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TRIBES MOST FOUL: KOBOLDS



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

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TRIBES MOST FOUL: KOBOLDS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Mike Welham

Bored of pitting your PCs against boring, one-dimensional kobolds, orcs and goblins? Want to provide your monstrous minions with style and flair in appearance, mannerisms and battlefield tactic? Then, Tribes Most Foul is for you.

Each supplement presents three tribes in rich, flavoursome detail and includes notes on the tribe's society, practises, ecology, lair, battle tactics and notable tribal personalities as well as sample stat blocks.



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Thank you for purchasing *Tribes Most Foul: Kobolds*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Tribes Most Foul: Kobolds* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Mike Welham has been gaming off-and-on for over 30 years. While he has played using numerous game systems, he has always had a fondness for Dungeons & Dragons and its offshoots. The third edition of Dungeons & Dragons renewed a flagging interest in roleplaying games, but the introduction of Pathfinder sparked a long-dormant desire to write for roleplaying games. Mike has written for Clockwork Gnome Publishing, Open Design, Paizo, and Rite Publishing, and (much to his surprise) he won Paizo's RPG Superstar contest in 2012. He is quite happy with his continuing publishing relationship with Raging Swan Press.

Mike lives in Kernersville, North Carolina, with his ever-patient wife, two roleplaying game-savvy children (one has started his university career, however), a puggle, three cats, and a turtle. He believes the solution to the impending empty nest syndrome will be to allow more creatures of his imagination to make themselves at home.

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CONTENTS

Credits..... 2

Contact Us 2

Errata 2

About the Designer..... 2

Contents 3

Foreword 3

Reading Stat Blocks..... 4

TRIBES MOST FOUL: KOBOLDS

Brightlander Kobolds 4

Green Mother’s Scales..... 6

Kobolds of the Diabolical Trap Guild..... 8

FOREWORD

STAT BLOCKS BY CR

CR		PAGE
3	Meela LE female kobold rogue (chameleon) 4	9
6	Kaxal LE female kobold rogue (sniper) 7	7
6	Lareen LE female half-dragon kobold sorcerer (draconic [green]) 5	7
8	Krathis LE male kobold rogue (charlatan) 9	9
10	Hrithiss Half-blue dragon behir	5
11	Nezzit LE female half-dragon kobold ranger (skirmisher) 11	5



Kobolds. Literally the lowest of the low. We often joke that it’s so frightfully embarrassing to be killed by kobolds. And I guess for most kobolds this is true as they are not exactly strong, tough and dangerous. It’s certainly not the case, though, for the kobold tribes Mike has dreamt up. I guarantee the PCs will remember (but not fondly) their encounters with these three tribes for years to come!

I have to say that on a personal note I’m very much enjoying how this series is shaping up. While I enjoyed the previous incarnation of the TRIBES line I can see why in some cases people had problem integrating the featured tribes into their campaign as some filled very specific niches. I’m hoping this approach is more flexible and useful for a GM in that you get three tribes richly detailed in each instalment.

In any event, I hope you find *Tribes Most Foul: Kobolds* useful and enjoyable. If you have any suggestions as to how I can improve the line – or you just want to say “hi” – you can contact me on creighton@ragingswan.com. I’ll be sure to pass on all your comments to Mike.

BRIGHTLANDER KOBOLDS

The result of generations of experimentation and selective breeding by Brillinox (great wyrm blue dragon) the Brightlander Kobolds are just as comfortable in the noonday desert as they are under the desert's sands. Led by the pitiless half-blue dragon kobold, Nezzit (page 5), the Brightlander Kobolds pose a considerable threat to travellers and inhabitants alike, while their blue dragon "benefactor" uses them to divert attention from his plans and schemes. However, if the Brightlanders fail in any way, the dragon has no qualms about destroying the lot of them and starting over.

SOCIETY & ORGANISATION

The Brightlander tribe is uncharacteristically bold and utterly ruthless in its attacks. Nezzit, the only survivor from the dragon's last culling, is painfully aware of the price of failure and brooks no failure from her followers. She makes a cruel and painful example of those who cannot carry their weight. Brightlander kobolds would rather fall in battle than face Nezzit's wrath. The intelligent half-blue dragon behir Hrithiss and Nezzit's two half-blue dragon kobold lieutenants (Ariak and Soro [all page 5]) support Nezzit.

