KOBOLDS

BY NICHOLAS MILASICH AND MATT BLACKIE





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KOBOLDS

hat follows is a rare glimpse into the heart, mind, and soul of a creature commonly misunderstood, and just as commonly underestimated, often to the peril of their enemies.

For a kobold, nearly every foe is a giant to kill, and they have long practice at evening the odds. They are the ultimate underdog contenders, striving gamely to survive and conquer in a hostile and brutal world. Like all true heroes, the odds are against them—and glory is waiting to be seized in their tiny scaled claws!

DISASTER AND OPPORTUNITY: THE KOBOLD MIND

Berndt,

The following is a result of several years of research that I undertook while a visiting professor at the Arcane Collegium in the Free City of Zobeck. There I had the unique opportunity to interview several kobolds on the nature and history of their lives. Unfortunately, the three individuals, a holy warrior known as Goldscale, one Blackeye, a driver of a hansom cab, and one Toe-belcher, a trapsmith, gave me widely varying accounts of kobold life. I have attempted to correlate their stories into a coherent narrative, which I offer below.

As always, your obt. servant, etc., etc.

Karolus Svabus

Any kobold that survives to adolescence has scraped past a bad death at least once. This also means that they have witnessed other kobolds meet brutal, bloody, and painful fates. Kobold lives are cheap, especially the young ones, and the kobold mind believes that everyone has an angle. Often that angle involves a dead kobold.

It's a dark and somewhat paranoid life. Kobolds very much see the world as "Me against my egg-clutch, my egg-clutch and I against the other kobolds, and the other kobolds and I against outsiders." Most kobolds are loyal to these groups, but they fully expect to be turned on and they prepare for that inevitable betrayal. A combination of fierce loyalty against outside forces and constant maneuvering for power within their group epitomizes the kobold mind. It sharpens their edges, as it were.

Kobolds say, "Only a fool doesn't look for an angle over their companions, only a fool doesn't plan for trouble down the road." Kobolds are taught from their day of hatching to grab the opportunities that come from destruction and mayhem. Seizing the right moment is the road to survival, wealth and glory. This can make kobolds seem schizophrenic in their attitude, paranoid about future disaster but constantly looking to gain the most from chaos and strife. Still, the fierce loyalty of the little creatures to their adopted clans and guilds is legendary.

The true friend among kobolds is the one who never turns on you.

CRADLE TO GRAVE

One can no more speak of kobold society than one can try to compare the ruling families of Nuria Natal to the ice



BUT THAT'S NOT HOW KOBOLDS SHOULD BE!

One concern with writing background material for the society and life cycle of kobolds is that different people have different ideas of how kobolds should be. Maybe the details of kobold biology are a "Thing That Should Not Be Known." If you read this and think to yourself, "This isn't right!" or even have a sinking feeling that comes along with mysteries being revealed, don't fear.

If you don't like these background details for your game, please don't use them, and don't feel that you are being disloyal to any particular vision. Kobolds have taken many forms since their tales first spread in German and Austrian mining communities. Take what works for you, and leave what does not. Don't feel that any of these details need to be open information for players of characters with other races, and don't feel that you are bound to these details of the kobold way of life.

barbarians of the Bleak Expanse and find something called "human society". Kobold society varies from the civilized and wealthy kobaldi of the Dragon Empire, who lord it over their human slaves, to feral tribes of kobolds who barely work metal and dwell in caves and forest hovels. However, given even this great divide, some traits of kobold biology and culture tend to hold true across the world.

Kobolds are a reptilian, egg-laying species with a distinct but superficial canine aspect. They stand around 3 feet tall, with females slightly taller, and are tailed humanoid bipeds with fully prehensile, if claw-like, hands. Kobolds tend towards leanness and quick movement, seemingly always in rapid movement or preternaturally still. Females lack breasts, but they can be distinguished by their wider hips, for passing the relatively large kobold egg.

EGGS AND HATCHING

Female kobolds are little different from males for the majority of their lives. If they eat well, they can clutch every other year. However, certain herbal preparations can delay this clutching indefinitely. As this process begins, certain subtle color and scent changes draw males to them, for the females choose their husbands anew with each clutch. Many kobold females clutch with the same husband year after year and form semi-stable families, but marriage for life is not a tradition among the race. As the female becomes heavy with eggs, she and the husband mate (the mysteries of which are best passed over quickly), and the female begins to 'clutch'.

A clutching female withdraws from society for a period of about three months, building a lair protected by traps, vicious monsters (often vermin swarms or giant weasels), and by secret doors and labyrinths, if possible. The clutching female makes huge demands on the food-gathering ability of her husband, and she can be quite dangerous if hungry. Kobold storytelling is filled with humorous and horrifying stories of unlucky husbands killed and eaten by their ravenous mates! These are likely exaggerations.

Egg laying is an important ritual in many kobold societies, and elderly females past reproductive age known as egg-witches work as midwives and diviners. During egg laying, the egg-witch notes the color and patterns of mucus on the eggs and makes pronouncements. After laying, the female guards and warms the two to eight eggs for two months. The young hatch without any help from the parents, and are able to walk and speak short phrases within hours of hatching.

THE CLUTCH

Oddly enough, females and males lose much of their interest in their children once hatching has occurred. With an average of four active six-inch tall hatchlings running about, the lair becomes crowded indeed, and the indifferent parents shoo the children out when they are not sleeping. Most kobold parents provide one meal a day to their hatchlings, but fully expect at least half of the children to not survive their first two years on their own.

Groups of kobold siblings of a similar age and strength band together on the streets, in groups often called either egg clutches or litters. They fight off rats, giant insects and older hatchlings, but not without loss. Some who are regularly harassed by hatchling bands leave out poisoned foodstuffs or set traps to rid themselves of the young.

Most adults consider hatchlingsa verminous burden that other kobolds must bear. Kobolds believe that this prevents overpopulation and culls out the weak and inept. Generally, kobolds believe that if they had to survive as a hatchling, the next generation should as well. In a very real way, every young kobold is an orphan.

APPRENTICESHIP AND ADULTHOOD

After three to four years as a hatchling, a young kobold has done most of her growing, though they will not be sexually mature for another five or so years. At the age of 4, the incredibly strong bonds of loyalty to their hatchling pack often start to fray, and the kobold seeks to join adult society. Sometimes, the survivor builds a relationship with one or another of their birth parents and learns from them. Others aggressively pursue apprenticeships to elder kobolds, fighting and assassinating other adolescents to assure their place.

During this time, adult and adolescent kobolds can forge tight bonds, often referring to each other as parent and child whether this is biologically true or not. Kobold kings and nobles often recruit adolescents directly into their armies or work-gangs at this time, and the young become fiercely loyal to their organization.

Depending on its situation, an adult kobold lives its nights as a hard worker or desperate scavenger. For

kobolds are nocturnal creatures, feeling woozy and halfblind in the light of the sun, which puts them in a mood for sleep. A kobold who survives to adulthood can look forward to four or five more decades of vitality before age slows them down. Kobolds of the lower classes, miners and warriors, are often rowdy and pushy, addicted to alcohol and gambling on rat-fights or cards. Where they exist, more educated kobolds often seek to emulate the wealthier races they live among, and cultivate a distinctly middle-class air.

OLD AGE AND DEATH

Few kobolds reach elderly years, as the rigors of a life spent at such an intense pace bring ill health and injury, and the years are not kind to the elders. Those who do survive into their seventh or even eighth decades are looked upon as sources of wisdom, and they often command dark powers of witchcraft or sorcery—or at the very least, claim such powers. Among the most revered of the race are the eggseers, elderly kobold women who oversee the laying of eggs, and who read fortunes from their shells.

Still, for those kobolds who lack wealth or magical knowledge, old age is often a time of poverty and want, and many poor old beggars wander the kobold ghetto or sit huddled at the gates to the mines, begging for alms. Winter is a bad time for these wretched folk, and they often are found dead after the coldest nights. Kobold whose close relations can afford burial or cremation often do so, though the race's funeral arrangements vary widely. Others end up in mass graves or have darker fates.

KOBOLDS AND RELIGION

As hatchlings, kobolds try anything and everything to give themselves an edge as they roam in search of food and safety. Many a kobold, facing down a hungry junkyard dog or staring longingly at an unreachable delicacy, has offered their allegiance to Mammon. Perhaps they cried out to Veles for succor. Unfortunately for kobolds, this means that the arch-devils Mammon and Titivillus have gorged themselves on the thin meat of kobold souls, and they are not terribly interested in more. Ensnaring the desperate is easy work.

The legions of tempters and pact-making devils and demons largely ignore the powerless scaly folk, knowing that kobolds corrupt themselves for free. Some kobolds become desperate and serve dark masters with mad bravado, trying to earn their notice. Others become very irreligious, putting little stock in the gods who have no time for them. Still other kobolds worship regularly, just in case, while fully expecting the uncaring brutality of the gods. It is only the wealthy and heroic among the kobolds who are pursued by devils and demons.

Kobolds themselves have a legion of least devils and demons that they worship, beings so petty that the other races barely notice them. These petty creatures include such minor horrors as Luviglab, Demon of Rusty Nails, and Mailiasgha, Maiden of Foul Odors. Hundreds of other representations of the common ills that plague kobold existence also gather at least a few followers, and some have what might be called a place in the kobold mind: Demarrus, patron devil of failed traps (deeply feared), or Red-Clawed Koledra, demon queen of foiled ambushes.

Whether these creatures even exist is a matter of debate among scholars, but kobolds propitiate these minor demons at tiny shrines within their communities. To them, it's obvious that these are spheres of great import among kobolds. Other races simply overlook these rites and powers, as they overlook so much else.

SCALED MASKS: GODS OF THE KOBOLDS

Kobolds are nothing if not flexible, and they happily take up the worship of the local mask of a god when living among other races. This means that a kobold in the Dragon Empire will worship Veles, while his distant cousin in the north will happily worship Jörmungandr. It's simply the polite thing to do.

Being pragmatic, kobolds see through the masks of the gods better than many suspect. Power is power. Still, some archetypical kobold gods exist among the scaled folk, especially those whose domains involve the private spheres of reproduction and family. These masks may seems strange to those who know them by other names.

CLUTCHMAW AND DEFTSNARE

Mated siblings and Gods of Passion, Reproduction, Hunting, Farming and Lair Defense. Patron of Trapsmiths and Food-Gatherers, and Patroness of Clutching Females

CLUTCHMAW

- CLUTCHMAW DOMAINS: Community, Charm, Earth, Protection, Strength
- **CLUTCHMAW SUBDOMAINS:** Family, Home, Defense, Love, Caves, Ferocity

ALIGNMENT: Chaotic evil

FAVORED WEAPON: dagger

Clutchmaw is the hungry mother, the defender of the clutch. She is violent, unreasonable, brutal, and fierce, all in protection of her clutch of eggs. Clutchmaw creates an unimaginably intricate web of defenses around her lair on the plane of rust, using traps, deadly vermin, and powerful magic to seal herself and her great clutches of eggs away.



It is only her long suffering brother-husband, Deftsnare, who dares approach her. Deftsnare labors long and hard across the plains to bring her the exotic and rare foodstuffs and materials she demands. He knows that, should he fall short, Clutchmaw will happily devour him in place of what he failed to bring.

DEFTSNARE

- **DEFTSNARE DOMAINS**: Artifice, Community, Nobility, Travel, Trickery
- **DEFTSNARE SUBDOMAINS:** Ambush, Family, Martyr, Thievery, Toil, Trap
- ALIGNMENT: True Neutral
- FAVORED WEAPON: Shortsword

Deftsnare is the great provider who scours the spirit world

to bring his wife the delicacies she demands. He is a master scavenger and a master hunter, and also a thief, trapsmith, and trickster. Deftsnare will do what he has to do to provide for his eggs and hatchlings. He is terrorized by his demonic wife, but loyally continues to provide for his family.

Many claim that Clutchmaw and Deftsnare are merely masks of Yarila and Porevit, twisted to the strange needs of the kobolds. Others say that Clutchmaw's demoniac hunger makes her a mask of Mordiggian, the ghoul goddess, somehow fused with aspects of Freyja.

WORSHIPERS: Nearly all kobolds revere these gods of birth and parenthood. Hatchlings call to them for sustenance and protection, while kobold parents worship them in hopes of a successful clutch. Their priesthood consists of kobold midwives, often elderly females, who often double as witches and clerics. Rogue-clerics of Deftsnare and barbarian-clerics of Clutchmaw are common as well, serving their gods by helping clutching kobolds to survive and thrive. A few male clerics provide a counterpoint as tricksters and wandering mendicants of the faith.

HOLY BOOKS: These gods have no holy text, only oral traditions passed down from midwife to midwife. Recently, printed manuals on preparing clutching

lairs have appeared in Zobeck and are the closest thing to a holy book of the pair.

WHAT DEFTSNARE AND CLUTCHMAW DEMAND: Make sacrifices of food, trap materials and giant vermin to ensure a successful clutching. Ensure that clutches are well defended and blessed by their priesthood. Always bring an egg-seer or midwife for the egg laying to read signs.

