

Kobold Bard 1 Spellbook

Rank 1

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Color spray ●● Spray 3: Target is slowed and rattled (Will: just rattled).

Magic weapon ●● Touch: The target gets a +2 bonus on their next attack roll.

True strike ● Self: The next attack you make this turn, roll the attack roll twice and use the better result.

∞ **Inspire courage** ● Emanation 12: The next ally to make an attack roll gets a +1 status bonus.

∞ **Telekinetic projectile** ●● Ranged 6 spell attack: 5 bludgeoning, piercing or slashing damage.

☐ **Counter performance** ∪ Self or an ally subject to an effect that requires a Will save: Caster makes a Performance check. Target(s) of the effect can use the Performance check as their Will save result if it is better.

Kobold Sorcerer 1 Spellbook

Rank 1

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Bane ●● Emanation 2: the target is rattled (Will negates).

● *Sustain*

Fear ●● Ranged 6: Target is pushed 1 and rattled (Will negates rattled).

Harm ● Melee: 5 void damage (Fortitude half).
●● Ranged 6: 5 void damage (Fortitude half).

∞ **Acid splash** ●● Ranged 6 strike: 5 acid damage.

∞ **Shield** ● Self: You gain the Shield Block reaction until the start of your next turn.

Shield Block ∪ Take slashing, piercing or bludgeoning damage: Reduce damage by 5.

☐ **Glutton's jaws** ● Self: Gain the following action until the end of the encounter:

Jaws ● Melee strike: 10 damage; you gain 5 temporary HP.

Kobold Druid 1 Spellbook

Rank 1

☐ **Heal**

● Melee: Heal 5 damage.

●● Ranged 6: Heal 10 damage.

☐ **Magic weapon** (animal, beast, fungus, plant or dragon only) ●● Touch: The target gets a +2 bonus on their next attack roll.

∞ **Ray of frost** ●● Ranged 24 strike: 5 cold damage. On a critical success, the target is also encumbered.

∞ **Tanglefoot** ●● Range 6 strike: The target is encumbered (on a critical hit, immobilized.)

☐ **Heal** (animal or beast only)

Briar Doll Spellbook

Rank 1

☐ **Levitate** ●● Touch: The target gains fly speed until end of target's next turn.

Alternatively, can move a touched object up or down 2. This generally has no effect, unless a specific scenario suggests otherwise.

☐ **Wall of thorns** ●● Ranged 12: Place up to 3 thorny barriers (2 squares long by 1 square wide) in a straight line. Creatures entering or passing through the barrier take 8 piercing damage. Each thorny barrier has Armor 10, hardness 10 and 20 hit points. If the caster casts this spell again, remove thorny barriers from previous casting.

Faerie Dragon Spellbook

Rank 3

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Grease ●● Blast 2 within 6: The area becomes greasy until the end of the encounter. Creatures who move into or through the area fall prone (Reflex negates).

Illusory object ●● Blast 2 within 24: Must target unoccupied spaces. The area becomes your choice of concealing or obstructing terrain. Any creature adjacent to the area can make a Will save as a free action to dispel the spell.

Sleep ●● Blast 1 within 6: The target is stunned (Will negates). If it is the target of hostile action, the condition ends immediately.

∞ **Invisibility** (self only) ●● Touch: The target becomes invisible until the end of the encounter or until they take a hostile action.

∞ **Tanglefoot** ●● Range 6 strike: The target is encumbered (on a critical hit, immobilized.)

∞ **Telekinetic projectile** ●● Ranged 6 spell attack: 10 bludgeoning, piercing or slashing damage.

Items

☐ **Healing Potion (minor)** ● You or creature in reach heals 5 HP.

☐ **Basic Poison** ∘ Your next weapon attack makes one target sickened, if it hits.

Scroll I Only a creature capable of casting spells can use a scroll.

☐ **Burning hands** ●● Cone 3: 7 fire damage (Reflex half).

Heighten: 10 damage at rank 2, +15 damage at ranks 4, 6 and 8.

☐ **Ray of enfeeblement** ●● Ranged 6: The target is rattled (Fortitude negates).

Encounter 1 Special Rules

Soothe Beetle ●● Target a beetle within 6 squares. If you succeed on a Nature check (Power 14) the target beetle won't take actions until attacked or harmed.

Precarious pile: A creature can search (Interact, 1 AP) the pile with a Thievery check (Power 14). On a success, the pile is destroyed and roll 1d4. The first time that the number is equal to or less than the number of destroyed piles, the creature finds ablative armor plating. On a failure, the pile topples.

A creature that moves through the pile must make an Athletics check (Power 14) to climb over it. On a failure, the pile topples.

If the pile topples, all creatures on and adjacent to the pile take 10 bludgeoning damage (Reflex half, Power 14).

Bed: Difficult terrain for Medium and larger creatures; cover for Small and smaller creatures (they scurry under the bed).

Fungus Patch: A creature can search (Interact, 1 AP) the pile with Survival (Power 16). On a success, they find a healing potion (1–3 on 1d6) or a basic poison (4–6 on 1d6). Each item can only be found once; on the next success, the remaining item is found.