



FANTASY RACES UNLOCKED!

KOBOLDS

BY CHRISTINA STILES



CREATED AND APPROVED FOR USE WITH

CASTLES & CRUSADES ®

FANTASY RACES UNLOCKED: KOBOLDS

BY CHRISTINA STILES

EDITOR: CHRISTINA STILES

ART: PETER BRADLEY

ART DIRECTION//LAYOUT/PRODUCTION: PETER BRADLEY

Interested in Castles & Crusades® the role playing game? Want to learn more? There is a large online community of gamers who post home brewed rules, adventure discussion and help incoming players digest the game and it's potential. Please visit our online forums at the web address mentioned above and get involved. All are welcome!!!

© 2013 Castles & Crusades® is a Registered Trademark of Troll Lord Games. All Rights Reserved. C&C, Castle Keeper, SEIGE engine, Troll Lord Games, and the Castles & Crusades, SEIGE engine, and Troll Lord Games logos are Trademark of Troll Lord Games. All Rights Reserved.

Dedicated to Libbie Ann

“Though she be but little, she is fierce!” ~ Shakespeare

Printed in the United States of America

OGL

This book is published under the Open Game License version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the System Reference Document v 3.0, copyright 2000 Wizards of the Coast, Inc.

Designation of Open Game Content: The following is designated Open Game Content: all stat block information of characters, monsters, and traps that appears in the parenthetical following the character, monster, or trap, including the names of items and spells; and the general names of monsters, but not any unique named NPC, character, or monster, appearing in any table or preceding any stat block. Also, the following open game content related words, phrases, and abbreviations wherever they appear: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha), Class, Fighter, Ranger, Rogue, Assassin, Barbarian, Monk, Wizard, Illusionist, Cleric, Druid, Knight, Bard, Paladin, Race, Demi-human, Dwarf, Elf, Gnome, Half-Elf, Halfling, Half-Orc, Hit Dice (HD), Hit Points (HP), Alignment, Lawful Good (LG), Lawful Neutral (LN), Lawful Evil (LE), Neutral (N), Neutral Good (NG), Neutral Evil (NE), Chaotic Good (CG), Chaotic Neutral (CN), Chaotic Evil (CE), Level, “to hit”, Damage, Experience Point, Saving Throw, Player Character (PC), Non-player Character (NPC), Turn Undead, Spell, Arcane, Divine, Magic, Spell Resistance, Item, Equipment, Armor, Weapon, Potion, Rod, Staff, Wand, Scroll, Ring, Wondrous Item, Artifact, Cursed, d4, d6, d8, d10, d12, d20, d%, round, and turn.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names and other names, including Castles & Crusades, C&C, Castle Keeper (CK), Castles & Crusades: Player's Handbook, Castles & Crusades: Monsters and Treasures, Castles & Crusades: Castle Keeper's Guide, (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations; (D) logos and trademarks, including Castles & Crusades, C&C, Castle Keeper, SEIGE engine, and Troll Lord Games, any logos, identifying marks and trade dress, titles, titling, or any other trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content; (E) the story, storylines, plots, thematic elements, dialogue, incidents, language, depictions, likenesses, concepts, world and campaign descriptions, proper names of the characters, creatures, groups, spells, enchantments, personalities, teams, personas, likenesses, skills, items, deities, and special abilities other than those designated as open game content above, as well as places, locations, settings, and environments and their descriptions and other accompanying text, though not their stat blocks.

All text, artwork, and maps appearing in this book is property of and copyright 2011 Troll Lord Games. All Rights Reserved. Castles & Crusades, C&C, Castle Keeper, Troll Lord Games, and the Castles & Crusades and Troll Lord Games logos, and products published by Troll Lord Games are Trademarks of Troll Lord Games. All Rights Reserved.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Con-

tent” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.



9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2005, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 2nd Printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 3rd Printing, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 4rd Printing, Copyright 2009, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robert Doyel Stephen Chenault.

Castles & Crusades Monsters & Treasure, 2nd Printing Copyright 2007, Troll Lord Games; Authors Robert Doyel Stephen Chenault.