OTHER GODS OF THE KOBOLDS

Kobolds worship Veles the World Serpent in a hundred different masks. The revered ancestors of many kobolds are Veles in one form or another, for he is the great ancestor of all the scaled kind. Many kobold cults combine the worship of the World Serpent with the worship of mythical ancestors.



Another god commonly venerated is Skutzel, or 'Lipstitch', widely considered to be a mask of Loki. In statues and songs, she is always shown as an attractive, fastidiously clean kobold in finely wrought blue scalemail that makes no sound, Skutzel's visage is only marred by the scars that remain from having his mouth sewn shut by Deftsnare after chiding him over Clutchmaw's temper.

Skutzel is portrayed as the patron of the young and desperate, the particularly clever, the mad, and those who seek victory against long odds. He sometimes whispers to the souls of those who narrowly avoid death, inspiring the acts of mad bravery—and moments of inexplicable cowardice—that they sometimes display thereafter. Kobolds bards tell excellent stories of his many triumphs over haughty humans, dwarves, and the elfmarked. These masks can be treated as Loki from the Midgard campaign setting.

Some worship of Skutzel bears aspects of not just Loki but Mammon as well. Certainly, there are many shrines and priests to many varied faiths of greed, 'the Cult of Gilded Kobold' or 'the Way of the Golden Egg'. Kobolds seek wealth as a means to safety and power, and Mammon has many scaled followers, so many that he does not value them greatly, and does little for them.

Chernovog is worshipped by many kobolds as the embodiment of the terrible, kobold-devouring dangers of the world. They make animal sacrifices to the lord of monsters to avoid ending up as prey themselves. Priests of Chernovog within kobold communities do a booming business, and they often leave out tidbits for kobold hatchlings, drawing them into the temple never to be seen again. His aspect as lord of betrayal and the night is also attractive to the more ambitious and bloodthirsty kobolds.

Kobolds are often desperate for power, and so turn to dark gods like the Black Goat of the Woods, serving uncaring masters in bloody cults. The more civilized communities tend to root out and destroy these worshipers, but for each cultist destroyed, there is another desperate hatchling looking for an edge.

Cults of Mordiggian and Sarastra flourish among the kobolds. Thieves and spies worship the Kobold Mother of Night, an aspect of both of these gods. Clerics of the Kobold Mother of Night must choose either the portfolio or Mordiggian or Sarastra, but see these gods as two aspects of a nameless, shadowy kobold female who wanders the wild places in the deep of night.

In the Free City of Zobeck, a thriving kobold middleclass of gearworkers, tinkers, smiths and merchants swarm the temples of Volund and Rava. The dwarven and human worshipers and clergy of these faiths look a little askance at these scaled devotees, but their coin and loyalty have been proven good in the decades since the revolution. Some kobolds have re-imagined Volund into a devious kobold trapmaker, much to the chagrin of his dwarven followers. Rava is honored as the Scrap Queen, who creates useful machinery from waste materials and life from scrap metal.

KOBOLDS IN MIDGARD

Many kobolds labor in slavery. While cunning and tricky, the sheer availability of kobold slaves has made them the workers of choice for mining, manufacturing, and even agricultural labor in the Dragon Empire and elsewhere. Slave kobolds are cheap to buy and can be worked to death with little consequence. This has spread the race far across the surface of the world and deep into its depths, but it has also led to a paranoia among free kobolds about being enslaved. Kobolds are patient and intelligent enough to wait until their masters are weak and distracted. Tales of bloody, horrible slave revolts send chills down the backs of slave owners and hearten their kobold slaves.

In the Empire of the Ghouls, kobolds are seen as the lowest type of sentient flesh. Most darakhul and iron ghouls will not touch kobold meat, which is cheap and plentiful in the Ghoul Kingdom. It's considered a low-class meal for servant and beggar ghouls, and common rations for the enlisted ghoul-troops.

KOBOLDS IN ZOBECK, LORDS OF THE GHETTO

The Kobold Ghetto, a warren of streets no more than six feet wide (at best), lies between the Argent and Derry rivers. Throughout most of its streets, roofs meet overhead to keep out the worst of the sun for those nocturnal inhabitants who must venture out during daylight. The Ghetto has only two entrances, the Ghetto Gate and the Water Gate, each carefully watched from both sides. A set of multiple kobold "kings" or tribal chieftains rule the district, each of which has power so long as he keeps his relatives and minions in line.

One king, the King of Kings, holds the others in check until their united strength undercuts him; King Kuromak recently ousted Brandorek, the 12th of that name, to claim the leading position. Few kings last more than a decade. Some barely last a year.

More than 80 years ago, the kobolds were slaves to House Stross, and the Ghetto was their pen. They were chattel, used by the thousands to do the dirtiest and most dangerous jobs, so that humans and dwarves could work at fine crafts and live comfortably. Kobold slaves mined silver, built clever clockworks, and worked deadly steam boilers for the constructs and automatons that fueled Zobeck's industry.

History largely ignored them, but some believe the kobolds helped invent the everwound spring (see Advanced Races: Gearforged for details), the aeolipile generator (a steam engine used in places where water or muscle power won't suit), and the reciprocating balance wheel. These inventions laid the foundations for Zobeck's fame, and these centuries of enslavement form an indelible part of the kobold's culture, despite their (relatively) short lives, no kobold in Zobeck has ever forgotten.

Now, the Ghetto is a place of free kobolds, the legal

equal of any man or woman of the Clockwork City. They remain a people apart, however, physically, culturally, and habitually. The single biggest obstacle is their nocturnal nature. Kobolds labor all night and return home before dawn to spend the day in sleep and rest before venturing back out shortly before sunset.

LITTLE MASTERS OF MHAROT

In the Mharoti Empire, kobolds form a large middle class known as the kobaldi, and some even own human and dwarven slaves. Here, kobolds carry themselves upright, see themselves as naturally superior to the hairy races, and swagger about their business. Mharoti kobolds loudly demand the respect of others, some forcing taller slaves to kneel or crawl in their presence. Mharoti kobolds greatly disconcert those used to the paranoid and sniveling kobolds found in the rest of Midgard, but that same behavior is shown by the kobaldi towards their rightful dragon masters. And of course, some kobolds are kept as slaves, even in the dragon lands.

They do much of the same work as the *jambuka* (furred folk), with one important distinction: they are scaled folk and thus full citizens of the Dragon Empire, with all the protections and benefits of its scaly-favored laws. They rarely let the furred folk forget the kobalds' superior status, and they always strive to point out their draconic blood and their ties to an important noble draconic house.

Kobold weavers and miners are especially skilled and have a strong, clawed grip on these guilds in the Dragon Empire.

In war, the kobolds are archers, sappers, engineers, and massed light infantry. They fight with great devotion, though often with little effect unless they have a massive numerical superiority.

KOBOLDS IN THE UNDERWORLD; LILLEFOR AND THE EMPIRE OF THE GHOULS

Kobolds know that they are creatures of the deep underworlds, and every kobold urchin in the world above dreams of visiting the great cities of the kobolds deep underground. Places like Lillefor, where rich kobold merchants lord over a rich city sized and designed for their own kind and free of demanding humans and savage dragon-kin. Kobolds live better in the underworld, at least the wealthy ones.

The merchants of Lillefor have grown rich on the expansion of the ghoul empire. The kobolds sell to both sides of the war, providing slave meat to the ghouls, and protective magics and weapons to the other deep-earth races. The usefulness of the kobolds, and the ghoulish prejudice against eating kobold meat helps the traders of Lillefor to remain off the dinner plate.

Of course, the sad truth is that most kobolds here are slaves, as elsewhere, and the value of kobold life nearly as low in the deep realms as it is on the surface. Kobolds are widely used as labor and slave soldiers in the endless wars in the deep, and waves of kobold beggar ghouls are sometimes used to soften foes up during the wars of the ghoul empire.

KOBOLDS AS PLAYER CHARACTERS

Kobold names usually consist of a given name and a sobriquet, or descriptive name.

SOBRIQUET TRAITS

Kobolds are given names by their peers that embody their essential nature. These can be badges of past feats of derring-do, recognition of unique features, or reminders of embarrassing failures. At character creation, a player can select from the sobriquet trait type, and use one of the related sobriquets as part of her character's name. Several sobriquets are noted with each trait so players can pick one they like.

- **Crooktail**: +1 to Reflex saves to avoid traps, after you had a body part permanently broken by a trap in youth. Other sobriquets: Bendtail, Crackclaw, Nothumb, Wrongtooth.
- **Dirtskulker**: Even for a kobold, you are stealthy. +1 bonus to Stealth checks, and Stealth becomes a class skill if it was not already. Grayshade, Nightlurker, Sneakglass, Lurkfang.
- Dwarfhater: +1 to hit and damage a member of a common race or animal species (GM's discretion).Other sobriquets: Elfhater, Gnomekiller, Gnometrapper, Mangrinder, Mangutter.
- **Gearcobble**: You gain a +1 to Craft (clockwork) rolls (see the Player's Guide to the Crossroads for full skill details). Craft (clockwork) becomes a class skill for you if it is not already. Nosprocket, Splitgear, Gearclaw.
- **Ghostsnare**: You have a natural talent for making vicious traps. You gain a +1 to Craft (traps) and this is always a class skill for you. Other sobriquets: Trapmangler, Trashsnares, Spikesnare.
- **Gnomesniffer**: +2 Perception to detect members of a given common race or animal species (GM's discretion). Pick this race at creation and it must be suggested by the kobold's sobriquet. Example sobriquets: Mansniffer, Dwarfsniffer, Gnomeeye, Gnometaster, Ratkiller.
- **Goldscale**: +2 to Diplomacy due to your lovely features and diplomacy is always a class skill for you. Other sobriquets: Silvershade, Silverscale, Goldeye, Dragoneye.

Gougeeye: You have a talent for performing the dirty

trick maneuver. By use of acidic spittle, or pokey digits, you may undertake a dirty trick action without any special equipment to blind or sicken an opponent. You also gain a +1 inherent bonus to dirty trick rolls. Other Sobriquets: Gemspit, Gougespleen.

Lumpback: You are unpleasant to look upon, but your

deformity lends you toughness. -2 to Diplomacy and Bluff skill checks, but a +1 to fortitude saves. Other sobriquets: Splitclaw, Wrongface, Paleclaw, Noscale.

Scraplure: You are fascinated by what others cast aside, and make masterpieces from junk. +1 to any rolls to Craft checks when using a large supply of debris or scrap.

KOBOLD NAMES

Below is a percentile table of possible names. You may roll 4 times to get a completely unique name, or once for a quick kobold name. These are just suggestions, as both name and sobriquet can vary widely.

% ROLL	NAME ROOT	NAME SUFFIX (MALE OR FEMALE)	SOBRIQUET FIRST WORD	SOBRIQUET SECOND WORD	POSSIBLE TRAIT
1	An	o (m)	Scrap	lure	Scraplure
2	Ak	ana (f)	Trick	stealer	
3	Ar	etek (m)	Black	tongue	
4	Bak	a (f)	Bruise	ear	Crooktail
5	Bok	to(m)	Rust	gear	Gearcobble
6	Bir	ila (f)	Pale	scuttle	Dirtskulker
7	Cor	erek (m)	Damn	heart	
8	Dat	ta (f)	Foul	tooth	Gougeeye
9	Dot	o (m)	Lurk	fang	Dirtskulker
10	Dir	ana (f)	Blood	knuckle	Crooktail
11	Ek	etek (m)	Gear	cobble	Gearcobble
12	Ej	a (f)	Blind	squeal	Crooktail
13	Fik	to(m)	Shade	dodger	Dirtskulker
14	Fat	ila (f)	Ghost	snarer	
15	Fad	erek (m)	Egg	runner	
16	Gat	ta (f)	Slay	meat	
17	Gak	o (m)	Gouge	eye	Gougeeye
18	Gok	ana (f)	Trap	mangler	
19	Goj	etek (m)	Snare	toe	
20	Hir	a (f)	Copper	belly	
21	Hid	to(m)	Silver	claw	Goldscale
22	Hod	ila (f)	Lead	spike	
23	Hur	erek (m)	Gold	scale	Goldscale
24	Ik	ta (f)	Bronze	egg	Goldscale
25	Ir	o (m)	Spit	father	and the second
26	Id	ana (f)	Clock	slayer	Gearcobble
27	Jiro	etek (m)	Drake	scale	
28	Jat	a (f)	Dog	tricker	Gnomesniffer
29	Dok	to(m)	Rat	killer	Dwarfhater
30	Jok	ila (f)	Clutch	shards	A Constant of the
31	Kor	erek (m)	Spike	snares	
32	Kak	ta (f)	Glass	scale	
33	Kat	o (m)	Cobble	gouger	Gougeeye
34	Kid	ana (f)	Brick	scrapper	
35	Kur	etek (m)	Hate	blade	
36	Lak	a (f)	Bite	warrior	