Nezzit has lived for close to 200 years and has no intention of giving up the tribe's leadership. She has quiet designs on challenging the blue dragon that sired her, but knows she is not yet powerful enough. The kobolds of the Brightlander tribe assume another of the half-blue dragon kobolds will take her place when she dies.

Appearance: Nezzit, as well as her lieutenants and sergeants, have wings and a distinctive deep blue coloration that marks them as half-dragons. The otherwise typical Brightlander kobolds have tawny scales, which helps them blend in with their desert homes. When they wear armour, they dye it to match their scale colour. However, these kobolds have deep blue eyes, which mark them as Brightlanders.

IN YOUR CAMPAIGN

In your campaign, the Brightlander kobolds could inhabit any warm desert or plains area. The reflective desert sands are not a necessary feature and a GM could easily remove this reference. If the GM moves the tribe to another type of terrain, he will likely need to change Brillinox's type (and the tribe's scale colour).

ECOLOGY & LAIR

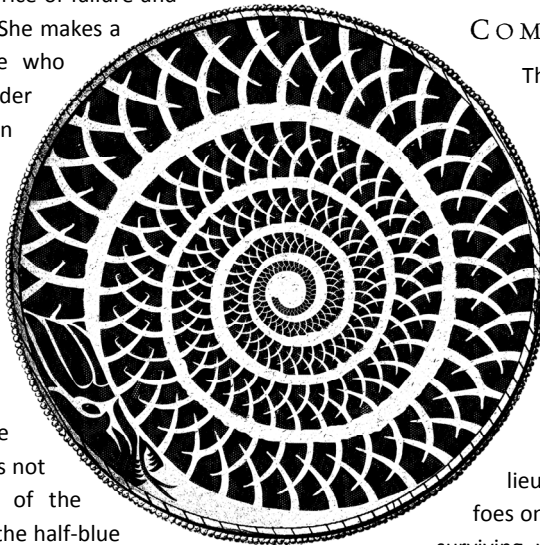
The Brightlander tribe controls a 100-square-mile area of the equatorial Brightlands Desert, so named because of the white sands that not only reflect the sun, but also retain some of the day's light to glow during the night. The sands cover a range of eroded mountains, which Brillinox claims as his territory. The kobolds hold the only oasis in the desert. Here, they charge exorbitant fees to caravans stopping to replenish water supplies and get relief from the hot desert.

Nezzit and her lieutenants spend the majority of their time in a tangle of sand-covered caves near the oasis, which the underground river feeding the oasis winds through. They have set up scrying devices in the oasis to make certain they can react quickly if problems arise.

COMBAT & TACTICS

The Brightlanders take advantage of the desert's shifting sands and the element of surprise regarding their ability to see in the desert's harsh light to overwhelm their foes. If the tribe prepares for battle, the warriors hide under the sand to ambush their prey. Otherwise, they engage foes in a mobile battle in the hope their opponents succumb to the desert heat.

If her warriors and sergeants are not enough to dispatch a threat, Nezzit and her lieutenants get directly involved. Nezzit leads foes on a chase she assumes they have no hope of surviving, while Ariak provides support and Soro picks off foes from range. Nezzit holds Hrithiss in reserve for particularly powerful foes, preferring not to alert outsiders they have the creature at their disposal.



TRIBAL ROSTER

The tribe comprises the following members:

- 211 warriors (LE kobold warrior 1)
- 73 non-combatants (including 59 young)
- 11 sergeants (LE half-dragon kobold ranger [skirmisher] 2)
- Hrithiss (N half-dragon behir)
- Ariak (NE half-dragon kobold druid [desert druid] 6)
- Soro (LE half-dragon kobold rogue [sniper] 8)
- Nezzit (LE half-dragon kobold ranger [skirmisher] 11)

Note: The kobolds lose their light sensitivity weakness and gain an additional +2 racial bonus to Stealth check in the desert).

NEZZIT

CR 11 (XP 12,800)

This winged reptilian humanoid has rows of sharp teeth, deep blue scales and a wicked tail.

