Super Genius Presents

Races Revised
The Kobold Kings

Owen K.C. Stephens

SUPER GENIUS PRESENTS

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THE AUTHOR

Owen K.C. Stephens is an experienced and well-known game designer, with credits dating back to the late 1990s for games that focus on fire-breathing lizards and laser swords. He has worked with numerous role-playing game companies, has more than 250 RPG credits, and is currently the Lead Developer of *Super Genius Games*.

THE KOBOLD KINGS

The Kobold Kings" is a term used by the common civilized races to describe those kobolds that differentiate themselves from the sniveling, fearful, treacherous, and cowardly nature that otherwise defines their race as a whole. Most common humanoid races believe the kobold kings are just exceptional kobolds – paragons of their race who, through a quirk of bloodline or an unusual degree of talent and determination, manage to achieve a higher degree of skill in magic or learn more advanced fighting techniques. In some ways this is true – occasionally, a kobold clan will produce a kobold king child as a throwback to a time when that branch of the race was stronger and closer to their draconic forefathers. But its also an extremely dangerous misunderstanding of what the kobold kings are, for there are places far from other civilized nations where entire kingdoms are populated with the more potent, more noble kin of kobolds. Those nations are generally too far from other settled lands for the kobold king nations to pose a threat, often located in vast cavern systems deep below the ground, in the center of vast swamps, or perches on massive plateaus with no paths to the lowlands. But the day may yet come when the border lands of the humans, elves, and dwarves discover just how numerous and dangerous the kobold kings truly are.

Some lone kobold kings born into tribes of lesser kobolds often have no idea what they truly are, and accept that they are simply more blessed with the courage and power of a distant winged ancestor than their clan-mates. But in lands were the kobold kings have maintained their own civilizations (as well in the few kobold tribes that have remembered how they came to be), the kobold kings know their traditional name. They are the Koldemar, and their history holds the secret of why kobolds think themselves the inheritors of the dragons, and why so few of them show the nobility and power of their distant progenitors.
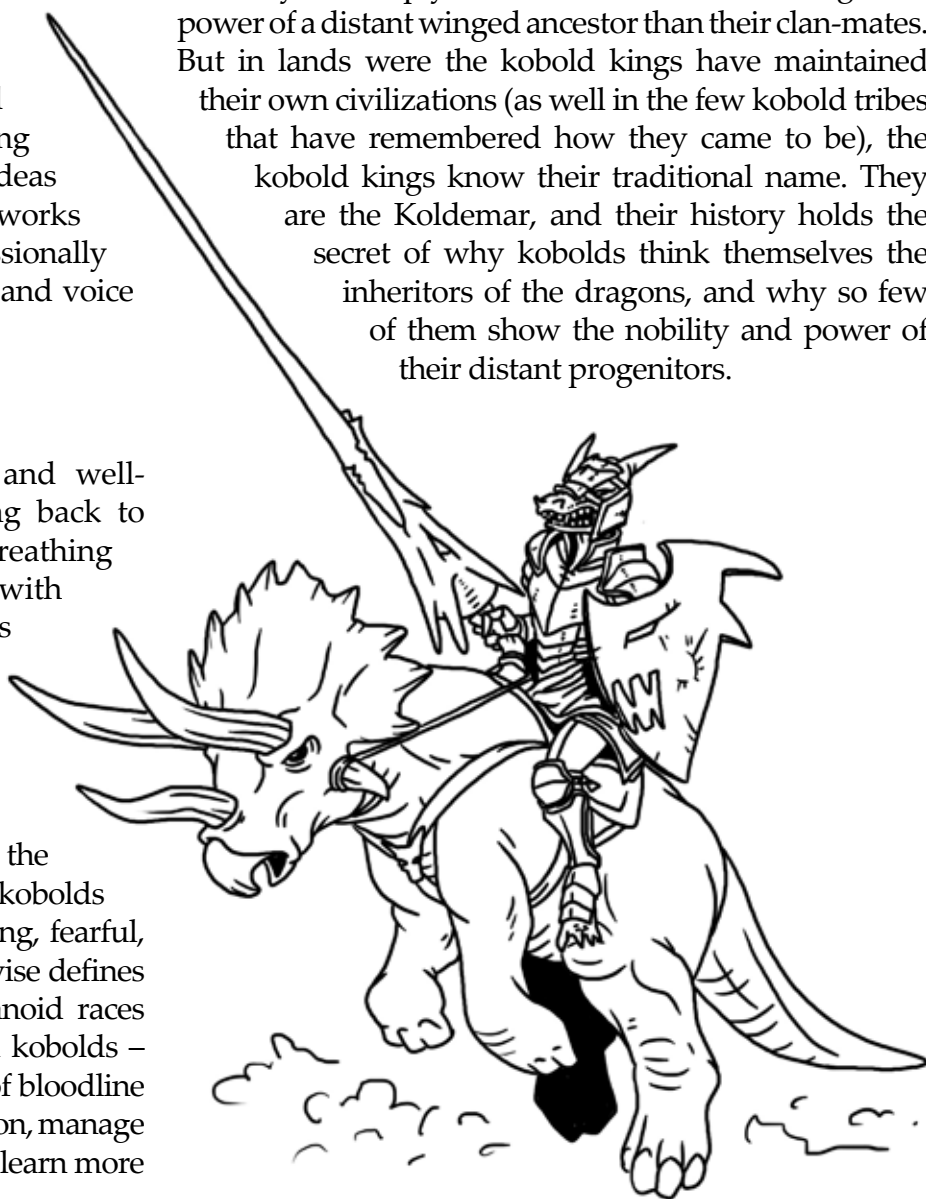
HISTORY OF THE KOBOLDS AND KOLDEMAR