% ROLL	NAME ROOT	NAME SUFFIX (MALE OR FEMALE)	SOBRIQUET FIRST WORD	SOBRIQUET SECOND WORD	POSSIBLE TRAIT
37	Lor	to(m)	Rend	picker	
38	Mip	ila (f)	Wrong	sneeze	
39	Mak	erek (m)	Catch	claws	Gougeeye
40	Mik	ta (f)	Twist	hustle	
41	Maj	o (m)	Gnarl	legs	Crooktail
42	Nak	ana (f)	Weasel	eater	Gnomesniffer
43	Nod	etek (m)	Man	gutter	Dwarfhater
44	Noz	a (f)	Dwarf	hunter	Gnomesniffer
45	Nop	to(m)	Horse	gouger	Dwarfhater
46	Ob	ila (f)	Trash	snares	
47	On	erek (m)	Waste	warren	Scraplure
48	Od	ta (f)	Scrap	jaw	
49	Or	o (m)	Hatchet	runner	
50	Pok	ana (f)	Knife	liver	Gougeeye
51	Por	etek (m)	Cold	brick	
52	Pat	a (f)	Sleet	scramble	
53	Pad	to(m)	Bottle	sprocket	
54	Paj	ila (f)	Bent	finger	Crooktail
55	Qak	erek (m)	Crook	tail	Crooktail
56	Qit	ta (f)	Catch	wizard	
57	Qaj	o (m)	Crush	hatchling	Wrongsneeze
58	Quat	ana (f)	Lizard	face	Lumpback
59	Rak	etek (m)	Gnome	snare	Dwarfhater
60	Rok	a (f)	Junk	runner	Gearcobble
61	Rij	to(m)	Gem	spit	Gougeeye
62	San	ila (f)	Choke	mother	Gougeeye
63	Rop	erek (m)	Lump	neck	Crooktail
64	Ror	ta (f)	Flay	head	Crooktail
65	Sok	o (m)	Vermin	breath	
66	Sod	ana (f)	Skull	thief	
67	Soj	etek (m)	Nail	priest	
68	Sat	a (f)	Slate	scraper	
69	Тој	to(m)	Tin	finger	Gearcobble
70	Tak	ila (f)	Worm	snout	Lumpback
71	Tod	erek (m)	Grub	grinder	
72	Tap	ta (f)	Night	lurker	Dirtskulker
73	Uk	o (m)	Muck	scour	
74	Ur	ana (f)	Dirt	skulker	Dirtskulker
75	Vap	etek (m)	Gristle	back	Crooktail
76	Vip	a (f)	Pig	kicker	Dwarfhater
77	Vad	to(m)	Gutter	ghost	Dirtskulker
78	Wid	ila (f)	Sneak	glass	Dirtskulker
79	Wad	erek (m)	Grit	bone	Lumpback
80	Wij	ta (f)	Ooze	scale	Lumpback
81	Wik	to(m)	Troll	clutcher	Gnomesniffer
82	Wak	a (f)	Crumble	drake	Wrongsneeze

% ROLL	NAME ROOT	NAME SUFFIX (MALE OR FEMALE)	SOBRIQUET FIRST WORD	SOBRIQUET SECOND WORD	POSSIBLE TRAIT
83	Wod	o (m)	Notch	Tooth	Crooktail
84	Wat	ana (f)	Crack	egg	Wrongsneeze
85	Xik	etek (m)	Nick	Tongue	1. 3. 3. 4. 7. 7. 7. 7. 7. 7. 7. 7. 7. 7. 7. 7. 7.
86	Xak	a (f)	Flay	Gnome	Dwarfhater
87	Хој	to(m)	Spring	Twister	Gearcobble
88	Xor	ila (f)	Double	Scratch	
89	Xir	a (f)	Half	Thumb	Crooktail
90	Xob	erek (m)	Crook	Tail	Crooktail
91	Xab	ta (f)	Split	clock	Gearcobble
92	Zij	Ana	No	thumb	Crooktail
93	Zik	o (m)	Blood	Spoil	Wrongsneeze
94	Zak	ana (f)	Moss	scrapper	
95	Zuk	etek (m)	Gray	shade	Dirtskulker
96	Zib	a (f)	Stretch	Lair	1. 1. 1. 1.
97	Zab	to(m)	Gouge	Spleen	Gougeeye
98	Zor	ila (f)	Hunt	Worm	
99	Zan	erek (m)	Lead	Trapper	
00	Zij	ta (f)	Bone	tracker	Red Street



ALTERNATE RACIAL TRAITS

The following racial traits can be substituted for existing racial traits, with GM permission.

- Acclimatized: Kobolds who live on or near the surface occasionally adopt diurnal habits. Over time, they grow accustomed to bright sunlight, though this acclimatization diminishes their darkvision and earns them the contempt of kobold traditionalists. Kobolds with this racial trait have darkvision only to a range of 15 feet, but lose their light sensitivity. This racial trait replaces light sensitivity and modifies the darkvision racial trait.
- **Born Slave**: Most other races regard kobolds as mere nuisances, but some societies have been known to enslave nearby tribes. Entire generations of kobolds live and die in chains, laboring as miners and craftsmen for ruthless overlords who treat them little better than animals. The kobolds who survive past childhood grow up tough and inured to pain and discomfort, but the burdens of heavy labor leave them hobbled and arthritic. Kobolds with this racial trait gain the Endurance feat at 1st level, but they have a base movement speed of 20 feet. This racial trait modifies a kobold's natural movement speed.
- **Braggart**: All kobolds possess egos outsized for their stature, but some—particularly those with powerful allies or sufficient strength of their own—truly epitomize the notion of self-regard. They scoff at caution (at least while they have the upper hand) and are not nearly as skittish as their kin. Kobolds with this racial trait do not receive a size bonus on Stealth checks, but receive a +2 racial bonus on saving throws against fear and add +2 to the DC of Intimidate checks made against them. This racial trait modifies a kobold's size bonuses.
- **Deckhand**: In seafaring cities and nations, young urban kobolds are frequently pressed into naval service as menial labor, lacking the physical strength or political clout to resist impressment. While not technically slaves, these kobolds may spend years at sea before managing to secure their release. Kobolds with this racial trait gain a +4 racial bonus to Profession (sailor) checks, and receive a +2 racial bonus to initiative checks when aboard ship. This racial trait replaces crafty.
- **Dragon Blooded**: Those kobolds lucky enough to be born within a few generations of a draconic ancestor express a strong natural talent for magic and a marked affinity for dragonkind. Kobold sorcerers with the draconic bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities, and cast *form of the dragon I, II*, and *III* at +2 caster level. This racial trait replaces crafty.
- Miasma Tolerance: Kobolds who work deep within cramped mines are frequently exposed to toxic gases and volatile compounds, and this exposure bolsters

an already robust resistance to such poisons. Kobolds with this racial trait gain a +4 racial bonus on Fortitude saving throws against inhaled or ingested poisons. This racial trait replaces armor.

Sharp Nose: A kobold's sense of smell is generally sharper than a human's, but there are those whose olfactory acuity rivals that of their draconic cousins. Kobolds with this racial trait gain the Scent ability. This racial trait replaces crafty.

KOBOLD FEATS

Kobolds have access to the following feats.

BANK SHOT (COMBAT)

Cover is no protection.

Prerequisite: Precise Shot.

Benefit: By taking a –4 penalty to your attack, you can bounce a sling stone off a hard object or armored creature to attack a target behind cover or not in your direct line of sight. A hard object is required for this attack.

BATTLEFIELD SCAVENGER (COMBAT)

You collect a bit of battlefield debris to aid yourself.

Prerequisite: Combat Expertise.

Benefit: You may retrieve an unattended item in a square adjacent to you as a swift action.

Normal: Picking up an unattended item is a move action.

BLACK SWAN (RACIAL)

You stand as a rare example of courage among your more timid peers, and your stoutheartedness serves as a surprise to foes who expect you to flee from them.

Prerequisite: Kobold.

- **Benefit:** When you resist an opponent's fear effect or an attempt to demoralize you using the Intimidate skill, that opponent becomes flat-footed until the end of your next turn.
- **Special:** This feat only applies the first time during an encounter that you resist a fear effect or the Intimidate skill. Opponents who are already familiar with your demeanor may not be affected.

BREATH WEAPON

You gain the breath weapon ability of your draconic forebears.

Prerequisites: Dragonkin or kobold, BAB +5 or higher, ability to cast divine or arcane spells.

Benefit: You gain a breath weapon that affects a 30-ft. cone. You must choose one of the elemental damage types (acid, cold, fire, or electricity); once chosen, the type of damage may not be changed. You deal 1d6 damage for every two spellcaster levels you possess. Reflex save for half damage. DC is 10 + 1/2 character level + Con modifier. You can use this attack once per day + Con modifier as a standard action.

KOBOLD FEATS



FEATS	PREREQUISITES	BENEFITS
Bank Shot*	Precise Shot	Take penalty to ranged attack bonus to attack target behind cover
Battlefield Scavenger*	Combat Expertise	Retrieve unattended adjacent object as a swift action
Black Swan	Kobold	Opponent becomes flat-footed when you resist their fear effect or intimidation attempt
Breath Weapon	Dragonkin or kobold, ability to cast divine or arcane spells, base attack bonus +5	Gain breath weapon of chosen elemental type
Cheap Shot*	-	Successful attack vs. opponent denied their Dexterity bonus to AC inflicts bonus damage
Climbing Claws	Dragon, dragonkin, drake, or kobold, Climb 5 ranks	+4 feat bonus to Climb checks, climb at half your land speed without penalty, retain Dex bonus while climbing, and no circumstance bonuses to attack you
Collapse Crawler	Dex 15, kobold	+4 competence bonus to Escape Artist checks to move through tight spaces, required movement time is halved
Eye Gouge*	Cheap Shot	Successful attack vs. opponent denied his Dex bonus to AC may temporarily blind opponent
Fang Breath*	Kobold, Draconic Breath, Tooth and Claw	Successful bite attack enables breath weapon use vs. opponent as an immediate action
Graft Clockwork	Heal 5 ranks, Knowledge (clockwork) 5 ranks	Create clockwork grafts and apply them to other living creatures and yourself
Improved Bank Shot*	Bank Shot	Bank Shot with no penalty
Kobold Trap Crafter	Kobold	+4 circumstance bonus on Craft (alchemy), Craft (carpentry), Craft (stonemasonry), and Craft (traps) skills dealing with traps inside kobold warrens or ghetto, +2 elsewhere
Language of Magic	Kobold, ability to cast arcane spells, native speaker of Draconic	Cast arcane spells with only verbal components by speaking in Draconic while doing so, without provoking attacks of opportunity. +1 to CL when casting bloodline spells of draconic or kobold bloodline
Little Nipper	Kobold, must be taken at 1st level	Gain a bite attack that deals 1d4 +Str modifier
Low Blow*	Cheap Shot	Successful attacks vs. opponent denied their Dex bonus to AC leaves them nauseated
Miasma Immunity	Con 13, kobold, Profession (miner) 5 ranks, Miasma Tolerance	Gain immunity to inhaled and ingested poisons
Run the Ghetto's Gauntlet	Kobold, born and raised in the Ghetto	+2 circumstance bonus on Disable Device and Perception checks vs. traps
Safety in Numbers	Kobold	+1 morale bonus to saving throws vs. fear, +1 to DC of Intimidate checks to demoralize you for every friendly kobold nearby
Sling Anything*	-	No penalties for improvised ammunition. +1 circumstance attack or defense bonus when slinging splash weapons
Small but Fierce	Kobold	Use Dex to modify attack and damage bonuses when using ligh or one handed melee weapons. Does not stack with weapon finesse
Swift Bypass	Kobold, trapfinding class feature	Disable and bypass simple devices, normal locks as a standard action, complex devices as a full-round action
Tall Tail*	Kobold	Trip adjacent opponent in place of melee attack
Tooth and Claw*	Kobold, base attack bonus +1	Gain bite attack and two claw attacks
Trap Savvy	Kobold, Dodge	+2 dodge bonus to AC and saving throws vs. traps
Triumphant Malice*	Kobold	Gain temporary hp equal to your hit dice, +1 morale bonus to AC, attack, and damage rolls for one minute after reducing helpless opponent to 0 hit points.
		Successful attack vs. opponent denied his Dexterity bonus to

* This is a combat feat and can be selected as a fighter bonus feat.

CHEAP SHOT (COMBAT)

Your willingness to gouge, kick, and strike low blows grants you a dishonorable but useful edge.

Benefit: When you successfully attack an opponent denied their Dexterity bonus to AC, you inflict bonus damage equal to half your base attack bonus, to a minimum of 1. Do not multiply this damage with a critical hit.

CLIMBING CLAWS

Your tough and powerful claws give you advantages when climbing.

Prerequisites: Dragon, dragonkin, drake, or kobold; Climb 5 ranks.

Benefit: You gain a +4 feat bonus to Climb checks. You can climb at half your land speed without taking the accelerated climbing penalty. If you climb at an accelerated rate, you still take the –5 penalty, but can move your full base speed if successful in your Climb check. You retain your Dexterity bonus (if any) while climbing, and opponents gain no circumstance bonuses to attack you.

COLLAPSE CRAWLER

You've crawled out from your fair share of tight spaces.

Prerequisites: Kobold, Dex 15.

