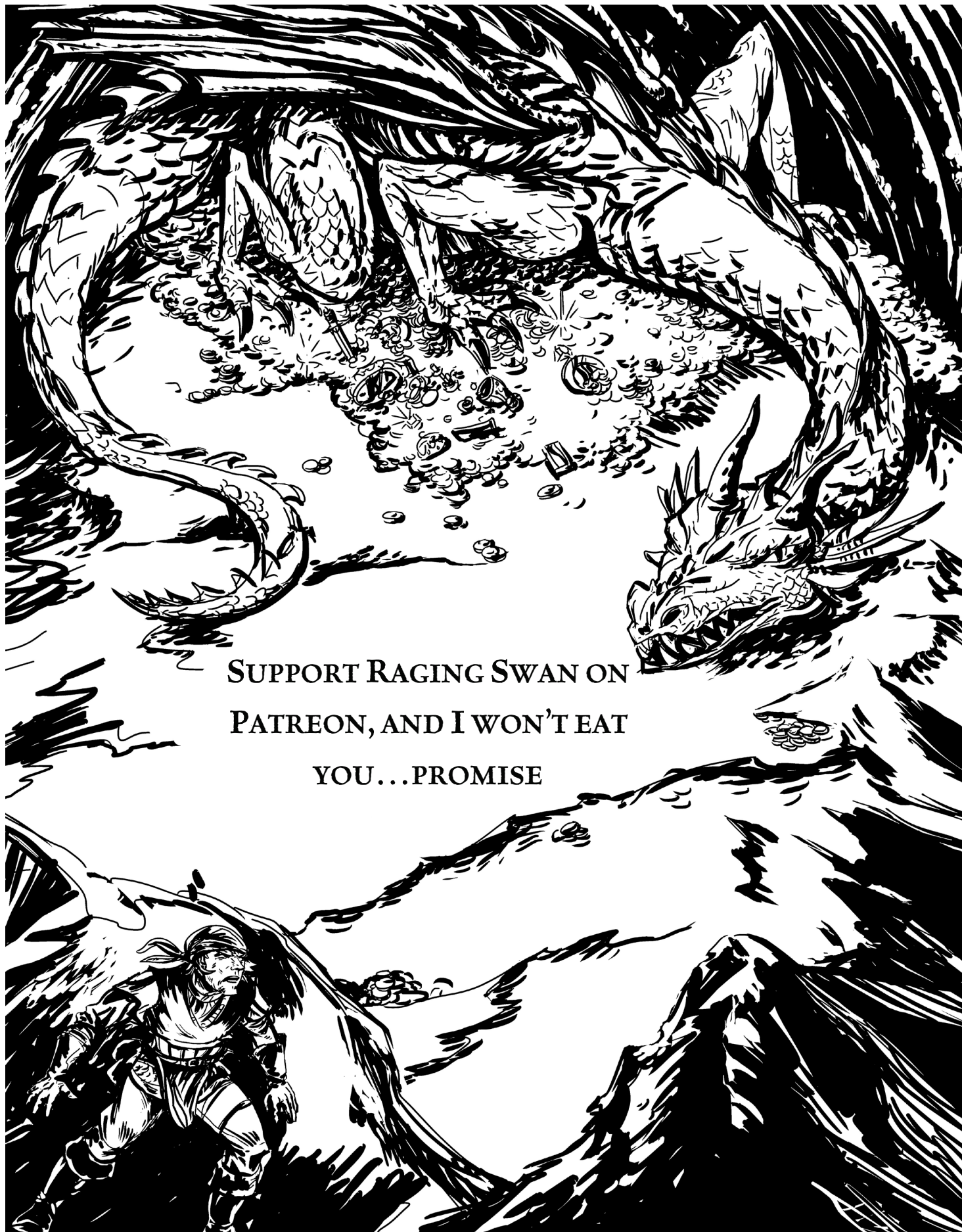


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100% CRUNCH: KOBOLDS





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100% CRUNCH: KOBOLDS

Got bored with the normal version of a monster and fancy spicing things up a bit? Want to include imaginative and interesting versions of an iconic fantasy monster but don't have the time to build the stat block yourself? Fear not – the 100% Crunch line is here to save the day! Each instalment in the line features dozens of ready-to-go stat blocks at a wide range of CRs of an iconic monster. This instalment of 100% Crunch presents dozens of kobolds (CRs 1/6-5) for the time-crunched GM to immediately utilise in game.

Design: Julian Neale

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Art: William McAusland and V Shane. Some artwork copyright William McAusland, used with permission.

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ragingswan.com
gatekeeper@ragingswan.com

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ABOUT THE STAT BLOCKS

The stat blocks included here, and in the *Pathfinder Roleplaying Game Monster Codex*, present a wide array of kobold stat blocks to use within and outside of the traditional kobold organisation structure, as outlined for their entry in the *Pathfinder Roleplaying Game Bestiary*. Given there are kobold stat blocks in the MC, it seemed a wise idea to include a reference to them in the stat block listing for ease of reference.

In the traditional structure for kobolds, the following stat blocks are relevant: kobold clan leader, kobold leader, kobold sergeant, skilled kobold adept, skilled kobold warrior, and the stat blocks of CR 1/4 and 1/6. These stat blocks represent those of basic kobolds with levels in NPC classes. Such kobolds might be those kept as slaves to more powerful races, or groups of kobolds which are untrained and less wealthy than other tribes.

Do not feel constrained to keep to this structure, however. If you have an idea for a cool encounter, feel free to use what you like. Some of the stat blocks, such as the mining specialist, trap specialist and providers, perform special skilled functions for kobold society, and might be found in kobold cities or cities including other races. In particular, the providers might be hunters, animal handlers and/or farmers for kobold communities, ensuring their food needs are met; they typically have other kobolds working under them.

Finally, kobolds are traditionally a lawful evil race, but GMs should feel free to have some of these kobolds be of lawful neutral alignment, to have some fun roleplaying encounters.

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Additionally, the *Pathfinder Roleplaying Game Monster Codex* presents the following kobold stat blocks:

CR	
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1	Kobold Monster Wrangler
1	Kobold Bomber
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5	Kobold Guilecaster
6	Kobold Battle Master
7	Kobold Devilspeaker
7	Kobold Yapper
8	Kobold Chieftain

KOBOLDS

Kobolds are creatures of the dark, found most commonly in enormous underground warrens or the dark corners of the forest where the sun is unable to reach. Due to their physical similarities, kobolds loudly proclaim themselves the scions of dragonkind, destined to rule the earth beneath the wings of their great god-cousins, but most dragons have little use for the obnoxious pests.