Female half-dragon kobold ranger (skirmisher) 11

LE Small dragon (humanoid, reptilian)

Init +4 (+6 in plains, +8 in desert); **Senses** darkvision 60 ft., low-light vision; Perception +18 (+20 vs. halflings, +22 vs. humans, +24 vs. gnomes), Sense Motive +13 (+15 vs. halflings, +17 vs. humans, +19 vs. gnomes)**Speed** 30 ft., fly 60 ft.; hunter's trick, surprise shift, woodland stride; **ACP** 0; Acrobatics +4, Fly +20, Stealth +22 (+24 in plains, +26 in desert)**Hunter's Trick (Ex)** Nezzit moves up to twice her speed as a move action. She does not take any penalty on Stealth checks for movement during this move.**Surprise Shift (Ex [swift])** Nezzit moves 5 feet (which does not count as a 5-foot step or provoke attacks of opportunity).**Woodland Stride (Ex)** Nezzit can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.**AC** 24, touch 16, flat-footed 19; **CMD** 28; Mobility (+3 armour [mwk studded leather], +4 Dex, +1 dodge [Dodge], +5 natural, +1 size)**Immune** electricity, paralysis, *sleep***Fort** +10 (+4 vs. suffocation), **Ref** +11 (evasion), **Will** +5
hp 103 (11 HD)**Space** 5 ft.; **Base Atk** +11; **CMB** +13**Melee** bite +15 (1d4+3) and
2 claws +15 (1d3+3)**Ranged** +1 *shock light crossbow* (range 80 ft.; Deadly Aim [-3/+6], Far Shot, Improved Precise Shot, Rapid Reload, Shot on the Run, defensive bow stance) +17/+12/+7 (1d6+1/19-20 and 1d6 electricity)**Atk Options** distracting attack, favoured enemies (gnomes [+6], halflings [+2], humans [+4]), hunter's tricks (7/day), hunting companions (2 rds.), quarry**Defensive Bow Stance (Ex [swift])** Until the start of Nezzit's next turn, her ranged attacks do not provoke attacks of opportunity.**Distracting Attack (Ex [free {before attack}])** If Nezzit's attack hits, the target takes a -2 penalty on attack rolls for 1 round.**Combat Gear** bolts (30), *potion of cure moderate wounds***Abilities** Str 16, Dex 19, Con 17, Int 12, Wis 14, Cha 10**SQ** combat style (archery), favoured terrains (desert [+4], plains [+2]), hunter's tricks (chameleon step, defensive bow stance, surprise shift), swift tracker, track (+5), wild empathy (+11)**Feats** Deadly Aim, Dodge, Endurance^B, Far Shot, Improved Precise Shot^B, Mobility, Point Blank Shot^B, Precise Shot, Rapid Reload (light crossbow), Shot on the Run^B**Skills** as above plus Handle Animal +14, Intimidate +14, Knowledge (nature) +15, Survival +16 (+21 tracking, +23 tracking halflings, +25 tracking humans, +27 tracking gnomes; swift tracker; + bonus in plains, +4 bonus in desert)**Languages** Common, Draconic**Gear** as above plus 188 gp

NOTABLE PERSONALITIES

The majority of the tribe are normal kobolds. A few members are, however, exceptional:

- **Nezzit (LE female half-dragon kobold ranger [skirmisher] 11):** The Brightlander tribe's leader receives orders from Brillinox and bides her time to challenge the dragon.
- **Soro (LE male half-dragon kobold rogue [sniper] 8):** The tribe's sharpshooter practices on near impossible targets such as vultures circling hundreds of feet high up in the air.
- **Ariak (NE half-dragon kobold druid [desert druid] 6):** The tribe's healer ensures the kobolds avoid the desert's heat.
- **Hrithiss (N half-dragon behir):** This beast freely roams the desert, and the only kobold it obeys is Nezzit.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 14: The Brightlander tribe charges outrageous fees for the use of their oasis, but keep the desert safe otherwise.

DC 19: A group of blue half-dragon kobolds leads the Brightlander tribe, but they rarely make an appearance.

DC 24: The tribe has a massive half- blue dragon behir they can call upon to aid in combat.

HRITHISS

CR 10 (XP 9,600)

This multi-legged blue reptile has a toothy maw, a pair of large, curling horns and a pair of dragon wings.

