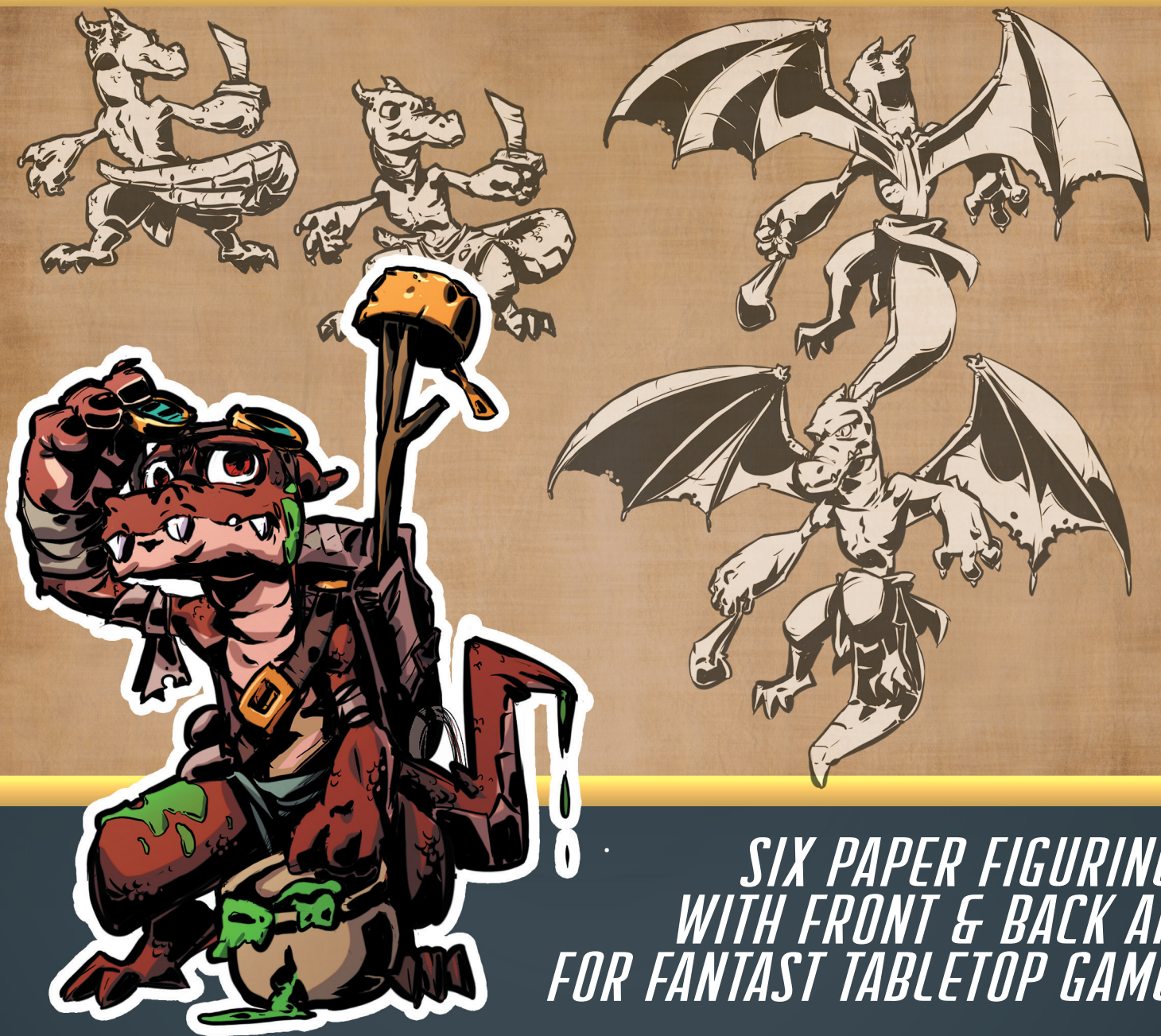


ZACH STOPPEL AND BARTHOLOMEW KLICK PRESENT

# THIEVES CAN'T KOBOLDS!



*SIX PAPER FIGURINES  
WITH FRONT & BACK ART  