While they may speak loudly of divine right and manifest destiny, kobolds are keenly aware of their own weakness. Cowards and schemers, they never fight fair if they can help it, instead setting up ambushes and double-crosses, holing up in their warrens behind countless crude but ingenious traps, or rolling over the enemy in vast, yipping hordes.

Kobold coloration varies even among siblings from the same egg clutch, ranging through the colors of the chromatic dragons, with red being the most common but white, green, blue, and black kobolds not unheard of.

Environment temperate underground or deep forest

Organization solitary, gang (2–4), nest (5–30 plus equal number of noncombatants, 1 sergeant of 3rd level per 20 adults, and 1 leader of 4th–6th level), or tribe (31–300 plus 35% noncombatants, 1 sergeant of 3rd level per 20 adults, 2 lieutenants of 4th level, 1 leader of 6th–8th level, and 5–16 dire rats)

Treasure NPC gear (leather armor, spear, sling, other treasure)

KOBOLD CHARACTERS

Kobolds are defined by their class levels—they do not possess racial Hit Dice. A kobold with NPC class levels takes a –3 penalty to its CR (rather than the normal –2 penalty). All kobolds have the following racial traits.

- **Stats:** –4 Strength, +2 Dexterity, –2 Constitution: Kobolds are fast but weak.

- **Small:** Kobolds are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
- **Normal Speed:** Kobolds have a base speed of 30 feet.
- **Darkvision:** Kobolds can see in the dark up to 60 feet.
- **Armour:** Kobolds have a +1 natural armor bonus.
- **Crafty:** Kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Craft (trapmaking) and Stealth are always class skills for a kobold.
- **Weakness:** Light sensitivity.
- **Languages:** Kobolds begin play speaking only Draconic. Kobolds who have high Intelligence scores can choose any of the following bonus languages: Common, Dwarven, Gnome, and Undercommon.



NORMAL KOBOLDS

KOBOLD ADEPT CR 1/4 (XP 100)

Kobold adept 1
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +1
Speed 30 ft.; **ACP** 0; Stealth +10
AC 15, touch 14, flat-footed 12; **CMD** 9
(+2 Dex, +1 dodge [Dodge], +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort -1, **Ref** +2, **Will** +3
hp 3 (1 HD)
Space 5 ft.; **Base Atk** +0; **CMB** -4
Melee dagger -2 (1d3-3/19-20)
Adept Spells Prepared (CL 1st, concentration +2; share spells)
1st—*bless*, *sleep* (DC 12)
0—*ghost sound*, *guidance*, *stabilize*
Combat Gear *potion of cure light wounds*
Abilities Str 4, Dex 14, Con 9, Int 9, Wis 13, Cha 10
Feats Dodge
Skills as above plus Craft (trapmaking) +4, Knowledge (religion) +2, Profession (miner) +6
Languages Draconic, empathic link
Gear as above plus belt pouch, spell component pouch, 5 gp

KOBOLD NONCOMBATANT CR 1/4 (XP 100)

Kobold commoner 1
LE Small humanoid (reptilian)
Init +1; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 30 ft.; **ACP** 0; Stealth +9
AC 15, touch 12, flat-footed 13; **CMD** 9
(+2 armour [leather], +1 Dex, +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +0, **Ref** +1, **Will** +0
hp 3 (1 HD)
Space 5 ft.; **Base Atk** +0; **CMB** -2
Melee dagger +0 (1d3-1/19-20)
Ranged dagger (range 10 ft.) +2 (1d3-1/19-20)
Abilities Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8
Feats Alertness
Skills as above plus Craft (trapmaking) +1, Profession (miner) +6
Languages Draconic
Gear as above plus belt pouch, 2 daggers, 5 gp

KOBOLD WARRIOR CR 1/4 (XP 100)

Kobold warrior 1
LE Small humanoid (reptilian)
Init +5; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +0
Speed 30 ft.; **ACP** 0; Stealth +9
AC 15, touch 12, flat-footed 14; **CMD** 10
(+2 armour [leather], +1 Dex, +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +1, **Ref** +1, **Will** +1
hp 5 (1 HD)
Space 5 ft.; **Base Atk** +1; **CMB** -1
Melee spear +1 (1d6-1/x3)
Ranged shortbow (range 60 ft.) +3 (1d4-1/x3)
Combat Gear arrows (12)
Abilities Str 9, Dex 13, Con 8, Int 9, Wis 12, Cha 8
Feats Improved Initiative
Skills as above plus Craft (trapmaking) +1, Profession (miner) +3
Languages Draconic
Gear as above plus belt pouch, dagger, 5 gp

YOUNG KOBOLD CR 1/6 (XP 65)

Kobold commoner 1
LE Tiny humanoid (reptilian)
Init +3; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 30 ft.; **ACP** 0; Stealth +13
AC 14, touch 13, flat-footed 13; **CMD** 8
(+1 armour [padded], +1 Dex, +2 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort -2, **Ref** +3, **Will** +0
hp 1 (1 HD)
Space 5 ft.; **Base Atk** +0; **CMB** -5
Melee dagger (reach 0 ft.) -1 (1d2-3/19-20)
Ranged dagger (range 10 ft.) +5 (1d2-3/19-20)
Abilities Str 5, Dex 17, Con 6, Int 9, Wis 10, Cha 8
Feats Alertness
Skills as above plus Craft (trapmaking) +1, Profession (miner) +6
Languages Draconic
Gear as above plus belt pouch with worthless trinkets

CR 1/3 KOBOLDS

GIANT KOBOLD WARRIOR

CR 1/3 (XP 135)

Giant kobold warrior 1

LE Medium humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** -1; **Stealth** +3

AC 17, touch 10, flat-footed 17; **CMD** 12

(+3 armour [studded leather], +4 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +3, **Ref** +0, **Will** +1

hp 7 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee spear +2 (1d8+1/x3)

Ranged spear (range 20 ft.) +1 (1d8+1/x3)

Combat Gear spears (3)

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 12, Cha 8

Feats Improved Initiative

Skills as above plus Craft (trapmaking) +1, Profession (miner) +3

Languages Draconic

Gear as above plus belt pouch, dagger, 5 gp

KOBOLD SKELETON

CR 1/3 (XP 135)

NE Small undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1

AC 17, touch 14, flat-footed 13; **CMD** 11

(+2 armour [leather], +3 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save, (unless it affects objects or is harmless), cold

