with only half its hit points—it invokes the depleted-swarm rules in the creature's stat block.)
- ✦ **Sock Drawer:** This many-legged **giant centipede** is the size of a bread loaf. It attacks anything in sight.

PAL-POLE

This tool is a polearm, one of any kind, which you and another kobold practice using together during a long rest. It becomes active when you and your kobold mate stand adjacent to one another, each holding it with both hands. When one of you moves, the other can spend any unused movement from its prior turn to stay adjacent to the other. Each of you can attack with the polearm on your turn and each of you ignores the weapon's heavy property. Additionally, you and your kobold ally get the benefit of Pack Tactics by working in tandem even without another ally adjacent to the target. [You must have a polearm to make this kraft.]

STICKY STENCH

This device is a small pot of dried mud or clay. It contains noxious smelling substances you've collected—spoiled food, acrid monster innards, and your other party members' old socks. As an action, you can throw the pot up to 20 feet as an improvised weapon, making a ranged attack against a creature or object. On a hit, mark a 5×5-foot "stink patch" around the target. The patch persists for 1 minute, though a strong breeze or a *gust of wind* spell halves this duration. (On a miss, the patch appears 1d10 + 5 feet from the target in a random direction.) Any creature that starts its turn in the stink patch must succeed on a DC 10 Constitution saving throw or be poisoned until the end of its turn.

NARUTO NET

You and another kobold add makeshift barbs to this net and practice wielding it together during a long rest. It becomes active when the two of you stand with no more than 15 feet between you, each holding the device with both hands. The net exists as a straight line between you and your kobold mate. When one of you moves, the other can spend any unused movement from its prior turn, keeping no more than 15 feet between you. If that movement causes the line to touch a Medium or smaller creature, that creature must succeed on a DC 15 Dexterity saving throw or take 1d4 slashing damage. (A creature can be affected by the net no more than once per round.) If the creature fails by 5 or more, it instead takes 2d4 slashing damage and is restrained by the net (see chapter 5 of the *Player's Handbook*). In this case, the net is torn from both kobolds' hands and the makeshift barbs are destroyed by the impact, requiring it to be remade before additional uses. [You must have a net to make this craft.]

SUPER SHADES

Kobolds frequently invent devices to reduce the strain of their Sunlight Sensitivity trait. Many use a complex series of moveable shades made from dried leaves, tin lids, and other objects stuck to a cap or helmet; your super shades have a unique look. While wearing super shades and affected by sunlight, you don't have disadvantage on attacks against targets within 30 feet. However, your narrowed field of view hampers your vision in other ways; even when not affected by sunlight, the device applies disadvantage to your sight-based Wisdom (Perception) checks.

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