Half-dragon behir

N Huge dragon (magical beast)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +19, Sense Motive +4**Speed** 40 ft., climb 20 ft., fly 80 ft. (average); **ACP** 0; Acrobatics +14 (+18 jumping), Climb +31, Fly -3, Stealth +6**AC** 25, touch 9, flat-footed 24; **CMD** 33 (can't be tripped)
(+1 Dex, +16 natural, -2 size)**Immune** electricity, paralysis, *sleep***Fort** +15, **Ref** +8, **Will** +5**hp** 145 (10 HD)**Space** 15 ft.; **Base Atk** +10; **CMB** +22 (+26 grapple)**Melee** bite (reach 10 ft.; Power Attack [-3/+6]) +19 (2d6+10 plus grab)**Atk Options** Cleave, constrict (2d6+9), grab, rake (6 claws +18, 1d4+10), swallow whole (2d8+9 bludgeoning, AC 16, 10 hp)**Special Actions** breath weapon (20-foot line, 7d6 electricity damage, DC 23 Reflex halves), breath weapon (1/day; 60-foot line, 10d6 electricity damage, DC 23 Reflex halves)**Abilities** Str 31, Dex 12, Con 27, Int 9, Wis 14, Cha 14**Feats** Alertness, Cleave, Power Attack, Toughness, Weapon Focus (bite)**Skills** as above**Languages** Common

GREEN MOTHER'S SCALES

Green Mother's Scales are a tribe of belligerent kobolds who presume a mighty lineage to Green Mother, a green dragon wyrm claiming the territory surrounding the tribe's deep forest home. All tribal members have brilliant, emerald scales and light green eyes. The kobolds view themselves as Green Mother's stewards for the surrounding woodlands and demand tolls from those daring to travel through her domain.

SOCIETY & ORGANISATION

The tribe is content to rely on the green dragon's reputation to cow travellers into surrendering their treasure to the kobolds. Owing to the tribe's reverence of Green Mother, and the fact only female kobolds develop arcane power, leadership is matriarchal and passes to the most powerful sorcerer when the previous leader perishes. Green Mother chooses a successor and, through some unknown process, passes a portion of her power to the new leader. Each chieftain, including the incumbent, Lareen (page 7), sets the toll her kobolds demand and personally delivers a large cut as tribute to Green Mother. However, she leaves the treasure collection to her lieutenants (Goorba, Kaxal and Yarkil [page 7]), who control the major thoroughfares through the tribe's woodland territory.

Appearance: The kobolds are doughty creatures with overlong tails and razor-sharp teeth. They uniformly possess green scale and drive out any born without the correct scale coloration along with their obviously inferior parents. They keep their dark-green dyed leather armour in pristine condition. Any kobolds who fail to maintain their armour face punishment for failing to bring glory to the Green Mother.

Most of the rank and file kobolds carry slings and sharp spears with green-dyed heads, but the lucrative toll-collecting has provided the tribe with a number of swords, crossbows and more exotic weapons sized for halflings and gnomes.

ECOLOGY & LAIR

The tribe inhabits a dense pocket of woods situated in the foothills of a range of timbered mountains, where Green Mother resides. The area claimed by the kobolds contains a pair of wide, shaded thoroughfares, one going north-south and the other going northeast by southwest. The kobolds station themselves nearby the paths' crossroads to ensure they intercept all traffic. A nearby stream, stocked with fish rambles through the woods, parallel to the north-south path. This stream provides the kobolds with much of their food when they have not recently taken livestock as part of their toll.

The kobolds avoid the forest's southeast, now overrun by giant spiders. When fighting goes poorly, or when the kobolds play "practical jokes" on pursuers, they lead them into this area before leaving them to the spiders' mercies.

The kobolds use snares and other traps to further secure their home.



COMBAT & TACTICS

Green Mother's Scales kobolds are bullies who use the woods to their advantage when they shake down travellers. Goorba or Yarkil state their demands while a pair of sergeants move in to take their due, 5-10 warriors stand ready to intervene if trouble arises and Kaxal sits quietly in a nearby tree to pick off obviously powerful enemies. If a winnable battle breaks out, the kobolds gleefully attack their victims and reap the spoils. Otherwise, the warriors step in as a delaying tactic while the more powerful kobolds escape. Once they get clear, the warriors lead their attackers on a merry chase through the woods, so they can either fall prey to kobold traps or their arachnid neighbours.

IN YOUR CAMPAIGN

In your campaign, the Green Mother's Scales can terrorize any wooded area adjacent to a mountainous region. PCs might take notice of the kobolds when they hear reports of a group of kobolds demanding tolls along the moderately travelled roads leading through the woods. Alternately, the PCs could encounter the kobolds on their way through the woods.