Fort +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** -2

Melee spear +0 (1d6-1/x3), or 2 claws +0 (1d3-1)

Abilities Str 9, Dex 16, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative

SKILLED ADEPT

CR 1/3 (XP 135)

Kobold adept 2

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +3 (+5 when familiar within arm's length), Sense Motive +1 (+3 when familiar within arm's length)

Speed 30 ft.; **ACP** 0; **Stealth** +10

AC 15, touch 14, flat-footed 12; **CMD** 10

(+2 Dex, +1 dodge [Dodge], +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort -1, **Ref** +4, **Will** +4

hp 7 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -3

Melee dagger -1 (1d3-3/19-20)

Adept Spells Prepared (CL 2th, concentration +3; share spells)

1st—*bleed*, *sleep* (DC 12)

0—*ghost sound* (DC 11), *guidance*, *stabilize*

Combat Gear potion of *cure light wounds*

Abilities Str 4, Dex 14, Con 9, Int 9, Wis 13, Cha 10

SQ summon familiar (weasel; hp 3)

Feats Alertness^B, Dodge

Skills as above plus Craft (trapmaking) +4, Knowledge (religion) +3, Profession (miner) +6

Languages Draconic, empathic link

Gear as above plus belt pouch, spell component pouch, 10 gp

SKILLED WARRIOR

CR 1/3 (XP 135)

Kobold warrior 2

LE Small humanoid (reptilian)

Init +5; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0

Speed 30 ft.; **ACP** 0; **Stealth** +10

AC 15, touch 12, flat-footed 14; **CMD** 11

(+2 armour [leather], +1 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +1, **Ref** +1, **Will** +1

hp 9 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +0

Melee spear +2 (1d6-1/x3)

Ranged shortbow (range 60 ft.) +4 (1d4-1/x3)

Combat Gear arrows (20)

Abilities Str 9, Dex 13, Con 8, Int 9, Wis 12, Cha 8

Feats Improved Initiative

Skills as above plus Craft (trapmaking) +1, Profession (miner) +3

Languages Draconic

Gear as above plus belt pouch, dagger, 10 gp

CR 1/2 KOBOLDS

KOBOLD ZOMBIE

CR 1/2 (XP 200)

NE Small undead

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., staggered; **ACP** 0

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 15, touch 12, flat-footed 13; **CMD** 11

(+2 armour [leather], +1 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save, (unless it affects objects or is harmless)

Fort +0, **Ref** +1, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee spear +2 (1d6/x3) or

Melee slam +2 (1d4)

Abilities Str 11, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Toughness

SKILLED KOBOLD ARCHER

CR 1/2 (XP 200)

Kobold warrior 3

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +0

Speed 30 ft.; **ACP** 0; **Stealth** +11

AC 16, touch 12, flat-footed 15; **CMD** 12

(+3 armour [mwk studded leather], +1 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +2, **Ref** +2, **Will** +2

hp 13 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +1

Melee spear +3 (1d6-1/x3)

Ranged shortbow (range 60 ft.; Point-Blank Shot, Precise Shot) +5 (1d4-1/x3)

Combat Gear arrows (40)

Abilities Str 9, Dex 13, Con 8, Int 9, Wis 12, Cha 8

Feats Point-Blank Shot, Precise Shot

Skills as above plus Craft (trapmaking) +1, Profession (miner) +3

Languages Draconic

Gear as above plus belt pouch, dagger, 48 gp

TRAINEE KOBOLD DEVILSPEAKER

CR 1/2 (XP 200)

Kobold cleric 1

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +3

Speed 30 ft.; **ACP** 0; **Stealth** +9

AC 17, touch 13, flat-footed 15; **CMD** 8

(+3 armour [mwk studded leather], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +2, **Ref** +2, **Will** +4

hp 9 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -4

Melee heavy mace -2 (1d6-3)

Special Attacks channel negative energy (5/day, DC 12, 1d6; Selective Channelling)

Cleric Spells Prepared (CL 1st; concentration +3; law, trickery)

1st—*bleed* (2), *disguise self*^P

0—*detect magic*, *guidance*, *mending*

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—*copycat* (1 rd.), *touch of law*

Combat Gear *wand of cure light wounds* (10 chgs.)

Abilities Str 4, Dex 15, Con 10, Int 10, Wis 15, Cha 14

Feats Selective Channelling

Skills as above plus Craft (trapmaking) +1, Heal +6, Profession (miner) +2

Languages Draconic

Gear as above plus belt pouch, dagger, silver unholy symbol, spell component pouch, 20 gp

TRAINEE KOBOLD INQUISITOR

CR 1/2 (XP 200)

Kobold inquisitor 1

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +5

Speed 30 ft.; **ACP** 0; **Stealth** +10

AC 17, touch 13, flat-footed 15; **CMD** 11

(+3 armour [mwk studded leather], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +3, **Ref** +2, **Will** +3

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee spear +2 (1d6/x3)

Ranged Touch tanglefoot bag (range 10 ft.) +3 (special)

Atk Options judgement (1/day)

Inquisitor Spells Known (CL 1st; concentration +2)

1st (2)—*cure light wounds*, *magic weapon*

0—*acid splash*, *detect magic*, *disrupt undead*, *sift*

Domain Spell-Like Ability (CL 1st; concentration +2)

4/day—*copycat* (1 round)

Combat Gear tanglefoot bags (3)

Abilities Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8

Feats Weapon Focus (spear)

Skills as above plus Craft (trapmaking) +2, Intimidate +4, Knowledge (arcana, planes, religion) +4, Profession (miner) +3

Languages Draconic

SQ domain (Trickery), monster lore (+1), stern gaze (+1)

Gear as above plus belt pouch, dagger, silver unholy symbol, spell component pouch, 30 gp

TRAINEE KOBOLD MONK

CR 1/2 (XP 200)

Kobold monk 1

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +4**Speed** 30 ft.; **ACP** 0; Acrobatics +6, Stealth +10**AC** 15, touch 14, flat-footed 12; **CMD** 11

(+2 Dex, +1 dodge [Dodge], +1 natural, +1 size)