Castles & Crusades Monsters & Treasure, 3rd Printing Copyright 2009, Troll Lord Games; Authors Robert Doyel Stephen Chenault.

Fantasy Races Unlocked: Kobolds © 2013; Author: Christina Stiles; Published by Christina Stiles Presents.



FANTASY RACES UNLOCKED: KOBOLDS

BY CHRISTINA STILES

WHAT ARE FANTASY RACES UNLOCKED?

Many races have received short shrift over the years, while elves, dwarves, gnomes, halflings, half-elves, and half-orcs have hogged the player spotlight. Well no more! Fantasy Races Unlocked provides alternate races for Castles & Crusades™ players. In addition to the standard race traits generally offered, however, these pdfs provide alter racial trait options, allowing the players to personalize their characters, making them slightly different than the run-of-the-mill version of the presented race.

KOBOLDS

Kobolds are short, scaly, reptilian humanoids with tails who favor underground habitats, deep forests, and tangled swamps. Kobolds claim a draconic heritage, and believe themselves destined to be rulers of their realms. However, they do not possess the might of their dragon cousins, and so rely on their cleverness to ambush foes and destroy their ranks with insidious traps. Once the foe has been decimated, the kobolds swarm them in large numbers, taking them out or capturing them—depending on whether or not they need food or slaves at the moment.

Kobolds are avid miners who build vast tunnel systems beneath the earth to support their expanding nests. Kobolds often trade minerals with other underground races for weapons, which they are not skilled at crafting.

DESCRIPTION: Kobolds are small, bipedal reptilian humanoids with tails, hands and feet ending in claws, and a teeth-filled maw. Most kobolds stand around 3 feet tall and weigh about 35 pounds. Their coloration varies, even in the same tribes and among clutch siblings, but their thick hides most often mimic the colors of the chromatic dragons. Therefore, red, white, green, blue, and black kobolds are the colors encountered, with shades of red being the most common. A few kobolds, however, have more exotic colors such as orange or yellow, which in some tribes raises or lowers an individual's status in the eyes of his fellows.

SOCIETY: Kobolds live in dark areas, preferring to reside far from the sunlight. The most often inhabit underground warrens, though some make their homes above ground in trees or brush; some even build small structures like yurts. Kobolds live in family groups that often split up after reaching numbers of 40 or more. This occurs quite often, as kobolds breed very quickly. Kobold females lay clutches of up to 10 eggs, six times a year. However, female kobolds are rare, comprising no more than 10% of any kobold population, and the mortality rates of young kobolds are very high. Kobolds are staunchly protective of their few females, and will fight to the death for them. Female kobolds are often leaders of their families and clans.

PERSONALITY: Kobolds, not being very strong or bulky, have had to rely on their intelligence to get by. Thus, they are clever schemers by nature. They study opponents to find



their weaknesses, and then utilize those against them. A rare few kobolds would attack opponents outright, as it is not within their nature. Unless they have the upper hand with vast numbers, they prefer to attack from concealment or whittle down an opponent's numbers with their traps. They harry and beat their enemies before swarming in for the kill.

RACIAL AFFINITIES: Kobolds hate most other races, but they most especially hate dwarves, with whom they fight for territory and resources within the caverns they live in. Kobolds likewise despise gnomes for similar reasons, but at least find them a good food source. Kobolds view elves as lesser, weaker creatures to their drow kin, and though they dislike the fey-like beings, the kobolds do not generally fear the elves, nor do they

often compete with them—the elves preferring sunnier forested areas. Half-elves are rare in their preferred territories, so they do not have a stance on them. The reptilians view the fearless halflings as capable creatures, and tend to avoid them when possible, for the tenacious creatures will track the kobolds to the end of the earth if riled up. Kobolds fear the powerful half-orcs, who display their orc heritage's disposition and often attempt to subjugate the kobolds. Kobolds find humans to be pests who transgress where they are not wanted.