Benefit: You gain a +4 competence bonus to your Escape Artist checks to move through tight spaces, and your required movement time is halved (5 rounds/30 seconds minimum).

EYE GOUGE (COMBAT)

You're skilled at blinding opponents. **Prerequisite:** Cheap Shot.

Benefit: When you successfully attack an opponent denied his Dexterity bonus to AC, you may leave him blinded for 1d4 rounds. A successful Reflex save negates this. The DC of this Reflex save is 10 + your Dexterity bonus + your base attack bonus.

FANG BREATH (COMBAT, RACIAL)

You can expel your breath weapon upon an opponent you have bitten, giving them little opportunity to evade.

Prerequisites: Draconic Breath, Tooth and Claw, kobold.

Benefit: After successfully hitting an opponent with a bite attack, you may use your breath weapon on that opponent as an immediate action. It receives a -4 penalty on its saving throw against your breath weapon, and it cannot benefit from evasion or improved evasion. However, your breath weapon affects no other creatures.

GRAFT CLOCKWORK [ITEM CREATION]

You can fuse flesh with clockwork machinery.

Prerequisite: 5 ranks Heal, 5 ranks Knowledge (clockwork).Benefit: You can create clockwork grafts and apply them to other living creatures and yourself. Creating a graft takes 1 day per 1,000 gp in price. To create a graft, you use materials equal to its cost.





IMPROVED BANK SHOT

Your trick shots are as good as your straight ones.

Prerequisite: Bank Shot.

Benefit: You make Bank Shot sling attacks without taking a –4 penalty.

KOBOLD TRAP CRAFTER

You conceive and install traps in your home cave, ghetto, or mine.

Prerequisite: Kobold.

Benefit: You gain a +4 circumstance bonus on your Craft (alchemy), Craft (carpentry), Craft (stonemasonry), and Craft (traps) skills dealing with traps inside any kobold settlement. You get only a +2 circumstance bonus elsewhere.

LANGUAGE OF MAGIC (RACIAL)

Your fluency in a dialect of the draconic language allows you to interweave spells while speaking, casting them without appearing to do so.

Prerequisites: Ability to cast arcane spells, kobold, native speaker of Draconic.

Benefit: You may mask the verbal component of arcane spells you cast by speaking in Draconic while doing so. If a spell does not contain somatic or material components, casting it does not provoke attacks of opportunity. If you use this feat to cast bloodline spells of the draconic or kobold bloodline, you cast them at +1 caster level.

Special: A creature with knowledge of Draconic may identify a spell being cast with this feat by succeeding on a Linguistics check (DC 15 + double the spell level).

LITTLE NIPPER

You gain a bite attack.

Prerequisites: Kobold, must be taken at 1st level.

Benefit: You gain a bite attack that deals 1d4 +Str modifier.

LOW BLOW (COMBAT)

Your underhanded attack can leave a foe reeling, sick, and gasping for breath.

Prerequisite: Cheap Shot.

Benefit: When you successfully attack an opponent denied their Dexterity bonus to AC, you leave them nauseated for 1d4 rounds. A successful Fortitude save negates this. The DC of this Fortitude save equals 10 + your Strength bonus + the damage inflicted.

MIASMA IMMUNITY (RACIAL)

Your unusually hardy constitution, along with long days spent in the depths of mines amidst poison gases and ores, has left you virtually impervious to their effects.

Prerequisites: Constitution 13, kobold, miasma tolerance racial trait, Profession (miner) 5 ranks.

Benefit: You gain immunity to inhaled and ingested poisons.

RUN THE GHETTO'S GAUNTLET

You are from a kobold ghetto and can easily navigate across a trap-filled terrain.

Prerequisites: Kobold raised in a ghetto within a city.

Benefit: You gain a +2 circumstance bonus on your Disable Device and Perception checks made in relation to traps.

Special: If you also have the feat Kobold Trap Crafter, you gain a +4 circumstance bonus instead.

SAFETY IN NUMBERS (RACIAL)

The presence of your kin stirs a fervent courage in your breast, as more targets means you are now far less likely to personally suffer injury.

Prerequisite: Kobold.

Benefit: You gain a +1 morale bonus on saving throws against fear, and add +1 to the DC of Intimidate checks to demoralize you, for each other friendly kobold within 30 feet.

SLING ANYTHING (COMBAT)

You can use any on-hand item as a sling projectile.

Benefit: You suffer no penalties when slinging any improvised ammunition. You receive a +1 circumstance attack or defense bonus when slinging splash weapons.

SMALL BUT FIERCE

As a kobold, you are able to stab them where it hurts most. **Prerequisite:** Kobold.

Surviving among stronger and larger races, kobolds have learned to be vicious and cunning in their combat tactics. Kobolds with this feat use their Dexterity to modify their attack and damage bonuses when using light or one handed melee weapons. Low Strength still reduces the damage, but it does not affect the attack roll. This feat does not stack with Weapon Finesse.

SWIFT BYPASS

You are skilled at disabling traps.

Prerequisites: Kobold, trapfinding class feature.

Benefit: You may disable and bypass simple devices and normal locks as a standard action and complex devices as a full-round action.

Normal: Disabling simple devices and locks takes a fullround action and doing so to complex devices takes 1d4 to 2d4 rounds.

TALL TAIL (COMBAT)

You can trip an enemy with your tail.

Prerequisite: Kobold.

Benefit: You can attempt to trip an adjacent opponent with your tail in place of a melee attack.

TOOTH AND CLAW (COMBAT, RACIAL)

You have learned how to put your strong jaws and sharp claws to good use in combat.

Prerequisites: Little Nipper.

Benefit: You gain a stronger bite attack and two claw attacks. Your bite attack is a primary natural attack that inflicts 1d4+Strength bonus points of piercing damage, and the claw attacks are secondary natural attacks that inflict 1d3 points of slashing damage.

TRAP SAVVY (RACIAL)

Your aptitude and experience with all manner of traps allows you to more readily avoid and extricate yourself from their effects.

Prerequisites: Dodge, kobold.

Benefit: Against traps, you gain a +2 dodge bonus to AC and saving throws.

TRIUMPHANT MALICE (COMBAT, RACIAL)

Having long suffered oppression, you feel a dark and giddy

glee whenever you have the opportunity to turn the tables and crush a helpless foe.

Prerequisite: Kobold.

Benefit: Whenever you reduce a helpless opponent to 0 hit points, you gain temporary hit points equal to your hit dice or level, and you gain a +1 morale bonus to AC, attack rolls, and damage rolls for one round/level.

UNDERHANDED STRIKE (COMBAT)

Your cheap shots are lethal.

Prerequisites: Cheap Shot, base attack bonus +6.

Benefit: When you successfully attack an opponent denied his Dexterity bonus to AC, your attack is considered a critical threat regardless of your die roll. You must still confirm the critical.

KOBOLD ARCHETYPES

The following archetypes are available to kobolds, featuring their strengths in trickery and strange magic, as well as an unusually brave archetype.

ARCANOMECHANIST (ALCHEMIST)

Almost every major kobold tribe boasts a handful of sorcerers as well as experts skilled in engineering, but the rare and crafty arcanomechanist seamlessly melds the two disciplines, uniting in one person all of the greatest strengths and talents of the kobold race. Arcanomechanists are master synergists, using devices and magic in equal measure to enhance their capabilities and those of their allies.

CLASS SKILLS: An arcanomechanist removes Knowledge (nature) from his class skill list, and adds Knowledge (engineering) in its place.

ENGINEERED SOLUTIONS (SU): An arcanomechanist combines engineering and magic to build fantastic devices that can produce strange new magical effects. These magical effects function similarly to a standard alchemist's extracts, with some important differences.

Instead of crafting extracts, an arcanomechanist creates minor mechanical devices and charges them with magical potential to produce their effects. These devices can be anything at all, though they have negligible weight and are small enough to be held in one hand, worn about the neck, or wrapped around a wrist. Their appearance is often deceptively plain.

The arcanomechanist keeps the diagrams for his devices in a schematic book. Like a standard alchemist, he must consult his schematic book when creating a device. Once a device is created and infused, the magic that powers it lasts for 24 hours or until activated; creating and infusing such a device takes one minute of work per schematic level.

Once created, a device may be used by anyone, and activating a device is a standard action that provokes attacks of opportunity. An activated device produces a spell effect that exactly duplicates the spell its schematic is based on, with the creature that activated the device considered to be the caster for the purpose of targeting the spell. If the target includes one or more creatures, the creature that activated the device must always be the first target. Once the spell ends, the device becomes nonfunctional.

Devices are typically made using miscellaneous scrap and turnkey widgets; most adventuring arcanomechanists carry their materials and schematic book in a small case analogous to a spell component pouch. To construct a device, the arcanomechanist requires an Intelligence score of 10 + the device's schematic level. The costs for constructing a device are negligible unless it requires a costly material component, in which case the material component must be built into the device upon its creation. Devices made from spells with focus requirements must have the focus built into the device. The devices created with this ability are fragile, and possess hardness 1 and 1 hit point.

The infused magic of any device (and its active spell effects, if it has been activated) immediately end if the device is damaged or if it travels more than 100 feet away from the arcanomechanist who infused it.

This ability replaces alchemy.

ARCANOMECHANICAL AUGMENTATIONS (SU): At 1st level, an arcanomechanist can construct somewhat sturdier mechanical augments that bolster a creature's aptitude in various ways. It takes one hour to construct

damage rolls. At 17th level, it may provide SR 15 or DR 5/adamantine.

At 1st level, the arcanomechanist may sustain only one augmentation at a time; creating a second augmentation immediately renders the first inert. At 6th level, and every five levels thereafter, he may sustain one additional augmentation, to a maximum of four at 16th level. There is no limit to the number of concurrent augmentations a creature may use, but each one requires a separate action to activate. Augmentations that travel more than one mile from the arcanomechanist that created them are immediately rendered inert and useless.

This ability replaces mutagen and persistent mutagen.

MYSTIC CONSTRUCTOR (Ex): At 1st level, an arcanomechanist gains Craft Wondrous Item as a bonus feat, even if he does not meet the prerequisites. When crafting wondrous items, he may use his Profession (engineer) skill in place of his Spellcraft skill. This ability replaces brew potion.

CURSE WARD (Ex): At 2nd level, an arcanomechanist learns how to defend himself against the effects of magic items. He gains a +2 bonus on all saving throws against effects caused by magic items, including personality conflicts with intelligent items. This bonus increases to +4 at 5th level, and then again to +6 at 8th level.

At 10th level, he gains the ability to shrug off the effects of cursed magic items by force of will alone. Once per day, he may make a Will saving throw (DC 10 + the item's caster level) to rid himself of the cursed item; this functions as remove curse, but he may only target himself with the effect. He may add the bonus to saving throws granted by the curse ward ability to this saving throw.

This ability replaces poison resistance and poison use.

MASTER OF ENCHANTMENTS (SU): At 3rd level, an arcanomechanist leverages his knowledge of magical devices to more effectively wield magic items. He gains a +4 bonus on Use Magic Device skill checks, and does not suffer mishaps when failing to activate a magic item blindly.

At 6th level, he may ignore alignment, class, and race requirements when crafting magic items. He may always use any magic item that he himself has crafted, and when doing so, never suffers any penalties for being the incorrect alignment, class, or race.

At 18th level, he may activate any spell completion or spell trigger magic item, even if the associated spell is not located in one of his class' spell lists.

This ability replaces swift alchemy, swift poisoning, and instant alchemy.

BRAVO (ROGUE)

While kobolds are viewed as a cautious and careful race, a few of them are addicted to the thrill of danger. Many young kobolds are attracted to the rough and tumble life

such an augmentation, and once constructed, it remains potent until activated. To be activated, an augmentation must be applied to a creature (bound, inserted, or otherwise worn on the body, though it does not take up any magic item slots), which requires one minute of work. Once it has been applied, its bearer may activate it as a standard action.

At 1st level, the arcanomechanist chooses five skills, and when he constructs an augmentation, he chooses one of these skills. Once activated, an augmentation grants the creature to which it is applied a +4 circumstance bonus on skill checks for that skill for 10 minutes per alchemist level, after which the augmentation burns out and becomes useless.

At 5th level, instead of granting a bonus on skill checks, the augmentation may grant a +2 circumstance bonus to one ability score. At 9th level, it may instead increase the bearer's movement speed by 10 feet. At 13th level, it may instead grant a +4 deflection bonus to AC or a +4 circumstance bonus on weapon attack and of a bravo, strutting about the kobold ghetto with sharp swords and even sharper words, dueling and daring each other on to greater feats of foolishness in search of bravado and renown. Many die, but in their short lives, they commit deeds of derring-do that are talked about for generations.

REQUIREMENT Kobold.

BRAVADO

Bravado is a fluctuating measure of a bravo's ability to perform amazing actions in combat. At the start of each day, a kobold bravo gains a number of bravo points equal to her Charisma modifier (minimum 1). Her bravado goes up or down throughout the day, but it cannot go higher than her Charisma modifier (minimum 1), though some feats and magic items may affect this maximum. A bravo spends bravado to accomplish deeds (see below), and regains bravado in the following ways.