Ultimately, the GM could have Green Mother take revenge on the party for killing "her" kobolds.

TRIBAL ROSTER

The tribe comprises the following members:

- 83 warriors (LE kobold warrior 1)
- 211 non-combatants (including 157 young)
- 11 sergeants (LE kobold fighter [cad] 3)
- Goorba (LE male kobold rogue [scout] 5)
- Yarkil (LE male kobold fighter [crossbowman] 5)
- Kaxal (LE female kobold rogue [sniper] 7)
- Lareen (LE female half-dragon kobold sorcerer 5)

NOTABLE PERSONALITIES

The majority of the tribe are normal kobolds. A few members are, however, exceptional:

- **Lareen (LE female half-dragon kobold sorcerer [draconic {green}] 5):** Now age 45, Lareen has led the Green Mother's Scales tribe for 15 years and plans to do so for another 15, thanks to her extended half-dragon lifespan. She distinguished herself as the previous leader's lieutenant through her ruthlessness, and Green Mother rewarded her accordingly.
- **Kaxal (LE female kobold rogue [sniper] 7):** Lareen's favoured lieutenant, Kaxal eschewed her sorcerous heritage for the feel of a crossbow in her hands. She has no aspirations to leadership, only wishing to continue putting bolts in troublemakers' foreheads.

LAREEN

CR 6 (XP 2,400)

This winged reptilian humanoid has sparkling green scales. Its eyes flash red with apparent magical power.

Female half-dragon kobold sorcerer (draconic [green]) 5
LE Small dragon (humanoid, reptilian)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +10, Sense Motive +1

Speed 20 ft., fly 60 ft. (average); **ACP** 0; Acrobatics +3, Climb +1, Escape Artist +3, Fly +9, Stealth +12, Swim +1

AC 20, touch 14, flat-footed 17; **CMD** 15
(+3 Dex, +6 natural +1 size)

Immune acid, paralysis, sleep; **Weakness** light sensitivity
Light Sensitivity (Ex) When in an area of bright sunlight or within the radius of a *daylight* spell Lareen is dazzled.

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

hp 37 (5 HD)

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

Melee bite -1 (1d4) and
2 claws -1 (1d3)

Ranged light crossbow (range 80 ft.; Point Blank Shot, Precise Shot) +6 (1d6/19-20)

Atk Options claws treated as magic weapons

Special Actions breath weapon (1/day; 30-ft. cone; 1d6 acid damage; DC 13 Reflex halves)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*acid arrow*, *resist energy*, *scorching ray*

1st (7/day)—*burning hands* (DC 15), *cause fear* (DC 15), *colour spray* (DC 15), *mage armour*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *jolt*, *message*, *ray of frost*, *touch of fatigue* (DC 14)

Combat Gear *potion of cure moderate wounds* (2), *potion of invisibility*, *wand of magic missile* (35 chgs.), acid flask (2), alchemist's fire (2), tanglefoot bag

Abilities Str 12, Dex 16, Con 17, Int 12, Wis 12, Cha 18

Feats Eschew Materials^B, Improved Initiative, Point Blank Shot, Precise Shot

Skills as above plus Appraise +9, Intimidate +10, Spellcraft +9

Languages Common, Draconic

Gear as above plus 225 gp

- **Yarkil (LE male kobold fighter [crossbowman] 5):** Female kobolds in the tribe choose their mates, and Yarkil's skill with the crossbow attracted Kaxal to him. They have a serious, yet friendly rivalry, but Yarkil has never bested his mate.

- **Goorba (LE male kobold rogue [scout] 5):** A troublesome child, Lareen's son gets underfoot and plays pranks on the adult kobolds, who begrudgingly put up with the irritating child.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Green Mother's Scales tribe. A successful check reveals all information gained by a lesser result:

DC 12: The Green Mother's Scales kobolds inhabit the woods near a modestly travelled set of paths through the woods.

DC 17: All Green Mother's Scales kobolds have bright green scales; they collect tribute for a green dragon living nearby.

DC 22: The tribe's leader is a half-dragon and commands modest arcane power.

KAXAL

CR 6 (XP 2,400)

This slender, green-scaled reptilian holds its well-maintained crossbow with near-religious reverence.