FOR FANTASY TABLETOP GAMES*

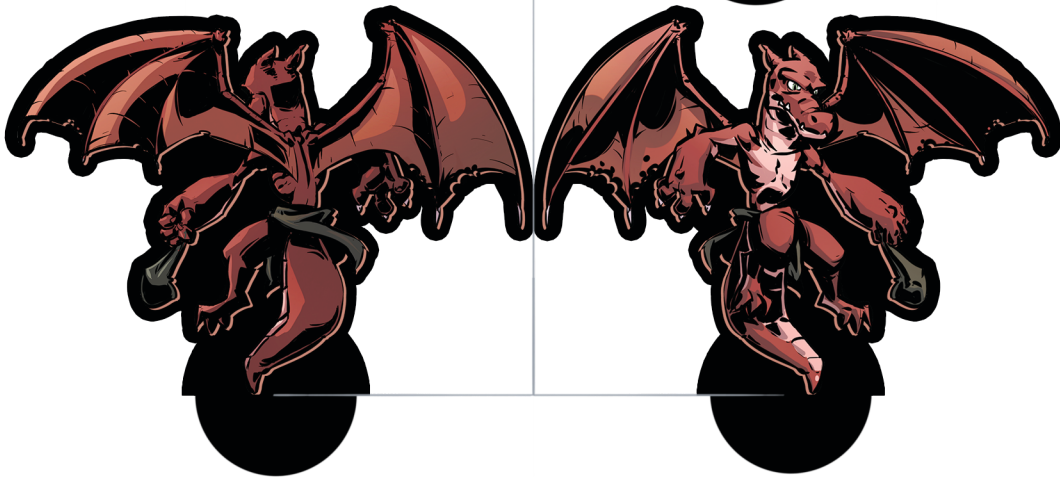
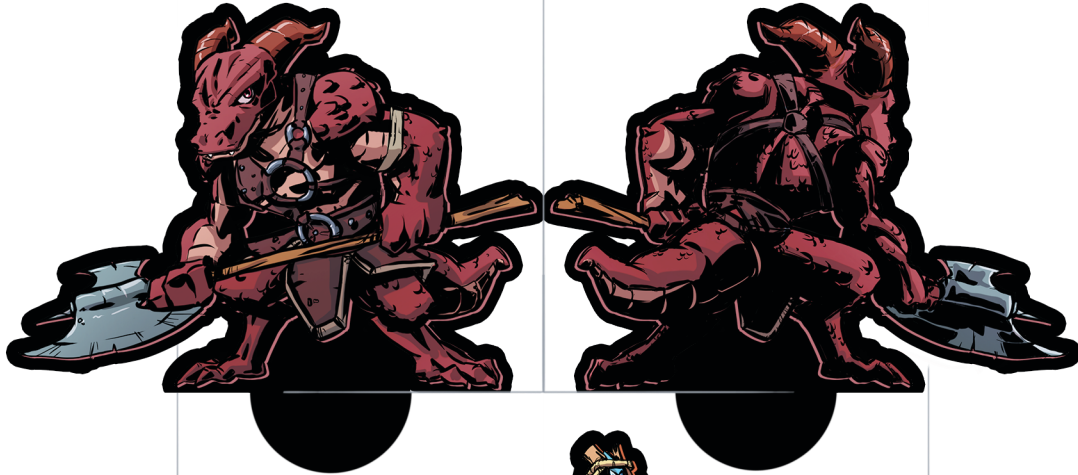
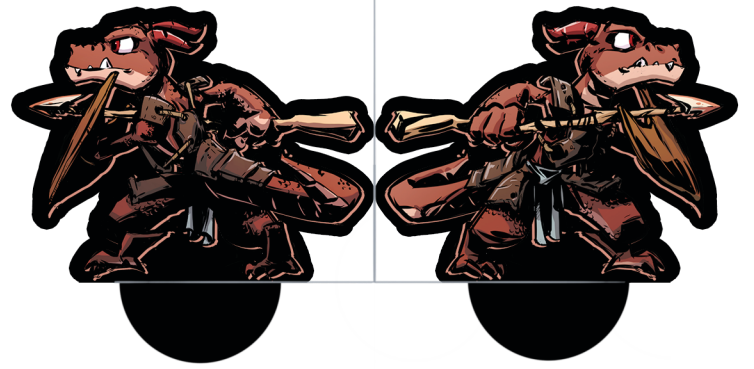
*FEATURING*