Weakness light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.**Fort** +3, **Ref** +4, **Will** +4**hp** 10 (1 HD)**Space** 5 ft.; **Base Atk** +0; **CMB** +0**Melee** unarmed strike +3 (1d4)**Ranged Touch** tanglefoot bag (range 10 ft.) +3 (special)**Atk Options** Stunning Fist (1/day, DC 10), flurry of blows**Combat Gear** *potions of cure light wounds* (2) and *mage armour* (2), tanglefoot bags (3)**Abilities** Str 11, Dex 15, Con 12, Int 12, Wis 10, Cha 8**Feats** Dodge^B, Iron Will^B, Stunning Fist^B, Weapon Finesse**Skills** as above plus Craft (trapmaking) +3, Knowledge (religion) +5, Profession (miner) +2**Languages** Draconic**Gear** as above plus belt pouch, dagger, 37 gp**TRAINEE KOBOLD ORACLE**

CR 1/2 (XP 200)

Kobold oracle 1

LE Small humanoid (reptilian)

Init +2, war sight; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3**War Sight (Su)** Roll twice for initiative and use the best result.**Speed** 20 ft.; **ACP** 0; Stealth +10**AC** 17, touch 13, flat-footed 15; **CMD** 11

(+3 armour [mwk studded leather], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity**Light Sensitivity (Ex)** When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.**Fort** +1, **Ref** +2, **Will** +2
hp 10 (1 HD)**Space** 5 ft.; **Base Atk** +0; **CMB** -1**Melee** spear +2 (1d6/x3)**Oracle Spells Known** (CL 1st; concentration +3)1st (4/day)—*cure light wounds*, *divine favour*, *magic weapon*0—*mending*, *purify food and drink*, *read magic*, *stabilize***Combat Gear** *potions of cure light wounds* (3)**Abilities** Str 11, Dex 15, Con 12, Int 8, Wis 10, Cha 12**Feats** Weapon Focus (spear)**Skills** as above plus Craft (trapmaking) +1, Knowledge (religion) +3, Profession (miner) +2**Languages** Draconic**SQ** oracle's curse (lame), mystery (battle), revelation (war sight)**Gear** as above plus belt pouch, dagger, silver holy symbol, spell component pouch, 30 gp

CR 1 KOBOLDS

GIANT KOBOLD CHAMPION

CR 1 (XP 400)

Giant kobold warrior 3

LE Medium humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** +0; Stealth +4

AC 17, touch 10, flat-footed 17; **CMD** 14

(+3 armour [mwk studded leather], +4 natural)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +3, **Ref** +1, **Will** +2

hp 20 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee mwk spear +6 (1d8+1/x3)

Ranged spear (range 20 ft.) +4 (1d8+1/x3)

Combat Gear spears (2), *potion of cure light wounds*, *potion of shield of faith*

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 12, Cha 8

Feats Improved Initiative, Weapon Focus (spear)

Skills as above plus Craft (trapmaking) +1, Intimidate +4, Profession (miner) +3

Languages Draconic

Gear as above plus belt pouch, dagger, 5 gp

KOBOLD BODYGUARD

CR 1 (XP 400)

Kobold warrior 4

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** -2; Stealth +10

AC 18, touch 13, flat-footed 16; **CMD** 14

(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +4, **Ref** +3, **Will** +1

hp 26 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +2

Melee greataxe (Power Attack [-2/+6]) +5 (1d10-1/x3)

Ranged tanglefoot bag (range 10 ft.) +7 (special)

Atk Options Hit and Run

Combat Gear tanglefoot bag (2)

Abilities Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Feats Power Attack, Weapon Focus (greataxe)

KOBOLD IRON MASTER

CR 1 (XP 400)

Kobold warrior 1/expert 3

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +6

Speed 30 ft.; **ACP** -1; Stealth +12

AC 18, touch 13, flat-footed 16; **CMD** 13

(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +2, **Ref** +3, **Will** +2

hp 15 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +1

Melee warhammer +3 (1d6-1)

Combat Gear *potions of crafter's fortune* (2)

Abilities Str 9, Dex 14, Con 8, Int 12, Wis 9, Cha 8

Feats Skill Focus (Craft [armour]), Skill Focus (Craft [weapons])

Skills as above plus Appraise +8, Craft (armour, weapons) +11, Craft (trapmaking) +3, Profession (miner) +2

Languages Draconic

Gear as above plus belt pouch, dagger, 25 gp

Skills as above plus Craft (trapmaking) +1, Profession (miner) +2

Languages Draconic

Gear as above plus belt pouch, dagger, 17 gp

KOBOLD MINING SPECIALIST

CR 1 (XP 400)

Kobold expert 4

LE Small humanoid (reptilian)

Init +5; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +0

Speed 30 ft.; **ACP** -1; Stealth +8

AC 17, touch 12, flat-footed 16; **CMD** 13

(+4 armour [mwk chain shirt], +1 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +1, **Ref** +2, **Will** +4

hp 14 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee spear +4 (1d6/x3)

Ranged light crossbow (range 80 ft.) +5 (1d6/19-20) or

Ranged thrown item (range 10 ft.) +5 touch (special)

Combat Gear alchemist's fire (2), bolts (10), tanglefoot bag

Abilities Str 10, Dex 13, Con 10, Int 9, Wis 10, Cha 8

Feats Improved Initiative, Skill Focus (Knowledge [engineering])

Skills as above plus Craft (trapmaking) +8, Disable Device +7, Knowledge (dungeoneering) +6, Knowledge (engineering) +9, Profession (miner) +9

Languages Draconic

Gear as above plus belt pouch, dagger, 3 gp

KOBOLD PROVIDER CR 1 (XP 400)

Kobold ranger 2
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +2
Speed 30 ft.; **ACP** -1; Climb +4, Stealth +10

AC 18, touch 13, flat-footed 16; **CMD** 13
(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +3, **Ref** +5, **Will** +2
hp 15 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1
Melee mwk greatsword +4 (2d4/19-20)
Ranged longbow (range 100 ft.; Point-Blank Shot) +5 (1d6/x3)
Atk Options favoured enemy (animals [+2])
Combat Gear arrows (40)

Abilities Str 11, Dex 15, Con 10, Int 10, Wis 14, Cha 8
Feats Point-Blank Shot^B, Skill Focus (Handle Animal)
Skills as above plus Craft (trapmaking) +2, Handle Animal +7, Knowledge (nature) +5, Profession (farmer) +7, Profession (miner) +4, Survival +7 (+8 tracking)
Languages Draconic
SQ combat style (archery), track (+1), wild empathy (+1)
Gear as above plus belt pouch, dagger, 75 gp

KOBOLD SCOUT CR 1 (XP 400)

Kobold warrior 2/expert 2
LE Small humanoid (reptilian)
Init +6; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +0
Speed 30 ft.; Run; **ACP** -1; Acrobatics +5, Climb +2, Stealth +10