- FIGHTING ONE ROUND OF COMBAT ALONE AGAINST AT LEAST 2 OPPONENTS OR ONE LARGE OPPONENT: If a kobold bravo fights at least 1 full round against two or more opponents whose combined hit dice equal that of the bravo, she gains a bravado point. Only one bravado point per group of opponents can be earned this way. Any spell cast on the opponent or bravo during this round, ranged attacks on opponents or other support (GM's judgment) negates this bonus.
- **INSTIGATING A SINGLE COMBAT WITH AN OPPONENT AT LEAST ONE SIZE CATEGORY LARGER**: If a kobold bravo instigates a duel or single combat with a 'giant' (size Medium or larger) of a HD equal to the total character level of the bravo -1 or more, she gains a bravado point.
- **SUCCESSFUL DARING SKILL CHECK:** If the kobold bravo successfully makes a Slight of Hand, Acrobatics, or Escape Artist check of at least DC 10+ 2 times the kobold's total class level, and if the result of failure was at least 1d6 x character level damage or imprisonment or other legal punishment, the kobold bravo gains a bravado point. Examples are running across gutters and rooftops, or stealing the pocket watch of the local guard captain.
- **ROMANCING**: If the kobold bravo successfully uses a Diplomacy or Bluff check to move the attitude of someone the kobold character is attracted to up to helpful AND this person is either in a relationship or the object of interest of other individuals, the kobold bravo gains a bravado point. In this process, the kobold is making promises of love and affection and flirting shamelessly. A kobold bravo may not get this bonus twice from the same person.
- **SUCCESSFUL DIRTY TRICK**: If the kobold bravo successfully uses the dirty trick action in combat against a foe of hit dice equal to the kobold bravo's total character level -1, she gains a point of bravado.

SPRINGING A TRAP: If a kobold bravo springs a trap with a Disable DC of at least 10 + the kobold's total character level x2 she regains bravado. This may occur by either failing a Disable check to disarm a trap by 5 or more, by failing a +10 difficulty Disable Device check to safely spring a trap, or by safely springing the trap by passing this +10 difficulty check. This bravado point is awarded as long as the kobold bravo avoids any damage and/or ill effect of the trap, even if allies are affected by trap.

All of these checks are up the judgment of the GM, and should involve risk to the character, and better yet, a certain amount of hilarity.

DEEDS

- **SWAGGERING SKILL**: At 1st level the kobold bravo may spend a point of bravado to add a +5 to any one class skill check that is not a Craft or Knowledge check. This bonus must be added before the dice are rolled, and multiple bravado points may be spent, up the character's level as a bravo.
- **BRAVADO DICE**: At 2nd level the kobold bravo may spend a point of bravado to add +1d4 to any sneak attack damage done this round. The bravo may spend up to half his levels of kobold bravo on sneak attack damage this way in any one round. These dice do not count for effects that affect "sneak attack damage dice", like bleed or ability damage or deadly sneak.
- **DIRTY ATTACK**: At 4th level, the kobold bravo may spend 3 points of bravado to engage in a dirty trick action. If she is successful in blinding an enemy, this dirty trick allows an immediate sneak attack as a swift action.
- **DEFIANT LIFE:** At 6th level, the bravo may spend points of bravado to heal 1d8+3 points of damage each as a swift action. The bravo may spend bravado points equal to his level in kobold bravo.
- **DEFIANT STRIKE**: At 10th level, if a kobold bravo is struck a blow in melee and knocked unconscious or killed, the bravo may spend all remaining bravo points (at least 2) to make a final sneak attack on the monster that dealt it the damage. Any effects that prevent or negate this damage prevent the use of this ability, and the bravo must gain the unconscious or dead condition for this ability to work.

CLOCKWORK ALCHEMIST (ALCHEMIST)

Originally made up of kobolds, the order of clockwork alchemists rejected the formulaic potions of other alchemists and sought mastery of gearworks and mechanisms. They create and prepare bombs made from tightly wound springs and gnashing cogs, and improve their bodies through the use of mechanical grafts. Over time, other races have begun to explore this bizarre mechanical alchemy, and the fame of the clockwork alchemists has spread.

COMPLICATION

At 1st level, a clockwork alchemist discovers how to create a clockwork device that he can attach to heighten his physical prowess at the cost of his personality. It takes 1 hour to craft the complication, and once crafted, it remains potent until used. An alchemist can only maintain one complication at a time—if he crafts a second device, the first becomes inert. A complication that is not in an alchemist's possession becomes inert until an alchemist picks it up again

When a clockwork alchemist creates a complication, he selects either his Strength, Dexterity, or Constitution. It is a standard action to attach a complication. Once attached, the complication fuses with the alchemist, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per clockwork Alchemist level. In addition, while the complication is in effect, the alchemist takes a -2 penalty to one of his mental ability scores. If the complication enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-clockwork alchemist who attaches a complication must make a Fortitude save (DC 10 + 1/2 the clockwork alchemist's level + the clockwork alchemist's Intelligence modifier) or become nauseated for 1 hour. This is a distinction from more traditional alchemy—a nonclockwork alchemist can never gain the benefit of a mutagen, but a clockwork alchemist can gain the effects of another clockwork alchemist's mutagen if he drinks it (although if the other clockwork alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a complication do not stack. Whenever an alchemist attaches a complication, the effects of any previous complications immediately end.

At 14th level, the effects of complication last for 1 hour per level. This ability replaces mutagen.

CLOCKWORK BOMBS

Clockwork alchemists use their knowledge of springs and gears to produce powerful explosive mechanisms to throw at foes. These clockwork bombs are infused with the natural gear magic of the clockwork alchemist. A clockwork alchemist can use a number of bombs per day equal to his class level + his Intelligence modifier.

Clockwork bombs are unstable, and if not used in the round they are created, they fail and become inert. To create a clockwork bomb, the clockwork alchemist must fine tune one of his prepared clockworks. These clockworks can be created with regular Craft (alchemy) tools and materials which can be refilled in a manner similar to a spellcaster's spell component pouch. Most clockwork alchemists create a number of gearworks at the start of the day equal to the total number of clockwork bombs they can create in that day. Once created, a gearwork remains usable by the clockwork alchemist for years.

Creating and throwing a clockwork bomb requires a standard action that provokes an attack of opportunity.

Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack (see the *Pathfinder RPG Core Rulebook*. Clockwork bombs are considered weapons and can be enhanced using feats such as Point-Blank Shot and Weapon Focus.

On a direct hit, a clockwork bomb inflicts 1d6 points of slashing damage + additional damage equal to the alchemist's Intelligence modifier. The damage of a clockwork alchemist's bomb increases by 1d6 points at every odd-numbered alchemist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a clockwork bomb is always equal to the bomb's minimum damage (so a bomb that would deal 2d6+4 points of fire damage on a direct hit has splash damage of 6 points of slashing damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

Clockwork alchemists can learn new types of clockwork bombs as discoveries (see the Discovery ability) as they level up. A clockwork alchemist's clockwork bomb, like a Complication, becomes inert if used or carried by anyone else. This ability replaces bombs.

CLOCKWORKING

The clockwork alchemist is a master of all things mechanical, and gains a bonus to craft (Clockwork) and Craft (engineering) rolls equal to her level of clockwork alchemist. The clockwork alchemist can use either of these skills to learn information about a construct as a knowledge check or to answer questions about machinery. This ability replaces alchemy.

The clockwork alchemist never gains the Brew Potions bonus feat or the fast poisoning, poison resistance, or swift alchemy class abilities.

The clockwork alchemist may choose from the following additional discoveries unique to the class.

- **CLOCKWORK BOMB, ALCHEMICAL SILVER:** The clockwork alchemist can add gears and springs of alchemical silver to her bombs. She may now choose to have a bomb do cold iron damage. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb. The clockwork alchemist must be 4th level to take this discovery.
- CLOCKWORK BOMB, AXIOMATIC: The clockwork alchemist can add gears and springs of alchemical silver to her bombs. She may now choose to have a bomb do axiomatic damage. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb. The clockwork alchemist must be 6th level to take this discovery.
- CLOCKWORK BOMB, BLUDGEONING: The clockwork alchemist can add large, heavy gears to her bombs so they deliver bludgeoning damage. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb.

CLOCKWORK BOMB, CHAOTIC: The clockwork alchemist

has learned to add bizarre complications to her bombs that epitomize chaos and do chaotic damage. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb. The clockwork alchemist must be 6th level to take this discovery.

- CLOCKWORK BOMB, COLD IRON: The clockwork alchemist has learned to add gears and springs of cold iron to her bombs. She may now choose to have a bomb do cold iron damage. The clockwork alchemist may apply just one special damage discovery to any individual clockwork bomb. The clockwork alchemist must be 4th level to take this discovery.
- **CLOCKWORK BOMB, PIERCING**: The clockwork alchemist has learned to add fine complications to her bombs which shatter into needles that do piercing damage. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb.
- CLOCKWORK BOMB, REPAIRING: This bomb contains ensorcelled gears that join with damaged constructs and reinforce their inner workings. Its damage dice are added to a wounded construct just like magical healing. Living things in the splash area still take damage as normal. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb. The clockwork alchemist must be 8th level to take this discovery.
- **CLOCKWORK CONSTRUCT**: The clockwork alchemist is now able to craft permanent creations using her clockwork knowledge, and gains the Craft Construct feat. The clockwork alchemist must be 5th level to take this discovery.

The clockwork alchemist can take some of the following alchemist discoveries. Their alchemist names and sourcebook are listed in parenthesis. While these act identically to the alchemist discovery, they work by virtue of machines, not chemicals. For example, the wings discovery is now a set of clockwork wings that the clockwork alchemist constructed.

CLOCKWORK DISCOVERIES

Clockwork Arm	(Vestigial Arm ^{UM})
Clockwork Bomb, Concussive* Lvl 6	(Concussive Bomb ^{APG})
Clockwork Bomb, Force* Lvl 8	(Force bomb ^{APG})
Clockwork Bomb, Grease* Lvl 6	(Grease Bomb ^{DHB})
Clockwork Bomb, Shock*	(Shock Bomb ^{APG})
Clockwork Demolition Charge* Lvl 8	(Demolition Charge ^{DHB})
Clockwork Innards	(Preserve Organs ^{UM})
Clockwork Self-Repair	(Spontaneous Healing ^{UM})
Clockwork Tentacle	(Tentacle ^{UM})
Clockwork Toughness Lvl 4	(Lingering Spirit ^{UM})
Clockwork Wings Lvl 6	(Wings ^{UM})
Delayed Clockwork Bomb Lvl 8	(Delayed bomb ^{APG})
Explosive Clockwork Bomb*	(Explosive bomb ^{APG})
Fast Clockwork Bomb Lvl 8	(Fast Bombs ^{APG})
Grand Complication Lvl 16	(Grand Mutagen ^{APG})
Greater Complication Lvl 12	(Greater Mutagen ^{APG})
Minor Clockwork Transformation	(Mummification ^{UM})
Precise clockwork Bombs	(Precise bombs ^{APG})

GRAND DISCOVERIES All are allowed.

CLOCKWORK SPELL LIST

Spells noted with ^{ZG} are spells of the Clockwork school and are fully detailed in the *Zobeck Gazetteer for Pathfinder RPG*. ^{UC} and ^{UM} indicate origins in *Ultimate Combat* and *Ultimate Magic*. Spells without a label are from the *Pathfinder RPG Core Rulebook*.

LEVEL 1 animate construct 1 ^{ZG} armored shell ^{ZG} grease magic weapon mending jury-rig ^{UC} pendulum ^{ZG} repair metal ^{ZG} shocking grasp tick stop ^{ZG} tireless ^{ZG} LEVEL 2

animate construct II $^{\rm ZG}$

armored heart ^{ZG} chill metal defensive shock ^{UC} gear barrage ^{ZG} glitterdust lock armor ^{ZG} make whole shatter ricochet shot ^{UC}

LEVEL 3 animate construct III ^{ZG} heat metal improve trap ^{APG} keen edge *lightning bolt magic weapon: greater versatile weapon* ^{APG} *winding key* ^{ZG}

LEVEL 4

animate construct IV ^{ZG} malfunction ^{UC} repair metal, greater ^{ZG} shatter, greater ^{ZG} shout steam blast ^{ZG} stoneskin

LEVEL 5 *animate construct* V^{ZG} *major creation mechanical union* ^{ZG} *rapid repair* ^{UC} *rusting grasp soothe construct* ^{UC} *unbreakable construct* ^{UC}

LEVEL 6

animate construct 6 bind guardian ^{ZG} catapult ^{ZG} chain lightning ^{APG} wall of iron ^{APG}



GRUDGE RAGER (BARBARIAN)

Though easily as numerous as most other races, kobolds suffer indignities the world over. Even the best of them—those who are not enslaved, politically oppressed, or systematically slain—seethe with resentment over the injustice of their race's fate, clinging to every slight as evidence of a vast conspiracy against their people and nursing grudges that last generations.

Most kobolds suffer these indignities in silence, afraid or unable to effectively resist them. Some, however, reach a breaking point. Once the cruelties of fate become too much to bear, these kobolds lash out at the world, and turn their boiling hatreds into fuel for a terrible fire.