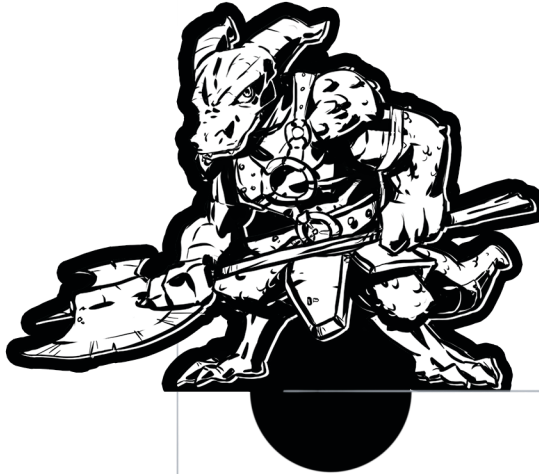
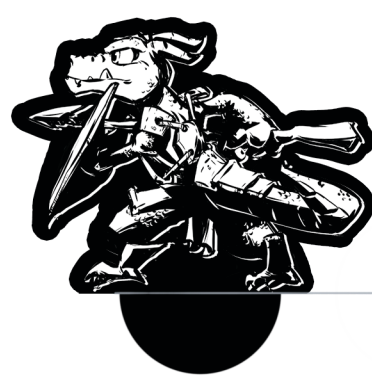
**KOBOLD  
DRAGONSACLE**

**BRUTE  
INVENTOR**

**WINGED KOBOLD  
SCALE SORCERER**

INCLUDES STAT BLOCKS FOR KOBOLD BRUTE. ALL OTHER KOBOLD STAT BLOCKS AVAILABLE IN THE 5E MONSTER MANUAL AND "VOLO'S GUIDE TO MONSTERS"





# Kobold Brute

Medium humanoid (kobold)

Lawful Evil

Source: Arcana Check #1

Armor Class: 14 (Ring Mail)

Hit Points: 60 (8D8 +24)

Speed: 30 ft.

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

Skills: Athletics +3

Senses: Darkvision 60 ft

passive perception, 10

Languages: Common, Draconic

Challenge: 1 (200 XP)

*Sunlight Sensitivity.*

*Pact Tactics.*

Multi-attack. The kobold brute makes two melee attacks.

Halberd: +5 to hit, range 10 ft.

Hit: 8 (1d10 +3) slashing damage.

## DM TACTICS

The most dangerous thing about Kobolds is their Pack Tactic ability, and their propensity to set traps or ambushes. A handful of kobolds are terrifying if one kobold runs in, takes the dodge action, and the rest of the kobolds use their slings (at advantage, because of Pack Tactics) to lay into an unfortunate hero.

If you want to strengthen your kobolds without jumping to the CR 1 creatures in Volos, give them short swords or rapiers instead of daggers, and short bows instead of slings. Alternatively, you can also give them light or medium armor.

If your kobolds are tearing your players apart, throw sunlight into the mix. It cancels out the best ability they have and allows you to flavor their low wisdom and int as shaky panic -- one of the most lovable traits of these iconic enemies. If the kobolds are still too hard, cash in on their low intellect and make them make the occasional bad decision.

For an interesting encounter, try setting a complex trap (as described in Xanathar's Guide to Everything) in the dungeon and have the kobolds who see it show up half-way through solving it. The trap will act as a lair action and the kobolds fighting on home turf will put a deadly timer on solving the trap.



Kobold Brute

# Kobold

Small humanoid (kobold)

Lawful Evil

Source: 5th Edition SRD

Armor Class: 12

Hit Points: 5 (2D6 -2)

Speed: 30 ft.

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

Senses: Darkvision 60 ft

passive perception, 10

Languages: Common, Draconic

Challenge: 1/8 (25 XP)

*Sunlight Sensitivity.*

*Pact Tactics.*

Dagger. Melee weapon attack. +4 to hit, range 5 ft. Hit: 4 (1d4 +2) piercing damage.

Sling. Ranged weapon attack. +4 to hit, range 30/120 ft. Hit 4 (1d4 +2) bludgeoning.

# Paper Mini Instructions

1. Cut mini free from paper. Ignore the blue line for now.
2. Fold mini along grey line.
3. Glue blank sides of mini together with glue-stick.
4. Cut glued mini along edge of blue line.
5. Push black base upward to form a circle.
6. (optional) glue a penny or similar token to the bottom of the black base.

Thanks so much for picking up our Kobold Pack! Keep a sharp eye out next month for our Skeleton pack, which is slated for the 15th of July.

If you have questions or comments, or requests for future packs, you can tweet to us at @yesthievescan. If you want to show us a picture of your using the miniatures, share a photo with us on [reddit.com/thievescant](https://www.reddit.com/r/thievescant).

If you like our work and want to see more of what we do, check out our comic strip at [www.yesthievescan.com](http://www.yesthievescan.com), and look for The Arcana Check right here on DriveThruRPG.