

RACE

KOBOLD VIPER

Kobolds are known to deeply revere and serve dragons, but their dragon overlords rarely pay them much heed or show gratitude for their service. When a kobold is spurned or abandoned, it may seek revenge, defecting to one of the dragons' greatest rivals, a behir.

Behirs greatly value these kobolds, who work tirelessly to further fortify their lairs—labyrinthine, winding tunnel systems with narrow passageways and ample opportunity to hide. They lie in wait, ambushing unwelcome intruders. Occasionally, one of these kobolds earns a rank of authority, gifted by an Elder Behir, often sprouting two—or more rarely, four—extra arms, and making them exemplary climbers.

KOBOLD VIPER TRAITS

Your kobold viper character shares a number of traits in common with all kobolds, as well as gaining a few benefits from their behir overlord.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence or Charisma score increases by 1 (your choice).

Age. Kobold vipers reach maturity by age 8 and typically only live for about 60 years.

Alignment. Kobold vipers by their very nature are evil, though the less vindictive may lean toward a more neutral alignment. Their culture mandates following the orders of their superiors, so most are lawful.

Size. Kobold vipers are around 3 feet tall and have a slightly more athletic build than their kobold cousins, typically weighing about 35 to 45 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet, and you have a climbing speed of 30 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Daylight Sensitivity. While you are in direct sunlight, you have disadvantage on Wisdom (Perception) checks that rely on sight, and all targets are considered to have half cover against your attacks.

Lightning Resistance. You have resistance to lightning damage.

Pack Tactics. You have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and your ally isn't incapacitated.

Treacherous. You are proficient in the Deception skill.

Languages. You can speak, read, and write Common and Draconic.