- LARGER THAN LIFE (Ex): At 2nd level, a grudge rager's ferocity helps to compensate for his small size. He is treated as being one size category larger for the purposes of calculating CMB and CMD and for calculating bonuses and penalties on Intimidate skill checks. This ability replaces uncanny dodge.
- **CORNERED FURY (EX):** At 5th level, whenever a grudge rager is flanked, he gains a +2 bonus on attack rolls against all creatures that are flanking him. This ability replaces improved uncanny dodge.
- **GRUDGE (Ex):** At 7th level, a grudge rager's anger focuses sharply on creatures that harm him. Whenever an opponent inflicts hit point or ability score damage on the grudge rager, he gains a +1 morale bonus on his next attack and damage roll against that opponent. This bonus increases by +1 every three levels thereafter, to a maximum of +5 at 19th level. This ability replaces damage reduction.
- **FURY OF THE SCORNED (EX):** At 14th level, a grudge rager can draw upon the frustration of his own failures to amplify his rages. Whenever the grudge rager fails a saving throw or is subject to a critical hit, he immediately gains one free round of rage and 1d10 temporary hit points. If his failed saving throw is for an effect from a particular creature, he also automatically confirms his next critical threat against that creature.

This ability can be used only while the grudge rager is raging, and only once per round. The failed saving throw must be a harmful effect originating from a genuine threat to the grudge rager. This ability replaces indomitable will.

UTTER INDIGNATION (EX): At 17th level, a grudge rager can fly into a rage at the slightest provocation, particularly when he is set upon in a moment of weakness. The grudge rager may immediately enter a rage as a free action whenever an opponent inflicts damage upon him, or whenever he fails a saving throw, even if he is currently fatigued or exhausted. For the duration of his rage, he ignores the effects of being fatigued or exhausted. This ability replaces tireless rage.

SCRAP WARRIOR (FIGHTER)

The rough and tumble life of the kobold ghetto or cavern is not for the faint of heart. The dead bodies of young kobold bravos littering the alleys make this point harshly. Kobolds expect nothing but the back of the hand from other races, and little better from their own kind.

Locked into a brutal struggle for survival against other races and each other, kobolds have learned to glean advantage for the junk and waste of wealthy men and dwarves. Some become deadly trapsmiths. Others, knifemen, brawlers, and junk-knights in stovepipe armor, have developed the ability find battle-use in what others discard. The scrap warriors are feared for their cunning and underhanded adaptability.

SKILLS

Kobold scrap warriors gain Use Magic Device as a class skill.

Hey, I CAN FIX THAT! (EX): At 1st level, a scrap warrior becomes skilled at repairing broken non-magical items, including armor and weapons. He can repair them as if by use of the spell mending by taking a full round action. He can also change the damage type of a weapon by taking a full round action to modify it with scrap nearby or on his person. This modification results in a -1 to hit and damage and lasts 1d8 +2 times the weapon hits an enemy or object. This action provokes attacks of opportunity. This ability replaces the second level power bravery.

THE LAST DREGS (EX): At 3rd level, the scrap warrior can use his long tongue to pull the last few drops of a potion (or oil!) out of a potion bottle discarded by another drinker and gain some of the effects. This is a standard action that must occur within one round of another adjacent character using a potion. The kobold can move to be adjacent to the character before using this ability. Like drinking a potion, this action provokes attacks of opportunity.

The scrap warrior gains the effects of the potion, but all numerical values (healing, duration, etc.) are halved, rounding up. Potions with a duration of minutes or hours work for only one minute or hour, respectively. For example, a potion of *vanish* with caster level 3 would work for 2 rounds, and a *cure light wounds* potion that would heal 6 points of damage only heals 3. A potion of *protection for arrows* of caster level 2 would last 1 hour and would give the scrap warrior DR 5/magic against ranged weapons. This ability replaces armor training 1.

KOBOLD MILLWRIGHT (Ex): At 5th level, the kobold scrap warrior adds half her class level to all Craft skill check and may make Craft skill checks untrained. If the warrior has access to a scrap yard or a good sized pile of refuse (GM's judgment), the warrior acts as if she had correct tools for the craft. All items made by this skill are ramshackle and worth ¼ of their listed price. These items last for 1d8+3 uses before gaining the broken condition. Any alchemical or gunpowder devices made by a kobold scrap warrior have all effects, damage, ranges and durations halved Gunpowder weapons can be made with this ability only with the GMs permission. They will work 1d4-1 times (GM rolls secretly), do half damage, and explode with full damage when they fail. This ability replaces weapon training 1.

- **IMPROVED REPAIRS (Ex):** At 7th level, the kobold scrap warrior can use his Hey, I Can Fix That ability as a standard action, and it repairs 2d4 points of damage. As a full round action, he can use spare parts on his person to add a temporary 1d6 hit points to any object in reach. This action provokes attacks of opportunity. This power replaces armor training 2.
- **ONE MORE BLAST (Ex)**: At 9th level, the kobold scrap warrior can make a use magical device check to squeeze one more use out of a burned out magical item. This power does not work on scrolls, and it may only be used on magical items that have charges or a permanent number of uses. Rechargeable items can be activated by this ability but cannot be recharged for 1d4 days after the power is used on them.

Item Caster Level	DC to Use
0 - 5	10 + caster level
6 - 15	15 + caster level
15+	20 + caster level

This power does not work on items with an x/day or other time period limitation.

Using this power is a standard action that has the following DC difficulty:

This ability replaces weapon training 2.

SPIKE MONK (MONK)

Flitting like shadows through the night, the kobold spike monks are feared but little understood killers. They fling great clouds of kobold spikes: blades that resemble nothing more than a hybrid of caltrop and shuriken. These they use to lay caltrop fields and pin enemies to the cobbles, spreading fear throughout the night.

REQUIREMENT kobold

- **EXOTIC WEAPON PROFICIENCY: Kobold Spike**. The kobold spike is a five-pronged shuriken with one long point. It can be used in melee or in ranged combat.
- **KOBOLD SPIKE ADEPT (EX):** At level 1, the kobold spike adept is proficient in the use of kobold spikes. She can flurry with them like any other monk weapon, including while throwing them up to 30 ft. The kobold spike adept

gains Small but Fierce as a bonus feat (see page 14). This ability replaces Unarmed Strike.

- **SPIKE SCATTER (Ex):** At 1st level a kobold spike monk with this ability can throw four spikes as a single attack into an empty square within 30 feet as an AC 10 attack. These spikes are not damaged, and act as caltrops in that square. The spike monk can do this for each attack action in a flurry of blows. This ability replaces Unarmed Strike.
- WAY OF THE SPIKE: PRECISE SHOT (Ex): At 2nd level the kobold spike monk gains Precise Shot as a bonus feat. This ability replaces the 2nd level bonus feat.
- **STUNNING SPIKE (SU):** At 3rd level, the kobold spike monk learns to focus his ki energy into his spikes. He can use one of his stunning fist attacks on a spike that is thrown up to 30 ft. with the same effect as a melee attack. This ability replaces maneuver training.
- **WAY OF THE SPIKE QUICK DRAW (EX):** At 4th level the kobold spike monk gains Quick Draw as a bonus feat. This ability replaces slow fall.
- **SPIKE DRIVE (SU):** At 4th level, kobold spike monks can drive their spikes into solid nonliving material and the wood of inanimate plants. This requires the monk to spend 1 ki, and the monk can drive spikes equal to the number of his flurry of blows attacks. Spikes are rendered unusable in this process.

Spikes can be used to spike doors, to bind ropes, and to provide handholds for climbing and jumping. Each spike planted as part of a climbing action adds 5 feet of climbing movement. Each spike used as part of a kobold's high jump adds +20 to the high jump check (5 feet), but the monk must be able to touch the spikes as he travels upward.

- **KI SPIKE MAGIC (Su):** At 4th level, the kobold spike monk may use a point of ki to make all his spike attacks for this round count as magic. This ability replaces ki strike: magic.
- **SPIKE PIN (SU):** At 5th level the spike monk may use a point of ki and use a standard action to make a single attack to throw a spike and pin an opponent within 30 ft. in place. If the spike monk's attack against the target's CMD succeeds, the target gains the entangled condition and is anchored. An anchored opponent can disentangle themselves with a Strength check or Escape Artist check equal to 10 + 1/2 the spike monk's monk level + the monk's Wisdom modifier. This ability replaces purity of body.
- **KI SPIKE COLD IRON/SILVER (SU):** At level 7 the kobold spike monk may use a point of ki to make all her spike

WEAPON	Соѕт	Damage (s)	Damage (m)	Crit.	Range	Weight	Туре	Special
Kobold Spike (5)	2 gp	1d3	1d4	×2	10 ft.	1 lb.	Piercing	Exotic



attacks for this round count as either cold iron or silver. This ability replaces ki strike: cold iron/silver.

- **KI SPIKE BLEED (SU):** At 10th level, the kobold spike monk may use a point of ki to make all spike attacks for this round do one point of bleed damage. This bleed stacks up to the number of base flurry of blows attacks the monk possesses, but only for attacks made by the same monk on the same round. This ability replaces ki strike: Lawful.
- **WAY OF THE SPIKE THROW ANYTHING:** At 11th level the kobold spike monk gains the bonus feat Throw Anything. This replaces diamond body.
- **KI SPIKE NERVE STRIKE (SU):** At 13th level, the kobold spike monk may use a point of ki to make all spike attacks for this do one point of either strength or constitution damage in addition to their regular damage. Constructs and oozes and other creature types immune to ability damage are not affected.
- WAY OF THE SPIKE KI HURL (SU): At 14th level, the kobold spike monk may spend a point of ki to hurl any object of up to size small at an enemy as a standard action. This object has a range increment of 10 and does damage as a falling object of its size category.
- **QUIVERING SPIKE (SU):** Starting at 16th level, a kobold monk can set up fatal vibrations within a kobold spike, possibly killing the next person struck by that spike. He can use this quivering spike attack once per day, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully with the spike and the target takes damage from the blow, the quivering spike attack succeeds.

Thereafter, the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering spike attack. A monk can have no more than 1 quivering spike in effect at one time. If a monk uses quivering spike while another is still in effect, the previous effect is negated.

The spike used for this power is totally destroyed after it deals damage. This ability replaces quivering palm at level 15.

- **KI SPIKE ADAMANTINE (SU):** At 16th level, the kobold spike monk may use a point of ki to make all of her spike attacks for this round count as adamantine. This ability replaces ki strike: adamantine.
- WAY OF THE SPIKE GREATER HURLING (EX): At 17th level, the kobold spike monk may spend a point of ki to hurl any object of up to size Medium at an enemy as a standard action. This object has a range increment of 10 and does damage as a falling object of its size category.

This replaces timeless body.

TUNNEL HARRIER (ROGUE)

Not all kobolds are content to sit idly by behind their traps while danger threatens the nest. Among those tribes who take a more active role in the defense of their warrens and mines, tunnel harriers are their hidden knives, skirmishing with invaders before battle lines are ever drawn. They strike in silence before skittering back into the shadows, leaving attackers disoriented and vulnerable.

- SHIFTY TARGET (Ex): Tunnel harriers move quickly and rarely stray from shadows and cover, making them more difficult to hit while in motion. A tunnel harrier gains a +1 dodge bonus to AC on any turn that she moves ten feet or more, provided that she begins and ends her movement located in cover or concealment. This bonus increases by +1 every four levels beyond 1st, to a maximum of +5 at 17th level. This ability replaces trapfinding.
- **GUERILLA (Ex):** At 3rd level, a tunnel harrier masters the art of fleeing to safety after striking a blow. After making a successful sneak attack, she may withdraw as an immediate action, even if she already used her movement for her turn. At 3rd level, she may withdraw up to 15 feet. She may withdraw an additional 15 feet for every four levels beyond 3rd, to a maximum of 60 feet at 15th level. When using this ability, she may not end her movement in a threatened square. This ability replaces trap sense.
- A THOUSAND HIDDEN TALONS (EX): Tunnel harriers never fight alone-they strike in large groups and lurk at the edges of massed assaults. At 6th level, tunnel harriers learn how to best coordinate with their allies, combining attacks to maximal effect. When making a sneak attack on a creature damaged by an ally or affected by an ally's harmful spell since the end of her last turn, she treats her sneak attack damage die as one step higher than normal (for example, a +1d6 sneak attack becomes +1d8). This ability replaces the 6th-level rogue talent.
- **ROGUE TALENTS:** The following rogue talents complement the tunnel harrier archetype: befuddling strike, bleeding attack, camouflage, distracting attack, fast stealth, slow reactions, and sniper's eye.
- **ADVANCED TALENTS:** The following advanced rogue talents complement the tunnel harrier archetype: confounding blades, crippling strike, fast tumble, improved evasion, stealthy sniper.

SPELLS

The following spells are available to kobolds. Other races may also make use of them with GM approval.