AC 18, touch 13, flat-footed 16; **CMD** 13
(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +3, **Ref** +2, **Will** +3
hp 18 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +1
Melee spear +3 (1d6-1/x3)
Ranged shortbow (range 60 ft.) +6 (1d4-1/x3)
Combat Gear arrows (20)

Abilities Str 9, Dex 14, Con 8, Int 9, Wis 12, Cha 8
Feats Improved Initiative, Run
Skills as above plus Craft (trapmaking) +1, Disable Device +8, Knowledge (geography) +3, Profession (miner) +3, Survival +5
Languages Draconic
Gear as above plus belt pouch, dagger, thieves' tools, 74 gp

KOBOLD TRAP SPECIALIST CR 1 (XP 400)

Kobold expert 4
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +13, Sense Motive +1
Speed 30 ft.; **ACP** -1; Acrobatics +8, Climb +2, Escape Artist +5, Stealth +12

AC 18, touch 13, flat-footed 16; **CMD** 13
(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +0, **Ref** +3, **Will** +3
hp 14 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +1
Melee morningstar +3 (1d6-1)
Ranged heavy crossbow (range 120 ft.) +6 (1d8/19-20)
Combat Gear bolts (10)

Abilities Str 9, Dex 14, Con 8, Int 9, Wis 12, Cha 8
Feats Skill Focus (Craft [trapmaking]), Skill Focus (Perception)
Skills as above plus Craft (trapmaking) +11, Disable Device +8, Intimidate +2, Profession (miner) +7
Languages Draconic
Gear as above plus belt pouch, dagger, thieves' tools, 48 gp

PUISSANT KOBOLD ADEPT CR 1 (XP 400)

Kobold adept 4
LE Small humanoid (reptilian)
Init +6; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 30 ft.; **ACP** 0; Stealth +12

AC 14, touch 13, flat-footed 12; **CMD** 10
(+2 Dex, +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +0, **Ref** +3, **Will** +6
hp 14 (4 HD)

Space 5 ft.; **Base Atk** +2; **CMB** -2
Melee dagger +0 (1d3-3/19-20)
Adept Spells Prepared (CL 4th, concentration +6; share spells)
2nd—*invisibility*
1st—*bless*, *burning hands* (DC 13), *sleep* (DC 13)
0—*ghost sound*, *guidance*, *touch of fatigue* (DC 12)
Combat Gear *potions of mage armour* (2), *wand of cure light wounds* (15 charges)

Abilities Str 4, Dex 14, Con 9, Int 9, Wis 14, Cha 10
SQ summon familiar
Feats Improved Initiative, Stealthy
Skills as above plus Craft (trapmaking) +1, Heal +6, Knowledge (religion) +4, Profession (miner) +4
Languages Draconic
Gear as above plus belt pouch, spell component pouch, 57 gp

CR 2 KOBOLDS

EXPERIENCED KOBOLD PROVIDER

CR 2 (XP 600)

Kobold ranger 3

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +2

Speed 30 ft.; **ACP** -1; Climb +5, Stealth +11

AC 18, touch 13, flat-footed 16; **CMD** 14

(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +3, **Ref** +5, **Will** +3

hp 21 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee mwk greatsword +5 (2d4/19-20)

Ranged mwk composite longbow (range 110 ft. Deadly Aim, Point-Blank Shot) +7 (1d6/x3)

Atk Options favoured enemy (animals [+2])

Combat Gear arrows (40), *potions of bull's strength* and *weapon of awe*

Abilities Str 11, Dex 15, Con 10, Int 10, Wis 14, Cha 8

Feats Deadly Aim, Endurance^B, Point-Blank Shot^B, Skill Focus (Handle Animal)

Skills as above plus Craft (trapmaking) +2, Handle Animal +8, Knowledge (nature) +6, Profession (farmer) +8, Profession (miner) +4, Survival +8 (+9 tracking)

Languages Draconic

SQ combat style (archery), favoured terrain (+2; choose as best fits kobold's region), track (+1), wild empathy (+2)

Gear as above plus belt pouch, dagger, 45 gp

JUNIOR KOBOLD DEVILSPEAKER

CR 2 (XP 600)

Kobold cleric 3

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +3

Speed 30 ft.; **ACP** -1; Stealth +9

AC 18, touch 13, flat-footed 16; **CMD** 10

(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +4, **Ref** +6, **Will** +6

hp 20 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** -2

Melee heavy mace +0 (1d6-3)

Special Attacks channel negative energy (5/day, DC 13, 2d6; Selective Channelling)

Cleric Spells Prepared (CL 3rd; concentration +5; law, trickery)

2nd—*hold person* (2; DC 14), *invisibility*^D

1st—*bless* (2), *disguise self*^D, *obscuring mist*

0—*bleed* (DC 12), *detect magic*, *guidance*, *mending*

Domain Spell-Like Abilities (CL 3rd; concentration +5)

5/day—*copycat* (3 rds.), *touch of law*

Combat Gear *potion of eagle's splendour*

Abilities Str 4, Dex 15, Con 10, Int 10, Wis 15, Cha 14

Feats Combat Casting, Selective Channelling

Skills as above plus Craft (trapmaking) +1, Heal +7, Profession (miner) +2

Languages Draconic

Gear as above plus belt pouch, *cloak of resistance* +1, silver unholy symbol, spell component pouch, 55 gp

KOBOLD INQUISITOR

CR 2 (XP 600)

Kobold inquisitor 3

LE Small humanoid (reptilian)

Init +7; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +5

Speed 30 ft.; **ACP** -1; Stealth +11

AC 18, touch 13, flat-footed 16; **CMD** 13

(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +5, **Ref** +4, **Will** +5

hp 23 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee spear +4 (1d6/x3)

Atk Options judgement (1/day), Precise Strike, solo tactics

Inquisitor Spells Known (CL 3rd; concentration +4)

1st (4/day)—*alarm*, *cure light wounds*, *divine favour*, *magic weapon*

0—*acid splash*, *create water*, *detect magic*, *disrupt undead*, *sift*, *stabilize*

Domain Spell-Like Ability (CL 3rd; concentration +4)

4/day—*copycat* (3 rds.)