Female kobold rogue (sniper) 7

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +9

Speed 30 ft.; **ACP** 0; Acrobatics +14, Climb +9, Escape Artist +4, Stealth +18 (camouflage), Swim -1

Camouflage (Ex [1/day]) Kaxal can craft camouflage from foliage to gain a +4 Stealth until it is ruined by acid, fire or cold attack.

AC 19, touch 15, flat-footed 15; **CMD** 17; uncanny dodge
(+3 armour [+1 leather], +4 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 Kaxal is dazzled.

Fort +3, **Ref** +9 (evasion), **Will** +1

hp 52 (7 HD)

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

Ranged mwk light crossbow (range 80 ft.; Point Blank Shot, Precise Shot, accuracy [half range increment penalties], deadly range [50 ft., sniper's eye] +11 (1d6/19-20)

Melee spear +5 (1d6-1/x3)

Atk Options sneak attack (+4d6; bleeding attack)

Combat Gear bolts (30), *oil of magic weapon*, *potion of invisibility*, alchemist's fire (2)

Abilities Str 8, Dex 18, Con 12, Int 13, Wis 8, Cha 10

SQ rogue talents (bleeding attack, camouflage, sniper's eye)

Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Reload (light crossbow)

Skills as above plus Bluff +10, Craft (traps) +11, Disable Device +12, Intimidate +10

Languages Common, Draconic

Gear as above plus 100 gp

KOBOLDS OF THE DIABOLICAL TRAP GUILD

The Kobolds of the Diabolical Trap claimed a warren in hilly land near a small village and furtively preyed on travellers. The village grew into a great metropolis and spread over the top of the guild's warren, and many of the city's leaders assumed the kobolds moved on to a better location. Instead, the kobold's leader smelled a fantastic opportunity and forged a pact with the city's burgeoning thieves' guild to provide traps and a safe refuge for the guild's members. The city's rogues regard the kobold guild as the foremost authority on trapmaking.

SOCIETY & ORGANISATION

Krathis (page 9), a charismatic and cunning kobold, leads the Diabolical Trap Guild and meets with only the richest clients. His lieutenants (Meela and Vlix [page 9]) work with the guild's other clients, while Brammin (page 9), the guild's master trapsmith, with a handful of assistants, fashions the requested devices. The leadership role usually lasts the duration of the leader's life, and a trap building competition determines the new leader.

Typically, this competition involves the surviving lieutenants, as well as the master trapsmith, who usually declines the honour because of his or her devotion to the work. The competition results in the death or severe maiming of the loser(s) and may even gift the winner distinctive scars.

All guild members despise gnomes, owing to a vicious battle fought when a clan of gnomes attempted to oust the kobolds from their home. If a potential client mentions gnomes as the traps' intended victims, Krathis or one of his lieutenants gives the client a large discount and may even help install the traps.

Appearance: The workaday kobolds wear simple shifts or worn leather garb. Some of the guild's unwitting trap testers have missing limbs or eyes. Krathis and his lieutenants dress well to make a good impression with clients, but they are careful not to dress ostentatiously, unless they plan to lure a potential victim into a deathtrap.

IN YOUR CAMPAIGN

In your campaign, the Kobolds of the Diabolical Trap can reside in a warren under any major city. They keep a low profile and do not welcome the PCs' notice. However, if the PCs deal with the city's thieves' guild and encounter nasty traps beyond the thieves' capabilities, they may discover the tribe's existence. Likewise, as the kobolds sneak into the city to set traps or steal items, rumours about "dragon people" might pique the PCs' interest.

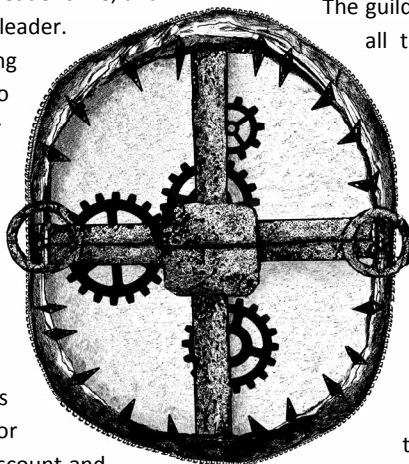
ECOLOGY & LAIR

The guild's dug out warren still sits below the city and consists of twisting passageways intended to confuse intruders. An ornately furnished room lies just beyond a concealed entrance; Krathis and his lieutenants entertain clients in this room. Other secret doors lead to rooms where the city's thieves' guild members hide to evade the law. Behind a well-hidden and fiendishly trapped door the rest of the guild's warren sprawls underneath the hills just outside the city gates. This area holds the kobolds' living quarters and Brammin's impressive workshop. A back entrance leads from the warrens to a cave, overgrown with vines. The kobolds have told no one about this entrance's existence, preferring to keep it secret in case they need to escape from the city's guards...or thieves.