DELAY TRAP

School transmutation; Level sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M (a pebble tied to a piece of twine) Range medium (100 ft. + 10 ft./level) Target 1 trap/level, no two of which can be more than 60 ft. apart Duration 1 hour/level or until activated; see text Saving Throw Fortitude negates (object, harmless); Spell Resistance no

Designed by kobold sorcerers overseeing defensive operations, *delay trap* allows a waiting ambush force to wait until the best possible moment to trigger their traps and inflict maximum damage.

Traps affected by this spell do not activate when they would normally be triggered, such as from a creature stepping on a pressure plate or entering the area of a spell trap; instead, they enter a delayed state, awaiting your command to activate. As a free action any time after a trap becomes delayed, you may speak the final word of the spell, causing all traps which have been delayed to activate simultaneously.

Activating delayed traps ends the spell, and any traps which had not been triggered at that time remain untriggered, and will thereafter activate normally if later triggered.

GIANT TO KOBOLD

School transmutation; Level sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M (piece of a fairy's wing) Range close (25 ft. + 5 ft./2 levels) Target one Medium-sized creature Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes

This spell causes instant diminution of a humanoid creature to Tiny, quartering its height, length, and width, and dividing its weight by four. This decrease changes the creature's size category to Tiny. The target gains a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum of 1), and a +2 bonus on attack rolls and AC due to its reduced size.

A Tiny creature has a space of 2 1/2 ft. and a natural reach of 0 ft. (meaning that it must enter an opponent's square to attack). This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). This spell counters and dispels *ogrekobold* (see page 24).

I AM A ROCK

School illusion; Level sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components: V, S, M (a small stone) Range touch Target one Small- or Medium-sized creature Duration 10 min./level or until used; see text (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes

This spell covers a single Small or Medium humanoid with a specific glamer of either a large boulder or a pile of rubble or trash (caster's choice). The boulder or trash is of an appropriate type for the terrain and situation. This spell grants a +20 to Stealth as long as the waiting creature takes no actions of any type, including free actions.

Typically, ambushers have their weapons drawn when the spell is cast. If the illusion is interacted with (touched or is the target of a spell, effect or attack), anyone able to see this interaction gains a Will save to disbelieve.

ILLEMAK'S KOBOLD SLINGSHOT

School evocation; Level sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, F (a toy catapult) Range medium (100 ft.+10 ft./level) Target one kobold per caster level Duration instantaneous Saving Throw Fortitude negates (for target kobold); Spell Resistance yes (for target kobold)

This spell fires one or more kobolds as if from a catapult. The fired kobold is immediately given a free movement and charge attack. If the kobold fails a DC 15 Acrobatics check, it falls prone before it can attack and loses the +2 to attack due to charge, but it still receives the free move action (meaning it can stand up).

ILLEMAK'S BLOODY VENGEANCE

School transmutation; Level sorcerer/wizard 2, witch 2, alchemist 2 Casting Time 1 standard action Components V, S, M (a drop of pig's blood) Range touch Target one weapon Duration 1 min./level or until used Saving Throw Fortitude negates (object) (harmless); Spell Resistance no This spell enchants a single weapon, making it both sharp

and jagged. The next time the wielder of the weapon deals sneak attack damage against a foe, that attack causes 4 additional hp bleed damage, or one hp bleed damage per



This size increase to Large causes the creature to have a space of 10 ft. and a natural reach of 10 ft. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible

size and can make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it.

This spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage, as they increase to Large. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

This spell is counters and dispels the spell *giant to kobold* (see page 23).

SMELT

School transmutation; Level sorcerer/ wizard 4 Casting Time 1 standard action Components V, S, MF (a miniature hammer and anvil) Range close (25 ft. + 5 ft./2 levels) Target one metal object up to 50 pounds, or up to 50 pounds of ore Duration instantaneous Saving Throw Fortitude negates (object); Spell

Resistance yes (object)

This spell rapidly heats metal ores to their melting point and simultaneously drives off impurities, aiding greatly in processing them into pure metals. Metal ores receive no saving throw and are automatically processed into pure molten metal over the course of several minutes. *Smelt* can even process adamantine ore, though special tools remain necessary to work the resulting metal.

Smelt may also rapidly heat and partially melt worked metal objects, but it does not turn metal objects molten as it does with ores. Unattended, nonmagical objects receive no saving throw. Worn and magical objects begin to melt if they fail their saving throw, gaining the broken condition and temporarily becoming extremely hot; held or worn objects that fail their saving throw inflicts 5d6 fire damage to the creature holding or wearing it as it partially

sneak attack die, whichever is higher. This does not stack with additional bleed damage from rogue feats or other spells and abilities.

OGREKOBOLD

School transmutation; Level sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M (piece of ogre bone) Range close (25 ft. + 5 ft./2 levels) Target one kobold Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes

A favorite of kobolds everywhere (and created by the crafty creatures), this spell causes a Small-sized creature to instantly grow up to the size, height and weight of an ogre. This increase changes the creature's size category to Large. The target gains a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), and a -2 penalty on attack rolls and AC due to its increased size.

melts. *Smelt* does not damage or melt objects made of adamantine, but it inflicts fire damage to holders of adamantine objects as normal.

STONE SIGHT

School divination; Level sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (a flake of rock) Range touch; see text Area up to 250 cu. ft. of rock or stone/level Duration concentration Saving Throw none; Spell Resistance no

By touching a surface of rock or stone, you gain intuitive knowledge about the presence, composition, and structure of any gems, minerals, ores, or stone located within the area of the spell. While concentrating, you are able to specifically identify any substances or materials with which you are already familiar; unfamiliar materials are indicated only by their general type (gemstones, metal ores, mineral veins, or plain rock).

So long as you remain in contact with the surface and remain concentrating, you may move freely, though gleaning any knowledge from a specific location requires a full-round action that provokes attacks of opportunity. All areas of stone revealed to you by stone sight must be contiguous; the spell cannot penetrate air, refined metals, soil, or wood.

TRIPPING STICK

School transmutation; Level sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, F (a stick or pole) Range close (25 ft. +5 ft. per level) Target one stick or pole Duration 1 round/level (D) Saving Throw none; Spell Resistance no

This spell animates a stick or pole and causes it to trip a nearby opponent. The stick can move up to 30 ft. in the first round as a free action. After the first round, you must concentrate to move the stick. The stick attacks one enemy within 5 ft. of it on your initiative; when it attacks, it attempts a trip maneuver with a CMB equal to that of your CMD + your caster level. This attack does not provoke attacks of opportunity.

The stick can be attacked, and it has hardness and hp based on its construction, with wooden sticks having hardness 5 and 5 hp. Metal staves have a hardness of 10 and 10 hp. The stick can be broken and destroyed as normal, and it can be grappled, assuming it has a CMD equal to the caster's CMB + the caster's level.

WE ARE A ROCK

School illusion; Level sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, M (a small stone) Range close (25 ft. +5 ft./level) Target one Small- or Medium-sized creature per caster level Duration 10 min. per level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes

This spell covers a number of Small or Medium humanoids of up to your caster level with a specific glamer of either a large boulder or a pile of rubble or trash (caster's choice). The boulder or trash is of an appropriate type for the terrain and situation. This spell grants a +20 to Stealth as long as the waiting creature takes no actions of any type, including free actions. Typically, ambushers have their weapons drawn when the spell is cast. If the illusion is interacted with (touched or is the target of a spell, effect or attack), anyone able to see this interaction gains a Will save to disbelieve.

VOICE OF THE DRAGON

School transmutation; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a dragon scale) Range personal; see text Target see text Duration one minute/level Saving Throw Will partial; Spell Resistance no

You change your voice to that of a powerful adult dragon. While under the effects of *voice of the dragon*, you may speak in a booming voice that can be heard clearly up to one mile away. You may also create any vocalizations that an adult dragon would be able to create, such as a hiss or roar. You gain a +10 bonus on Disguise and Bluff checks to conceal your identity from creatures that cannot see you.

In addition, once during the duration of the spell, you may emit a terrifying draconic roar that causes all opponents within 60 feet to become frightened for 1d6 rounds; kobolds who fail their saving throws cower for 1d6 rounds instead. Creatures that succeed on their saving throws become shaken for 1 round. Kobold allies in the area of effect gain a +2 morale bonus on attack rolls and saving throws against fear for one minute. Using this effect does not end the spell.

KOBOLD EQUIPMENT

Kobolds have access to the following equipment. Some of it can occasionally be found in nocturnal kobold markets, but most items are made for consumption within a single tribe or mining gang.

Соѕт	Weight
10 gp	5 lbs.
16 gp	2 lbs. †
15 gp	1 lb.
20 gp	1 lb.
1 sp/dose	-
5 gp	_
10 gp	
	10 gp 16 gp 15 gp 20 gp 1 sp/dose 5 gp

Negligible weight.

† Weight for small characters; quadruple this for medium characters.

- **COMPONENT CASE**: A small, rigid, lightweight case designed to compactly hold a variety of springs, gears, levers, scrap, and other materials that arcanomechanists need to build their magical devices. A component case is assumed to contain all of the raw materials required to construct a device without a costly material component. Component cases also typically contain room for a schematic book.
- **HEATSUIT:** Being cold-blooded, kobolds grow sluggish in cold weather, and even warm clothing does not serve them as well as warm-blooded races. To compensate for this, kobold alchemists developed a viscous fluid that, when struck, generates a slow and steady flow of heat for hours at a time. By sealing this fluid inside oilskin pouches and sewing them into their coldweather clothing, even the cold-blooded kobolds can travel comfortably in cold weather. A kobold wearing a heatsuit gains a +4 bonus on Fortitude saves against the effects of cold weather.

Though designed for kobolds, heatsuits can be made to fit other races as well.

LIGHTFOOT TRIGGER: Independent kobold tribes tend to heavily trap their mines and homes against intruders, but these paranoid defenses can become as much of a problem for the kobolds themselves as for their invaders. In response to this problem, kobold engineers devised a range of trap triggers that require a certain size or weight to activate, allowing the kobolds themselves to cross without fear of setting off their own defenses.

A lightfoot trigger may be added to any mechanical trap with a weight-based trigger. The modified trap will not activate unless a weight of 100 pounds or more is applied to the trigger, allowing Small or smaller creatures to pass unhindered while activating for Medium or larger creatures as normal. Small creatures carrying heavy loads may still activate the trap. MAGNETIZED COBALT: Cobalt mining is one of the kobolds' greatest commercial pursuits, as kobolds uniquely possess a resistance to the highly poisonous byproducts of mining and processing the ore. Originally called "kobold ore" due to its poor reputation among miners of other races as well as the fact that only kobolds seemed to mine it in any great amount, cobalt eventually came to be a defining product of kobold miners everywhere.

In addition to mining and processing cobalt ore safely, kobolds have developed a complex (and highly secret) process that allows them to magnetize tools made of the resulting metal. Weapons made of magnetized cobalt veer toward their targets as if guided by an invisible hand, making them significantly more accurate, and armor can be constructed that repels metal weapons.

Weapons made of magnetized cobalt add a +1 bonus on weapon attack rolls against targets made of or wearing a significant amount of metal (such as metal armor or a metal weapon). Armor made of magnetized cobalt adds a +1 bonus to AC against attacks from metal weapons or creatures made of metal.

Magnetized cobalt has the same hit points and hardness as steel.

Type of Magnetized Cobalt Item	Item Price Modifier
Ammunition	+20 gp per item
Light Armor	+1,000 gp
Medium Armor	+2,000 gp
Heavy Armor	+3,000 gp
Weapon	+1,000 gp

ROCKMELT: This oily alchemical substance whelps kobold miners carving through rock. When a thin layer of rockmelt is applied to a stone surface, it seeps into the stone and causes it to gradually grow softer. After one minute, stone affected by rockmelt is soft enough to cut with a knife to a depth of one foot, after which point it resumes its normal hardness. After one hour, the stone re-hardens. This quality makes rockmelt popular not only for mining troublesome rock formations, but for forging stone-based art and weapons as well.

One pint of rockmelt is enough to coat a five-footsquare stone wall or one medium-sized stone object.

SCALESHINE: Though other races usually stereotype kobolds as filthy, they are quite fastidious in their grooming. One substance used widely by kobolds for personal grooming is scaleshine, a gritty powder used to polish their hides; in urban markets, the powder is sometimes mixed with perfumes more appealing to other races' scent of smell. Any kobold who spends at least one hour buffing his scales with scaleshine gains a +2 circumstance bonus on all Charisma-based skill checks for 8 hours. A single pouch is sufficient to groom one adult kobold.

SCENT CHALK: Kobold warrens are often labyrinthine, and even the cleverest kobold can't always remember where every passage leads, or which tunnels are trapped. Scent chalk allows a tribe to mark the surfaces of their home with guideposts that give directions or indicate danger.

A pouch of scent chalk contains half a dozen sticks, each of which carries a distinctive scent that has some specific meaning, such as "safe passage", "traps here", or "exit this way". The scents are subtle and difficult to distinguish from background odors for most creatures, but they are readily perceived by kobolds and creatures with the scent ability, and serve as invisible signs that aid kobolds in navigation while leaving potential invaders clueless.

A piece of scent chalk lasts for approximately 50 uses, and a mark made with the chalk remains active for one week.