Inquisitor Spell-Like Ability (CL 3rd; concentration +4)

At will—*detect alignment*

Combat Gear *scrolls of invisibility* (2)

Abilities Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8

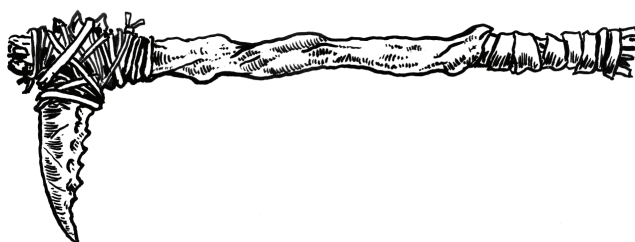
Feats Improved Initiative, Weapon Focus (spear)

Skills as above plus Craft (trapmaking) +2, Intimidate +5, Knowledge (arcana, planes, religion) +6, Profession (miner) +3, Sense Motive +5 (+6 track)

Languages Draconic

SQ cunning initiative (+1), domain (Trickery), monster lore (+1), stern gaze (+1), teamwork feat (Precise Strike), track (+1)

Gear as above plus belt pouch, dagger, *cloak of resistance* +1, silver unholy symbol, spell component pouch, 65 gp



KOBOLD MONK CR 2 (XP 600)

Kobold monk 3
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +6
Speed 40 ft. (fast movement); **ACP** -0; Acrobatics +8, Stealth +12
AC 15, touch 14, flat-footed 12; **CMD** 14
(+2 Dex, +1 dodge [Dodge], +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +5, **Ref** +6 (evasion), **Will** +6; +2 vs. enchantment spells and effects
hp 23 (3 HD)
Space 5 ft.; **Base Atk** +2; **CMB** +2
Melee unarmed strike +6 (1d4)
Ranged Touch tanglefoot bag (range 10 ft.) +5 (special)
Special Attacks Combat Reflexes, Stunning Fist (3/day, DC 11), flurry of blows
Combat Gear *potions of bull's strength* and *mage armour* (2), tanglefoot bags (3)
Abilities Str 11, Dex 15, Con 12, Int 12, Wis 10, Cha 8
SQ maneuver training, still mind
Feats Combat Reflexes^B, Dodge^B, Iron Will^B, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)
Skills as above plus Craft (trapmaking) +3, Knowledge (religion) +7, Profession (miner) +2
Languages Draconic
Gear as above plus belt pouch, *cloak of protection* +1, 97 gp

KOBOLD ORACLE CR 2 (XP 600)

Kobold oracle 3
LE Small humanoid (reptilian)
Init +6, war sight; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +3
War Sight (Su) Roll twice for initiative and use best result.
Speed 20 ft.; **ACP** 0; Stealth +12
AC 18, touch 13, flat-footed 16; **CMD** 11
(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +3, **Ref** +4, **Will** +4
hp 23 (3 HD)
Space 5 ft.; **Base Atk** +2; **CMB** -1
Melee longspear +4 (reach 10 ft.; Power Attack [-2/+3]) (1d6/x3)
Oracle Spells Known (CL 3rd; concentration +4)
1st (6/day)—*cure light wounds*, *divine favour*, *enlarge person*, *expeditious retreat*, *magic weapon*
0—*mending*, *purify food and drink*, *read magic*, *resistance*, *stabilize*
Combat Gear *scrolls of bull's strength* and *eagle's splendour*
Abilities Str 11, Dex 15, Con 12, Int 8, Wis 10, Cha 12
Feats Improved Initiative, Power Attack, Weapon Focus (longspear)^B
Skills as above plus Craft (trapmaking) +1, Knowledge (religion) +5, Profession (miner) +2

Languages Draconic

SQ oracle's curse (lame), mystery (battle), revelations (war sight, weapon mastery (longspear))

Gear as above plus belt pouch, dagger, *cloak of resistance* +1, silver unholy symbol, spell component pouch, 62 gp

KOBOLD SERGEANT CR 2 (XP 600)

Kobold warrior 3/expert 2
LE Small humanoid (reptilian)
Init +6; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +1
Speed 30 ft.; **ACP** -1; Acrobatics +11, Climb +2, Stealth +12
AC 18, touch 13, flat-footed 16; **CMD** 14
(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +2, **Ref** +3, **Will** +5
hp 20 (5 HD)
Space 5 ft.; **Base Atk** +4; **CMB** +2
Melee greataxe (Power Attack [-2/+6]) +4 (1d10-1/x3)
Ranged longbow (range 100 ft. Deadly Aim) +7 (1d6/x3)
Combat Gear arrows (20), *potion of bull's strength*
Abilities Str 9, Dex 14, Con 8, Int 9, Wis 12, Cha 8
Feats Deadly Aim, Improved Initiative, Power Attack
Skills as above plus Craft (trapmaking) +7, Profession (miner) +3
Languages Draconic
Gear as above plus belt pouch, dagger, 131 gp

KOBOLD SNIPER SERGEANT CR 2 (XP 600)

Kobold fighter 3
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +2
Speed 30 ft.; **ACP** -1; Stealth +10
AC 18, touch 13, flat-footed 16; **CMD** 14
(+4 armour [mwk chain shirt], +2 Dex, +1 natural, +1 size)
Weakness light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.
Fort +3, **Ref** +3, **Will** +3 (+4 vs. fear)
hp 24 (3 HD)
Space 5 ft.; **Base Atk** +3; **CMB** +2
Melee mwk glaive (reach 10 ft.) +5 (1d8/x3)
Ranged mwk longbow (range 100 ft.; Deadly Aim, Far Shot, Point-Blank Shot, Precise Shot) +7 (1d6/x3)
Combat Gear arrows (20), *oil of weapon of awe* (2)
Abilities Str 11, Dex 15, Con 10, Int 10, Wis 14, Cha 8
Feats Deadly Aim, Far Shot, Point-Blank Shot, Precise Shot
Skills as above plus Craft (trapmaking) +6, Profession (miner) +4, Survival +6
Languages Draconic
SQ armour training (1), bravery (+1)
Gear as above plus belt pouch, dagger, 113 gp

CR 3 KOBOLDS

JUNIOR KOBOLD GUILCASTER

CR 3 (XP 800)

Kobold sorcerer (infernal) 4

LE Small humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +1

Speed 30 ft.; **ACP** 0; **Stealth** +13

AC 14, touch 13, flat-footed 12; **CMD** 8

(+2 Dex, +1 natural, +1 size)

Resist fire 5

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +2 (+4 vs. poison), **Ref** +3, **Will** +5

hp 30 (4 HD)

Space 5 ft.; **Base Atk** +2; **CMB** -2

Melee heavy mace +0 (1d6-3)

Sorcerer Spells Prepared (CL 4th; concentration +7)