COMBAT & TACTICS

The guild's tactics are straightforward—let the traps do all the hindering, maiming and killing while the kobolds escape. Once a week they perform drills to ensure everyone knows how to escape safely. These drills sometimes claim a kobold or two, but the guild's leaders consider these acceptable losses and a reduction in tribal incompetence. The majority of the kobolds have no martial training, but their small size allows them to overwhelm enemies in the cramped warrens. Krathis, his lieutenants, and the guild's sergeants are capable fighters and fight to buy time for the guild's withdrawal, with Brammin's escape their number one priority.

Alliance with the thieves' guild gives the kobolds a final ace. After years of good relations, Krathis knows he can rely on the thieves' guild to deal with meddling do-gooders.



TRIBAL ROSTER

The tribe comprises the following members:

- 47 experts (LE kobold expert 1)
- 103 non-combatants (including 83 young)
- 17 supervisors (LE kobold expert 2)
- 5 sergeants (LE kobold rogue [thug] 3)
- Meela (LE kobold rogue [chameleon] 4)
- Vlix (LE kobold rogue [thug] 5)
- Brammin (LE kobold rogue [trapsmith] 8)
- Krathis (LE kobold [charlatan] 9)

NOTABLE PERSONALITIES

The majority of the guild are normal kobolds. A few members are, however, exceptional:

- **Krathis (LE male kobold rogue [charlatan] 9):** The Diabolical Trap Guild's leader has maintained his position through guile and treaties with the thieves' guild. He talks quickly and always with an eye towards closing a deal. Thus far, in his ten years of leadership, he has juggled all the promises and deals he has made with his powerful patrons. One weakness of his is his uncontrollable urge to don his *cap of human guise* to pretend to be a gnome, as which he spreads rumours and causes trouble in an attempt to sour the city's view of gnomes.
- **Brammin (LE male kobold rogue [trapsmith] 8):** Brammin has been master trapsmith for five years. He is a perfectionist when it comes to trapmaking, and no other kobold comes close to matching his skill—or nefariousness. Brammin works quietly in his workshop, and Krathis is savvy enough to dodge any requests to meet the trapsmith. Usually, a demonstration

KRATHIS

CR 8 (XP 4,800)

This well-dressed reptilian humanoid flashes an easy smile.

Male kobold rogue (charlatan) 9

LE Small humanoid (reptilian)

Init +0; **Senses** darkvision 60 ft.; Perception +18, Sense Motive +16

Speed 30 ft.; **ACP** 0; Acrobatics +12, Escape Artist +12, Stealth +19

AC 15, touch 11, flat-footed 15; **CMD** 13; improved uncanny dodge

(+3 armour [+1 leather], +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 Krathis is dazzled.

Fort +4, **Ref** +6 (evasion), **Will** +4 (+2 vs. sleep and charm)

hp 57 (9 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +3

Melee dagger +5/+0 (1d3-2/x2) or
spear +5/+0 (1d6-2/x3)

Ranged mwk light crossbow (range 80 ft.) +8/+3 (1d6/19-20)

Atk Options sneak attack (+5d6)

Combat Gear *potion of eagle's splendour*, *potion of undetectable alignment*

Abilities Str 6, Dex 10, Con 12, Int 14, Wis 12, Cha 16

SQ rogue talents (coax information, convincing lie, honeyed words, obfuscate story, rumourmonger)

Feats Alertness, Deceitful, Skill Focus (Bluff), Skill Focus (Stealth), Uncanny Alertness

Skills as above plus Appraise +14, Bluff +20 (convincing lie [7 days], honeyed words [2/day], natural born liar, rumourmonger [3/week]), Diplomacy +15, Disguise +17, Knowledge (local) +14, Sleight of Hand +12

Languages Common, Draconic, Undercommon

Gear as above plus *cap of human guise*, crossbow bolts (30), 451 gp

of his work suffices to impress a prospective client.

