

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.

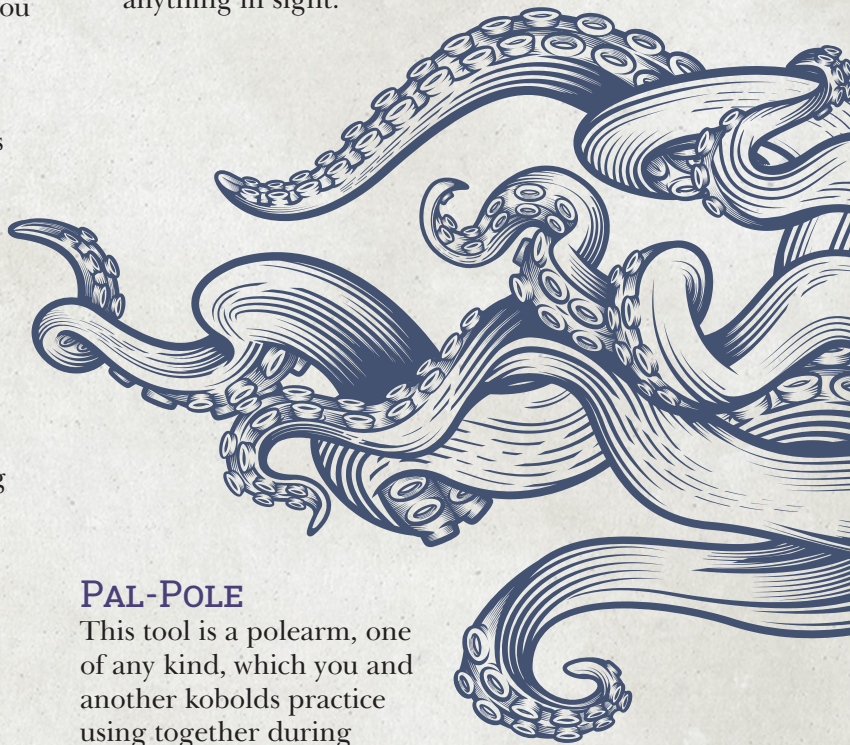
Buzz Box

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.



Credits

Writer: Randall Right

Steel Patrons: Abbi Taylor, Albert, An Actual Wombat, Andy King, Annie Monette, BlackbirdofTx, Brandin Freimuth, Brian Smith, Buddy Brewer, Caitlin Bellinger, Celestina Knight, Cheryl, Chris, Cpt Howdy, Craig Savage, David, David Dyer, DM JANGY, Fluff Husky, Jalen Terrance, Jeanette Mathy, John Blase, Jonas Ancher, Joseph Brown, Kerry McCorkle, Kierstynn Fallon, Kyle Somers, Lara Ty, Luke Hermann, Luke Rule, M0nk3yy, Martin Trouman, Max David, Michael, Neil Brass, Paul S, Platypulogist, Quentin Turner, Ryan Lawecki, Scott Badeaux, Scott Thomas, SonOfSofaman, Steve Yahner, Terry Southard, Tim, Tom Kloosterman, Tyler Shaw, unrequited, Victor Johansson, Zachary holohan-Wade

Everything Else: Matthew Perkins

Originally published 22/11/2021

Latest version 22/11/2021

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor; and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.