2nd (4/day)—*mirror image*

1st (7/day)—*burning hands* (DC 14), *charm person* (DC 16), *mage armour*, *protection from good*

0—*arcane mark*, *daze* (DC 13), *detect magic*, *flare* (DC 13), *ray of frost*, *spark*

Bloodline Spell-Like Ability (CL 4th; concentration +7; bloodline *arcana*)

5/day—*corrupting touch* (2 rounds)

Combat Gear *potion of cure moderate wounds*, *wand of magic missile* (10 chgs.; CL 7, 4 missiles)

Abilities Str 4, Dex 15, Con 12, Int 10, Wis 12, Cha 16

SQ infernal resistances

Feats Eschew Materials^B, Improved Initiative, Toughness

Skills as above plus Craft (trapmaking) +2, Knowledge (*arcana*) +7, Profession (miner) +3

Languages Draconic

Gear as above plus belt pouch, *cloak of resistance* +1, dagger, 35 gp

JUNIOR KOBOLD YAPPER

CR 3 (XP 800)

Kobold bard (dragon yapper) 4

LE Small humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +0 (+9 when singing)

Speed 30 ft.; **ACP** -1; **Acrobatics** +9, **Stealth** +13

AC 21, touch 14, flat-footed 18; **CMD** 14

(+5 armour [+1 *chain shirt*], +3 Dex, +1 natural, +1 shield [mwk light wooden], +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +5, **Ref** +8, **Will** +5; +4 vs. bardic performance, sonic, and language-dependant effects

hp 29 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +1

Melee mwk longsword +4 (1d6-1/19-20)

Special Attacks bardic performance (Su [standard; 12 rds./day]; countersong, distraction, inspire courage +1, yapping song [DC 14])

Yapping Song (Su) A dragon yapper can use performance to annoy those that hear it, causing them to take a -1 penalty on attack and damage rolls and a -1 penalty on saves against fear effects and charm effects. Yapping song is a mind-affecting ability that uses audible components, but is not language-dependent.

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*heroism*, *hold person* (DC 14)

1st (4/day)—*alarm*, *charm person* (DC 13), *grease* (DC 13), *silent image* (DC 13)

0—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *mage hand*, *prestidigitation* (DC 12), *resistance*

Combat Gear *oils of obscuring mist* (2), *potions of eagle's splendour* (2), *wand of cure light wounds* (25 chgs.)

Abilities Str 8, Dex 16, Con 12, Int 8, Wis 10, Cha 15

Feats Great Fortitude, Improved Initiative

Skills as above plus Bluff +5 (+9 when singing), Craft (trapmaking) +1, Perform (sing) +9, Profession (miner) +2, Spellcraft +6

Languages Draconic

SQ bardic knowledge (+2), versatile performance (sing)

Gear as above plus belt pouch, *cloak of resistance* +1, dagger, spell component pouch, 52 gp

KOBOLD LEADER

CR 3 (XP 800)

Kobold warrior 6

LE Small humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -3; **Stealth** +10

AC 20, touch 13, flat-footed 18; **CMD** 16

(+6 armour [mwk breastplate], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +4, **Ref** +4, **Will** +3

hp 33 (6 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +4

Melee mwk greataxe (Power Attack [-2/+6]) +8/+3 (1d10-1/x3)

Ranged Touch tanglefoot bag (range 10 ft.) +9 (special)

Combat Gear *potions of bull's strength*, *cure light wounds* (2), and *heroism*, tanglefoot bag (2)

Abilities Str 9, Dex 14, Con 8, Int 9, Wis 12, Cha 8

Feats Improved Initiative, Power Attack, Weapon Focus (greataxe)

Skills as above plus Craft (trapmaking) +1, Profession (miner) +3

Languages Draconic

Gear as above plus belt pouch, dagger, 77 gp

CR 4 KOBOLDS

KOBOLD CLAN LEADER

CR 4 (XP 1,200)

Kobold warrior 7

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0

Speed 20 ft., base speed 30 ft.; **ACP** -3; Stealth +13

AC 21, touch 13, flat-footed 19; **CMD** 18

(+7 armour [+1 *breastplate*], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +5, **Ref** +4, **Will** +2

hp 45 (7 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +6

Melee mwk greatsword +8/+3 (2d4/19-20)

Ranged mwk longbow (range 100 ft.; Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot) +11/+6 (1d6/x3)

Combat Gear arrows (20), potions of *cure moderate wounds* (2)

Abilities Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Feats Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot

Skills as above plus Craft (trapmaking) +1, Profession (miner) +2

Languages Draconic

Gear as above plus belt pouch, dagger, 21 gp

KOBOLD DRAGON SPAWN

CR 4 (XP 1,200)

Kobold half-dragon (blue) warrior 3/expert 2

LE Small humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +9, Sense Motive +0

Speed 30 ft., fly 60 ft. (average); **ACP** 0; Acrobatics +9, Climb +7, Fly +15, Stealth +13

AC 21, touch 13, flat-footed 19; **CMD** 18

(+3 armour [mwk studded leather], +2 Dex, +5 natural, +1 size)

Immunity electricity, paralysis, sleep; **Weakness** light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +7, **Ref** +4, **Will** +5

hp 43 (5 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6

Melee bite +8 (1d4+3) and 2 claws +8 (1d3+3)

Ranged mwk composite longbow (range 110 ft.) +7 (1d6+3/x3)

Special Attack breath weapon (1/day; 60-foot line of electricity, 5d6 electricity damage, DC 15 Reflex halves)

Combat Gear arrows (20), potions of *cure light wounds* (4) and *heroism*

Abilities Str 17, Dex 14, Con 16, Int 11, Wis 10, Cha 10

Feats Combat Reflexes, Improved Initiative, Skill Focus (Fly)

Skills as above plus Craft (trapmaking) +5, Profession (miner) +2

Languages Draconic

Gear as above plus belt pouch, *cloak of resistance* +1, dagger, 21 gp

SENIOR KOBOLD ORACLE

CR 4 (XP 1,200)

Kobold oracle 5

LE Small humanoid (reptilian)

Init +6, war sight; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +3

War Sight (Su) Roll twice for initiative and use the best result.