ENVIRONMENT: Kobolds often live below the earth in vast caverns. Their lairs can stretch for miles under mountain chains, where they mine for ore, silver, and precious gems. Additionally, they are often found in deep, dark forests and tangled swamps.

Racial Traits and Abilities (Standard)

DARKVISION: In a similar manner to dwarves, kobolds can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but is otherwise like normal sight. Kobolds can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A kobold requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

ENHANCED SENSES: Kobolds can see and hear very well. They receive +2 to all checks involving sight (in darkness) and hearing.

LIGHT SENSITIVITY: Kobolds suffer a -1 to all attacks made in bright light.

MOVE SILENTLY (Dexterity): Kobolds can move silently in wilderness and underground areas. The kobold can move up to one-half normal speed at no penalty. At more than one-half, and up to the character's full speed, the character suffers a -5 penalty to the check. It's practically impossible (-20 penalty) to move silently while running or charging.

TOUGH HIDE: Kobolds have tough scales, which grant them a +1 AC bonus.

TRAPS (Wisdom): Kobolds are masters of crafting traps in wilderness and underground settings, and always have traps as an ability, whether or not they are rangers. Additionally, in regard to these types of traps, kobolds always roll their checks as if wisdom was a primary attribute, whether or not it is for the character.

A kobold is able to detect and build simple traps in natural settings. When passing within 25 feet of a wilderness trap, a kobold is entitled to an attribute check to spot it. When actively searching for traps, the kobold receives a +2 bonus to the check. It takes one round to locate a trap in a 5-foot by 5-foot area, or one turn spent searching to locate a trap in a 25-foot by 25-foot area. A kobold cannot find magical traps with this ability.

A kobold can set simple traps in a wilderness or underground area. These include snares, pit traps, and similar devices. Kobolds cannot set complicated mechanical traps such as those found on treasure chests or on doorways, though many of them train as rogues, and are thus able to learn to do so.

On a successful traps check, the kobold successfully builds and conceals a snare or pit trap. Snares can capture and hold creatures of up to medium height, and pit traps can be dug to deliver 1d4 points of damage (halved if the falling creature makes a successful dexterity saving throw). Kobolds can also disable simple wilderness traps with little or no effort. No traps check need to be made to do this.

LANGUAGES: Draconic

SIZE: Small

MOVEMENT: 30 feet

TYPICAL CLASSES: Assassin, Druid, Illusionist, Ranger, Rogue

ATTRIBUTE MODIFIERS: +1 Dexterity, +1 Wisdom, -2 Strength

RANGER MODIFIER: +2 move silently, +2 find traps

ROGUE AND ASSASSIN MODIFIER: +2 listen; +2 move silently; +2 find traps in natural settings

OPTIONAL: Alternate Racial Traits

If your Castle Keeper allows, you may select one of the following alternate racial traits in place of one or more of the standard racial traits above.

Daywalker: You can tolerate bright lights, but you do not see as well as your kin in darkness. You have twilight vision instead of darkvision. This racial trait replaces light sensitivity and darkvision.

Biter: You are gifted with a powerful maw of sharp teeth and a strong jaw. You can make a bite attack that deals 1d4 points of damage rather than attacking with weapons. This racial trait replaces the tough hide racial trait.

Breather: You have a strong draconic heritage. Once per day, you can expel a breath attack that deals 1d6 points of damage. The damage type depends on your kobold's coloring: acid for black or green; electricity for blue; fire for red; cold for white. This racial trait replaces the tough hide racial trait.

Glider: You have a set of wings, but you are unable to truly fly. However, you can glide from surfaces at a slow pace, moving 5 feet laterally for every 15 feet you fall. On a CL 15 dexterity check, you can fall safely from any height without taking falling damage. This racial trait replaces traps.

Opportunist: If given one round to study an opponent in combat, you gain a +1 attack bonus against that opponent for the duration of the battle. This racial trait replaces traps.

Tail Slapper: You can attack opponents with your tail rather than a weapon, doing 1d4 points of damage. This racial trait replaces the tough hide racial trait.

4 CASTLES & CRUSADES