

BLACK TALON KOBOLDS

BLACK TALON KOBOLD WARRIOR					
<i>Small humanoid (kobold), journeyman tier</i>					
ABILITIES, SAVES, AND PROFICIENCIES					
STR	DEX	CON	INT	WIS	CHA
-1	+1	+0	+0	-1	+0
Passive Perception 9					
Senses darkvision (60 ft.)					
COMBAT STATISTICS					
AC	Initiative	Speed	HP		
14	+1	30 ft.	14 7 3 (4d6)		
Morale critical (routs)					
Resist acid					
TRAITS					
Pack Tactics. The kobold has advantage on attacks when there are more of the kobold's allies adjacent to the target than the target's own allies.					
ACTIONS					
Heavy Pick (Melee Weapon). +3 to hit. <i>Hit:</i> 6 (1d10 + 1) piercing damage.					
INTERACTION					
Languages Draconic (Kobold)					
EQUIPMENT AND POSSESSIONS					
Armor chain shirt					
Weapons heavy pick					
ENCOUNTER BUILDING					
Tier journeyman (3rd level – 5th level)					
Organization gang (6 – 10)					
Threat low					

BLACK TALON KOBOLD SLINGER					
<i>Small humanoid (kobold), journeyman tier</i>					
ABILITIES, SAVES, AND PROFICIENCIES					
STR	DEX	CON	INT	WIS	CHA
-1	+2	+0	+1	+0	+0
Passive Perception 10					
Senses darkvision (60 ft.)					
Proficiencies alchemist's tools +3					
COMBAT STATISTICS					
AC	Initiative	Speed	HP		
14	+2	30 ft.	14 7 3 (4d6)		
Morale critical (routs)					
Resist acid					
TRAITS					
Pack Tactics. The kobold has advantage on attacks when there are more of the kobold's allies adjacent to the target than the target's own allies.					
ACTIONS					
Shortsword (Melee Weapon). +4 to hit. <i>Hit:</i> 5 (1d6 + 2) piercing damage.					
Staff Sling (Ranged Weapon). +4 to hit, range 40/160 ft. <i>Hit (Stone):</i> 5 (1d6 + 2) bludgeoning damage <i>Hit (Acid Pot):</i> 4 (2d4) acid damage and each creature adjacent to the target suffers 2 (1d4) damage <i>Hit (Glue Pot):</i> The target must succeed on a DC 13 Strength saving throw or be restrained for 1 minute. As an action, a creature restrained in this way or an adjacent creature can attempt a DC 13 Strength check to free the subject, ending the restrained condition immediately.					
INTERACTION					
Languages Draconic (Kobold)					
EQUIPMENT AND POSSESSIONS					
Armor chain shirt					
Weapons staff sling, shortsword					
Other Gear 2 acid pots, 2 glue pots, 20 sling stones					
ENCOUNTER BUILDING					
Tier journeyman (3rd level – 5th level)					
Organization gang (6 – 10)					
Threat low					

BLACK TALON KOBOLD DRAKEMASTER

Small humanoid (kobold), journeyman tier

ABILITIES, SAVES, AND PROFICIENCIES

STR	DEX	CON	INT	WIS	CHA
+2	+1	+0	+0	+0	+1

Passive Perception 10

Senses darkvision (60 ft.)

Proficiencies animal handling +4

COMBAT STATISTICS

AC	Initiative	Speed	HP
14	+1	30 ft.	31 15 7 (9d6)

Morale critical (routs)

Resist acid

TRAITS

Pack Tactics. The kobold has advantage on attacks when there are more of the kobold's allies adjacent to the target than the target's own allies.

ACTIONS

Drake Goad (Melee Weapon). +4 to hit.

Hit: 5 (1d6 + 2) piercing damage or 9 (2d6 + 2) damage if the target is grappled by the drakemaster

Drakecatcher Pole (Melee Weapon). +4 to hit.

Hit: 5 (1d6 + 2) piercing damage and the target is grappled (escape DC 12). While grappled it is also restrained and suffers 3 (1d6) piercing damage when it tries to escape.

Drakechum Pot (Ranged Weapon). +3 to hit, range 10/30 ft.

Hit: The target is covered with foul-smelling drakechum for 1 round. While coated in drakechum, drakes attacking the target deal +1d6 bonus damage with melee attacks.

BONUS ACTIONS

Drag. As a bonus action when the drakemaster moves no more than half its speed, it can pull a creature it has grappled to a space adjacent to it.

INTERACTION

Languages Draconic (Kobold)

EQUIPMENT AND POSSESSIONS

Armor chain shirt

Weapons drake goad, drakecatcher pole

Other Gear 2 drakechum pots

ENCOUNTER BUILDING

Tier journeyman (3rd level – 5th level)

Organization party (3 – 6)

Threat low

ACIDSPITTER DRAKE

Medium beast (drake), journeyman tier

ABILITIES, SAVES, AND PROFICIENCIES

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	-4	+1	-3

Passive Perception 11

Senses darkvision (60 ft.)

COMBAT STATISTICS

AC	Initiative	Speed	HP
12	+2	30 ft.	26 13 6 (4d8 + 8)

Morale staggered (panics)

ACTIONS

Bite (Melee Weapon). +4 to hit.

Hit: 5 (1d6 + 2) piercing damage

Acid Spit (Ranged Weapon). +4 to hit.

Hit: 10 (3d6) acid damage and 3 (1d6) acid damage to each adjacent target

ENCOUNTER BUILDING

Tier journeyman (3rd level – 5th level)

Organization party (3 – 6)

Threat moderate

LEAPING DRAKE

Small beast (drake), journeyman tier

ABILITIES, SAVES, AND PROFICIENCIES

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	-4	+1	-3

Passive Perception 11

Senses darkvision (60 ft.)

COMBAT STATISTICS

AC	Initiative	Speed	HP
13	+3	35 ft.	22 11 5 (5d6 + 5)

Morale staggered (panics)

TRAITS

Leaper. The leaping drake's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite (Melee Weapon). +5 to hit.

Hit: 6 (1d6 + 3) piercing damage

Talons (Melee Weapon). +5 to hit.

Special: The leaping drake must move 20 feet straight toward a target to attack with its talons

Hit: 10 (2d6 + 3) slashing damage

BONUS ACTIONS

Darter. The leaping drake can take the dash or disengage action as a bonus action on its turn.

ENCOUNTER BUILDING

Tier journeyman (3rd level – 5th level)

Organization gang (6 – 10)

Threat moderate