Speed 15 ft., base speed 20 ft.; **ACP** -3; Stealth +11

AC 21, touch 13, flat-footed 18; **CMD** 12

(+7 armour [+1 *breastplate*], +2 Dex, +1 natural, +1 size)

Immune fatigue

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +5, **Ref** +4, **Will** +5

hp 36 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** -1

Melee longspear +4 (reach 10 ft.; Power Attack [-1/+3]) (1d6/x3)

Oracle Spells Known (CL 5th; concentration +6)

2nd (4/day)—*bull's strength*, *cure moderate wounds*, *darkness*, *fog cloud*

1st (7/day)—*comprehend languages*, *cure light wounds*, *divine favour*, *enlarge person*, *expeditious retreat*, *magic weapon*
0—*light*, *mending*, *purify food and drink*, *read magic*, *resistance*, *stabilize*

Combat Gear potions of *expeditious retreat* (2), scrolls of *eagle's splendour* and *shield other*

Abilities Str 11, Dex 15, Con 12, Int 8, Wis 10, Cha 12

Feats Combat Casting, Great Fortitude, Improved Initiative

Skills as above plus Craft (trapmaking) +1, Knowledge (religion) +7, Profession (miner) +2

Languages Draconic

SQ oracle's curse (lame), mystery (battle), revelations (battlefield clarity, combat healer, war sight)

Gear as above plus belt pouch, *cloak of resistance* +1, dagger, *elixir of hiding*, silver unholy symbol, spell component pouch, 115 gp



CR 5 KOBOLDS

ESOTERIC KOBOLD ADEPT

CR 5 (XP 1,600)

Kobold adept 8

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +4 (+6 if Irix within arm's reach), Sense Motive +2 (+4 if Irix within arm's reach)

Speed 30 ft.; **ACP** 0; Escape Artist +4, Stealth +13

AC 15, touch 14, flat-footed 13; **CMD** 13; Dodge (+2 Dex, +1 dodge [Dodge], +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the adept is dazzled.

Fort +3, **Ref** +5, **Will** +9

hp 44 (8 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +0

Melee spear +2 (1d6-3/x3)

Ranged spear (range 20 ft.) +7 (1d6-3/x3)

Adept Spells Prepared (CL 8th; concentration +10; share spells)

2nd—*invisibility*, *scorching ray* (+7 ranged touch), *web* (DC 14)

1st—*burning hands* (2; DC 13), *cause fear* (2; DC 13)

0—*detect magic*, *stabilize*, *touch of fatigue* (DC 12)

Combat Gear potions of *mage armour* (2) and *owl's wisdom*, scrolls of *bear's endurance*, *cure serious wounds* (2) and *darkness*, wand of *cure light wounds* (50 charges)

Abilities Str 4, Dex 14, Con 10, Int 9, Wis 14, Cha 10

SQ familiar (imp)

Feats Alertness^B, Dodge, Improved Familiar, Stealthy, Toughness

Skills as above plus Craft (trapmaking) +1, Knowledge (religion) +8, Profession (miner) +4

Languages Draconic, empathic link, speak with familiar

Gear as above plus belt pouch, *cloak of resistance* +1, dagger, spell component pouch, 240 gp

IMP (FAMILIAR)

CR - (XP -)

This tiny red-skinned creature of obvious otherworldly origin has fiendish wings and a slender tail tipped with a sharp stinger.

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7, Sense Motive +1

See in Darkness (Su) Irix can see perfectly in any darkness.

Speed 20 ft., fly 50 ft. (perfect); **ACP** 0; Acrobatics +9 (+5 jumping), Fly +21, Stealth +16

AC 21, touch 16, flat-footed 17; **CMD** 16; Dodge (+3 Dex, +1 dodge [Dodge], +5 natural, +2 size)

Immune fire, poison; **Resist** acid 10, cold 10

Fort +2, **Ref** +6 (improved evasion), **Will** +7

hp 22 (8 HD); fast healing 2; **DR** good or silver/5

Space 2 1/2 ft.; **Base Atk** +4; **CMB** +2

Melee sting (reach 0 ft.) +9 (1d4 plus poison [DC 13; *frequency* 1/rd. for 6 rds.; *effect* 1d2 Dex; *cure* 1 save])

Atk Options deliver touch spells

Special Actions change shape (boar, giant spider, rat or raven; *beast shape I*)

Spell-Like Abilities (CL 6th; concentration +8)

At-Will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

Abilities Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14

Feats Dodge, Weapon Finesse

Skills as above plus Bluff +8, Knowledge (arcana) +7, Knowledge (planes) +7, Knowledge (religion) +7, Spellcraft +7

Languages Common, Infernal, empathic link, speak with master

SENIOR KOBOLD INQUISITOR

CR 5 (XP 1,600)

Kobold inquisitor 6

LE Small humanoid (reptilian)

Init +7; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +7

Speed 20 ft., base speed 30 ft.; **ACP** -3; Stealth +12

AC 20, touch 13, flat-footed 18; **CMD** 15

(+7 armour [+1 *breastplate*], +2 Dex, +1 natural, +1 size)

Weakness light sensitivity

Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell the kobold is dazzled.

Fort +7, **Ref** +5, **Will** +7

hp 42 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +3

Melee mwk spear +6 (1d6/x3)

Ranged mwk longbow (range 100 ft.) +7 (1d6/x3)

Atk Options bane (6 rounds/day), judgement (2/day), Outflank, Precise Strike, solo tactics

Inquisitor Spells Known (CL 6th; concentration +7)

2nd (3)—*corruption resistance*, *invisibility*, *lesser restoration*, *perceive cues*

1st (5)—*alarm*, *cure light wounds*, *divine favour*, *magic weapon*

0—*acid splash*, *create water*, *detect magic*, *disrupt undead*, *sift*, *stabilize*

Domain Spell-Like Ability (CL 6th; concentration +7)

4/day—*copycat* (6 rounds)

Inquisitor Spell-Like Ability (CL 6th; concentration +7)

At will—*detect alignment*

6 rounds/day—*discern lies* (DC 15)

Combat Gear arrows (20), *potions of bear's endurance* (2) and *heroism* (2), wand of *cure light wounds* (20 chgs.)

Abilities Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8

Feats Improved Initiative, Power Attack, Weapon Focus (spear)

Skills as above plus Craft (trapmaking) +2, Intimidate +10, Knowledge (arcana, planes, religion) +9, Profession (miner) +3, Survival +5 (+8 track)

Languages Draconic

SQ cunning initiative (+1), domain (Trickery), monster lore (+1), stern gaze (+3), teamwork feats (Outflank, Precise Strike), track (+3)

Gear as above plus belt pouch, dagger, *cloak of protection* +1, silver unholy symbol, spell component pouch, 64 gp

READING STAT BLOCKS

100% Crunch: *Kobolds* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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