

CUTEBOLDS

Cutebolds are like kobolds only incredibly cute. They are pitiful and childish in everything they do, and are innocent enough to not know how to procreate. All they know is that rubbing their noses gives them a guilty pleasure.

Malevolent in Theory. Despite their appearance, cutebolds still hail from the same line of reptilian humanoid known for their evil tendencies. Cutebolds can regularly be found attempting to thwart good intentions and perform heinous acts, but always seem to do it in the most endearingly stupid manner possible.

Strength in Numbers. Like kobolds, individual cutebolds fall easy prey to any predator or adventurer with a modicum of competence. Cutebolds tend to live and travel in small groups separate from their larger cousins, though may still reside in the same lair. Within these small packs, cutebolds tend to act as individuals, each on their own personal quests to satisfy their ambitions and understand their misplaced desire for intimacy. When acting socially, cutebolds like to play games as a group, and will often roleplay as the many bands of adventurers that they always seem to encounter.

Species Outcasts. While they rarely kill them outright, regular kobolds have little tolerance for cutebolds roaming around their lair, setting off traps and otherwise making a mess of things. Cutebolds are usually exiled to the deeper or less vital areas of a kobold hideout, where they can perform their shenanigans away from the rest of the pack. They are generally less adept at everything a kobold is good at, such as laying traps, and as result are generally seen of as no use to the rest of the pack.

Charming Innocence. Like kobolds, cutebolds revere the dragons, primarily out of envy. As a result of their harmless demeanor, dragons often see cutebolds as children, and a more tolerant dragon may even partake in the cutebolds' games, acting as an powerful enemy for the roleplaying heroes. For the same reason, wyrmlings get along with cutebolds very well, and can likely be found playing together when the opportunity arises.

CUTEBOLD

Small humanoid (kobold), chaotic neutral

Armor Class 12

Hit Points 5 (2d6-2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	9 (-1)	6 (-2)	7 (-2)	15 (+2)

Senses darkvision 60ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

Pack Tactics. The cutebold has advantage on an attack roll against a creature if at least one of the cutebold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Charm. One creature the cutebold can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw and does so with advantage if the cutebold is fighting it. If it fails it is charmed for 1 day or until the cutebold does something harmful to it. The charmed creature regards the cutebold as a cute and lovable acquaintance.

Actions

Wooden Sword. *Melee Weapon Attack:* -2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4 - 2) bludgeoning damage