TAIL SCONCE: Though kobold tails are useful for communication and balance, when properly outfitted they are also flexible enough to aid in other tasks as well. Tail sconces, created for this purpose, consist of a metal clasp secured around the tip of the tail and a pair of clamps which can secure some small object. Securing or releasing a clamped object takes a full-round action, but once secured, the object may be used normally. Weapons cannot be used effectively with a tail sconce, though a kobold with the Tail Terror feat may secure one vial of an alchemical substances in a tail sconce and shatter it upon his target with a successful attack.

Objects which are activated by striking a surface, such as sunrods, tindertwigs, or thunderstones, may be activated as a swift action by simply slapping the sconce against a nearby surface; a favorite tactic of kobold ambushers is to bind a tindertwig and smokestick together and then slap the bundle against the ground immediately following their ambush, aiding their escape.

A tail sconce may also be used to secure a wand; this allows the wand to be activated while leaving both hands free, though doing so remains a standard action.

KOBOLD STREET TRAPS

The streets and byways near the entrance to any kobold habitation conceal a staggering number of traps in marvelous variety. The traps presented here are used exclusively to make life difficult for larger interlopers. The more deadly traps are usually near the main streets, primary tunnels, and the gates, as those are the areas most often disturbed by the too-talls.

The following traps are fairly typical of what one finds on the street. All of these traps can be discovered with a DC 17 Perception check. The more valuable bits of property, such as the lesser kings' homes, the houses of mine bosses, or the workshops below, are all defended with rather deadlier devices.

BREAKING BOARDS: On upper floors and bridges between houses, the kobolds place intentionally

weakened boards that have at least a foot of clearance beneath them. The boards will break under anyone weighting more than a kobold or halfling, trap the victim's foot, and deal 2d4 damage from the jagged edges of the broken plank.

Characters running through such a trap take 2d12 damage instead and must succeed at DC 14 Reflex saves or drop to half movement because of a sprain or tear. This trap requires repairs to reset and cannot be disarmed (although sturdier planks can be laid down over the top of the trap).

- **CHALYBEATE BEGGAR:** Most people overlook this decoy of wood, waxed paper, and rags designed to resemble a hunched kobold beggar. It hides a very weakened (and thus, much more inexpensive to cast) explosive runes spell and several packs of caltrops that deal 1d6 fire damage and 1d4 piercing damage to any creature within 10 feet. Most chalybeate beggars explode when touched, but more devious kobolds set up tripwires nearby. PCs can disarm chalybeate beggars with DC 23 Disable Device checks. Kobold thieves sometimes set one or more as an ambush-lure or line an escape route with them to slow pursuers.
- **CHICKENHEAD:** Used in narrow ghetto streets as well as in tight cavern passages to warn off and humiliate rather than kill, a tripwire triggers a heavy wooden beam that swings down (+5 attack) for 2d6 points of nonlethal damage. In addition, a character struck by the chickenhead must succeed at a DC 12 Fortitude save or be stunned for 1 round.

The traditional name comes from the way that—as the victim staggers about—the trap dumps a disgusting concoction of runny glue and chicken giblets from a jar above. Finally, the trap empties a box of feathers over the victim, leaving him momentarily sickened (for 1d4 rounds, DC 12 Fortitude negates) and blinded (for 1d6 rounds, DC 10 Reflex negates) much to the amusement of surrounding kobolds. This complicated trap requires several kobolds to manually reset it, while disarming it requires a mere DC 12 Disable Device check.

- **DEAD END:** In any twisting labyrinth, the passages grow ever smaller until, finally, around a corner, the whole things hits a dead end. Kobolds in a niche just up the passageway slide a fourth wall shut to trap unsuspecting intruders. No reset, no disarm—requires smashing the wall to get out. Very useful for a kobold tribe to buy time.
- **JOLLY WATER:** At night, adolescent kobolds on rooftops hurl stoppered porcelain vases at intruders and then scurry away. The thin vases only deal 1d3 damage on a direct hit, but they shatter and douse everything in adjacent squares in water filled with lichen that visibly glows in darkvision. Creatures with darkvision gain a +8 bonus on Perception checks to see creatures covered in the lichen. No reset, no disarm.

LIKE BEES TO HONEY: This small clockwork mechanism

triggers when someone comes closer than 5 ft. It runs toward its target and explodes when adjacent, dealing 1d4 piercing damage and spraying a pheromone that causes nearby rats to attack the marked intruder. This results in a rat swarm appearing in 1d6 rounds and attacking the affected creature for 1d4 rounds or until destroyed. A successful DC 14 Reflex save halves the damage and avoids the pheromone spray. No reset, no disarm.

- **LOOSE COINS:** A glint of gold at the end of an alley lures the greedy or desperate. When a Medium creature enters the alley, a log on chains falls off the roof, dealing 2d6 damage and knocking the victim into a concealed 40foot pit for an additional 4d6 damage (a DC 15 Reflex save halves the initial damage and avoids the pit). The coins are copper pieces painted gold. This trap requires a manual reset and can be disarmed with a DC 15 Disable Device check.
- **MANTRAP:** This trapped lock allows doors to only open from one side. Whenever anything is inserted into the lock from the wrong side, two metal jaws slam shut on the lock picker's arms, dealing 1d6 slashing damage and immobilizing the target. A DC 13 Reflex save successfully avoids the jaws (and thus the damage and immobilization). A DC 20 Strength check (which can be performed by someone else) or DC 30 Escape Artist check allows the held person to escape. Disarming this trap requires a DC 19 Disable Device check, and it is reset manually.
- **NECKWIRE:** Spiked wire is strewn at regular intervals across a narrow alley and positioned at human head height. The wire is surprisingly visible (DC 8 Perception check to notice) and not difficult to avoid by simply ducking. Unfortunately for intruders, though, one of the flagstones in the alley is on a strong spring. Creatures of 50 pounds or less do not set off the trap, but heavier beings do. The spring-loaded flagstone hurls its victim

into the spiked wires above, dealing 2d6 damage (a DC 14 Reflex save negates). This is a repair reset trap that can be disarmed with a DC 18 Disable Device check.

- **PEEK POKE:** A wooden fence or wall conceals the source of an intriguing noise. A cacophony of whirling, buzzing, and clicking sings from the other side, while a hole drilled 5 ft. from the ground provides a peek. Someone foolish enough to look through the hole is poked in the eye by a stick (commonly wielded by a bored kobold). The eye poke deals 1d6 damage and renders the person blind unless he makes a DC 15 Reflex save. No reset, no disarm.
- **PIT AND POST:** This is a standard CR 2 camouflaged spiked pit trap (see *Pathfinder RPG Core Rulebook*) with a steel bar set in the wall and a pressure plate on the bottom. When more than 50 pounds hits the bottom, the steel bar falls out of the wall slot to crush those below. The steel bar deals 2d6 bludgeoning damage (DC 15 Reflex avoids). This trap requires a manual reset and can be disabled with a DC 20 Disable Device check.
- **STINK BOX:** A block ahead of the party, a large kobold approaches a smaller one, who is carrying two large wooden boxes. The large kobold grabs one of the boxes and runs off. The smaller kobold squeals, drops the other box, and runs after the first. This foolery usually draws observers to investigate the dropped box. Picking up the box results in it exploding, showering adjacent squares in a terrible-smelling rot (DC 15 Reflex avoids). The character must succeed at a DC 15 Fortitude save or be sickened for 1d2 hours or until after he bathes.

The PCs are marked by the attack and take a -6 penalty on all Charisma-based skill checks. Creatures with the scent ability can automatically identify the victim's exact location and gain a +6 bonus on Perception and Survival checks made to find him. No reset, but the trap can be disarmed with a DC 18 Disable Device check.

KOBOLD MAGIC ITEMS

The following magic items are available to kobolds, but rarely found elsewhere.

CERAMIC WEASEL

Aura moderate conjuration; **CL** 7th **Slot** —; **Price** 750 gp; **Weight** 1 lbs.

This crudely shaped figurine in the shape of a weasel can be thrown on the ground and shattered as a standard action. A dire weasel (*Midgard Bestiary*, page 34) with the zombie template instantly appears where the figure and is under the mental control of the user for 1d4+2 rounds. Elite kobolds often use these items to delay pursuers.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *summon monster III*, Cost 375 gp

BAG OF TRAPS

Aura moderate conjuration; CL 9th Slot —; Price 23,000 gp; Weight 3 lbs.

Anyone reaching into this apparently empty bag feels a small coin, which resembles no known currency. Removing the coin and placing or tossing it up to 20 ft. creates a random trap that remains for 10 minutes or until discharged or disarmed, whereupon it disappears. The coin returns to the bag only after the trap disappears. The user may draw up to 10 traps from the bag per week.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *fabricate*, *glyph of* warding; Cost 11,500 gp

BOOTS OF SOLID FOOTING

Aura faint transmutation; CL 2nd Slot feet; Price 1,100 gp; Weight 1 lb.

A thick, rubbery sole covers the bottoms and sides of these stout leather boots. Useful for maneuvering cluttered alleyways, slick sewers, and the occasional patch of ice or gravel, they allow normal movement over difficult terrain for up to 10 rounds in a 24-hour period.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, creator must have 5 ranks in Acrobatics; **Cost** 550 gp

BOOTS OF STRATEGIC MOVEMENT

Aura minor enchantment; CL 3rd Slot feet; Price 5,500 gp; Weight 3 lbs.

These boots grant the wearer a +10 ft. enhancement bonus to his base land speed. In addition, these boots allow the wearer to use the Run feat for 4 rounds once per day.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *longstrider*, creator must have the Run feat; **Cost** 2,750 gp

LUCKSCALE

Aura minor transmutation Slot neck; Price 500 gp Weight -

This dragon-scale broach can be activated to grant the wearer a one-time +3 bonus to their natural armor for one minute. After it is used, it crumbles to dust.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *barkskin*, creator must be of a scaled race. **Cost** 250 gp

THE GNOMESKULL OF THE KOBOLD KINGS (MINOR ARTIFACT)

Aura Strong Enchantment **Slot** None; **Weight** 5 lbs.

Within the kobold ghetto, swarms of tiny hustlers and thugs, miners and shopkeepers strive mightily each day to elevate themselves to the airy reaches of kingship. They seek the status and power that comes along with such rank, and the symbols of that status. What a kobold values is not what a human values, necessarily. Both races value precious metals and magical objects, it is true. However, a prince of the seven cities would not wear the same finery as a scion of a kobold king, in fact, the human might well not recognize his kobold counterpart as a noble at all. And where the human monarchs of Midgard wear crown and hold scepter, the awful power of the kobold king of kings in Zobeck is signified by the ancient relic called the Gnomeskull.

The Gnomeskull is indeed the skull of a an ancient gnomish king dragged down and slaughtered by a founding tribe of Zobeck's kobolds. It is said that this gnome was a very devil, who sent his servants out to torture and harass the kobolds as they mined silver. Finally, the greedy gnome was convinced to attend a great feast in his honor, and the kobolds slaughtered him and his family when they were drunk with wine and filled with meat. The kobolds achieved this by releasing a horde of starving dire weasels into the room and watching the fun from the gallery above.

The Gnomeskull emits the distinct odor of wine and gnome blood, faint to a human, but strong to a race with keen noses, like elves or kobolds. Rough garnets the color of clotted blood have been pounded into the skull, along with nails of silver and gold. Around lower edges of the brain-case, the tails of giant weasels have been attached, giving the item a furry fringe. The jaw has been wired to the skull with silver wire from the mines of Zobeck, and a wispy fringe of beard and mustache cling to the bits of dried skin around the skull's mouth. Runes of foul power have been chiseled into the bone.





Three times per day, the Gnomeskull can be used to effect kobolds with one of two powerful effects. These effects work within a 200 foot radius from the holder of the skull, who must brandish it and speak inspiring words in kobold to activate the power. The skull's possessor may use the bardic powers of inspire courage and frightening tune as a 12th level bard. The save DC on the frightening tune is DC 20. Both effects work only on kobolds.

Three time per day, the Gnomeskull can summon a pack of 2d6 incorporeal dire weasels. The creatures attack and damage as normal, but possess the damage reduction and ability to move through objects of incorporeal creatures. The dire weasels are summoned for 10 minutes, and take the form or translucent, undead weasels with hollow eye sockets.

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The possessor of the Gnomeskull slowly acquires a bizarre hunger for fresh gnomish blood (not often considered a drawback by kobold kings). More distressing are the recurring nightmares of being slaughtered by dire weasels at a feast.

Worst of all, if the owner of the Gnomeskull drops to within 10 hp of death, or by ability damage to within 2 points of zero, the spectre of the gnomish king that haunts the skull will come to slay the owner. As the gnome-spectre is a coward, the possessor of the skull must be alone for this apparition to rise the skull and attack the weakened possessor. This occurs even if the skull has been stolen or moved away from the possessor, as long as he or she has owned the skull for at least 3 months or used its powers more than 5 times.

DESTRUCTION

If the Gnomeskull's detect lie ability is used by a gnomish priest to verify the marriage vows of a gnome prince and princess in a sanctified temple of a gnomish god, the skull will shatter into 667 pieces, never to be reformed.

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