- **Vlix (LE male kobold rogue [thug] 5):** When Krathis needs someone to make a hard sale or collect payment, he sends Vlix. Vlix is less than subtle, but his aggressiveness usually pays off. Vlix also works with clients who respect his straightforward demeanour.
- **Meela (LE female kobold rogue [chameleon] 4):** Meela is quiet and reserved, but in a way that makes clients uncomfortable with the idea of trifling with her. Krathis has great expectations for the young kobold and sees her as a much more viable future leader than Vlix. To that end, Krathis has convinced Brammin to train her in the art of trapmaking.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the guild. A successful check reveals all information gained by a lesser result:

DC 16: The thieves' guild buys their traps from the kobolds of the Diabolical Trap Guild.

DC 21: A kobold warren sits underneath the city and sprawls outward toward nearby hills.

DC 26: The Diabolical Trap Guild is led by a smooth-talking kobold named Krathis, but the guild's true power rests with the trapsmith Brammin.

MEELA

CR 3 (XP 800)

This shy reptilian humanoid carries an air of menace.

Female kobold rogue (chameleon) 4

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +8

Speed 30 ft.; **ACP** 0; Acrobatics +11, Escape Artist +13, Stealth +17 (effortless sneak [urban], fast stealth, misdirection [4/day])

AC 16, touch 15, flat-footed 12; **CMD** 14; uncanny dodge (+4 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 Meela is dazzled.

Fort -1, **Ref** +8 (evasion), **Will** +2

hp 15 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +0

Melee dagger +2 (1d3-2/19-20)

Ranged mwk light crossbow (range 80 ft.) +9 (1d6/19-20)

Atk Options sneak attack (+2d6; fast getaway)

Combat Gear bolts (20), *potion of cure light wounds* (2), *potion of invisibility*

Abilities Str 6, Dex 18, Con 6, Int 13, Wis 12, Cha 14

SQ rogue talent (fast getaway, fast stealth)

Feats Improved Initiative, Stealthy

Skills as above plus Bluff +9, Craft (traps) +5, Disable Device +9, Disguise +9, Intimidate +9, Sleight of Hand +10

Languages Common, Draconic

Gear as above plus 53 gp

READING STAT BLOCKS

Tribes Most Foul: 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.

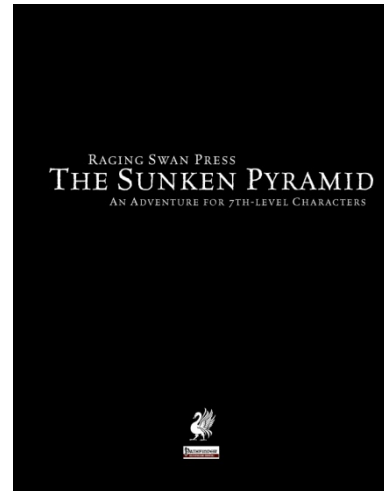
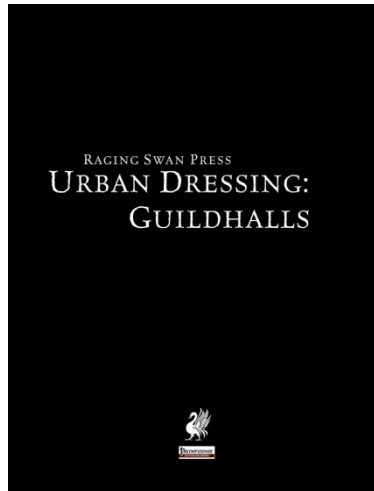
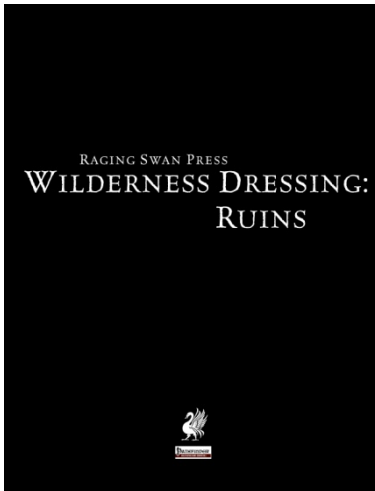
Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

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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