

# Fifth Edition Monsters #01



## Kobold Triggerer

An original monster for 5th Edition





## **KOBOLD TRIGGERER** An original monster for 5th Edition

Supplement for players and dungeon masters of the world's most famous RPG containing rules for a new creature.

Illustrations by Gary Dupuis

Cover utilizes *stock art*

All the text from this ebook is released under OGL 1.0

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version 1.0

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The folks here at Flying Ape Studios have always been fans of the world's most famous roleplaying game, especially its older iterations.

Fifth edition was a great surprise, since it had elements from past editions and became once again a game that can be played without worrying too much about rules and etc.

Much to our surprise the rules for this edition were released under the Open Game License, and Dungeon Masters Guild was opened. We knew we had to come up with some content for it... and here it is! Who doesn't love kobolds? This will be a regular series in which a new monster is presented each time. In this first volume we proudly present the **Kobold Triggerer**.

See you next time!



## KOBOLD TRIGGERER

Occasionally packs of kobolds will run into the hoardes of fallen dragonkind and come to possess items of enormous power. To a kobold, that is. Kobold triggerers are a band of these creatures who happen to possess advanced weapons called **dragon pistols**, able to shoot fiery pellets at their enemies, much like a hand crossbow would, only with the addition of the fire thing.

**Well-equipped.** Kobold triggerers often overpower other kobold packs and receive their best equipment as tribute. Most wear armor, making them much harder to hit than their non-gun-wielding counterpart.

**Fire chaos.** Triggerers forgo the use of any melee weapon in favor of their dragon pistols. They fire them consistently during combat, focusing their fire on the biggest targets - presumably the easiest to hit.

### DRAGON PISTOLS

**Unknown origin.** These items are of exquisite design and function, however no one knows where they came from. The hypothesis that they are a kind of godly gift to koboldkind is generally dismissed, and the most common line of thought is that the triggerers in fact work for some powerful spellcaster, pursuing some hidden agenda.

**Magic items.** Dragon pistols are considered +1 magic hand crossbows that cause 1d8 fire damage.

### KOBOLD TRIGGERER

*Small humanoid (kobold), lawful evil*

**Armor Class** 18 (chain shirt, shield)

**Hit Points** 5 (2d6-2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

**Senses** darkvision 60ft., passive Perception 10

**Languages** Common, Draconic

**Challenge** 1/2 (100 XP)

**Sunlight Sensitivity.** While in sunlight, the kobold triggerer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Shootout.** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies has already fired their dragon pistol at the same target during that round.

#### ACTIONS

**Shield Bash.** *Melee weapon:* +4 to hit, reach 5ft., one target.

*Hit:* 2 bludgeoning damage.

**Dragon Pistol.** *Ranged weapon:* +5 to hit, range 30/120ft., one target. *Hit:* 7 (1d8+2) fire damage. On a critical hit the target is engulfed by flames, suffering an additional 4 (1d6) fire damage at the start of each of its turns until the flames are extinguished. The regular extra damage dice triggered by the critical hit are applied normally to the damage roll.



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