According to the oldest kobold legends and records, their forefathers were once clans of proud and savage lizardfolk who lived in a vast continent ruled by a council of the most ancient dragons—great wyrms of every color and alignment who had, in their ancient wisdom, made peace among themselves. While other younger dragons continued to struggle against each other in the name of different ethos (and the acquisition of vast hoards), these great wyrms had evolved beyond such petty concerns. They existed primarily to study the mysteries of the universe uncovered over millennium-long lifetimes and saw no need to fight one another.

The lizardfolk native to this collection of lands worshiped the great wyrms as gods, and in return the great wyrms protected the lizardfolk and empowered them with mighty magics much as true deities empower clerics, inquisitors, and paladins. Sometimes the great wyrms took the form of lizardfolk themselves, and spent time among their worshipers, training the most clever and breeding with the most comely. Their demidragon offspring in return were treated as great lizardfolk heroes, and also protected and mixed with the greatest of the lizardfolk. After generations, so strong was the draconic blood within these lizardfolk tribes that they had become as much dragon as humanoid, and they came to call themselves dragonfolk.

The dragonfolk were as advanced as any civilization in those days, and while they lacked the blessing of omnipotent (if distant) true gods, they did enjoy the aid of the great wyrms, who could offer much more direct and immediate aid. The dragonfolk empire spread, their champions grew in power and cunning, and their territories increased. They came to have many different forms, from Huge bipedal dragonmen to Small, quick dragonlings – all taking the colors and features of many different breeds of dragons.

Exactly how the downfall of the dragonfolk came to pass is lost to the ages, as even koldemar accounts no longer agree on the details. Some claim the dragonfolk became so powerful that all other civilized races came to fear them, and prayed to their true gods to destroy the dragonfolk before they conquered the world. Others say the great wyrms who had protected the dragonfolk empire eventually reached the end of their incredibly long lifespans, and their passing left the dragonfolk confused and vulnerable. Some even blame the dragonfolk themselves, recounting how they came to believe they were as powerful as the great wyrms they worshiped, and that the dragons struck down their towers and fortresses in retaliation for such hubris.

What all the kobold accounts agree on is that the dragonfolk suffered some terrific calamity that weakened them and, in the years that followed, armies of other races attacked them on all fronts. The dragonfolk were outnumbered and unable to call upon their draconic defenders. Fearful of the dragonfolk's power, and desirous of their treasures, the humanoid armies smashed all dragonfolk fortresses and cities, and worked to scourge the whole of their race from the land.

In the face of this holocaust, the Medium and Large dragonfolk could not escape. But the smaller of their kind, those who embodied the speed and cleverness of younger wyrmling dragons, could move through enemy lines and hide in places bigger dragonfolk couldn't. Those Small dragonfolk who escaped the destruction of their homeland moved far from all settled lands, and began building new strongholds. These became the koldemar, the mighty and regal last line of dragonfolk.

Those Small dragonfolk who were captured by attacking humanoids, however, were enslaved and forbidden to follow their own traditions, or speak of their true origins. The strong among them were killed, and their numbers reaped of those with courage or insight. In time those nations who had taken them prisoner lost track of their slaves, and the survivors went on to form their own clans as kobolds, a shadow of the race they had been.

KOBOLDS AND KOLDEMAR

While this document often refers to kobolds and koldemar separately, for nearly all purposes the two races are interchangeable. Koldemar have different initial racial traits, as they retain more of the draconic power of their line, but any prerequisite or game mechanic that affect kobolds affect koldemar (and vice versa), and kobolds and koldemar are the same race for all prerequisites.

Koldemar are designed to be a player-character race on equal footing with the core races from the *Pathfinder Roleplaying Game Core Rulebook*, and the changes made to the race are an effort to bring them up to par. While they aren't "normal" kobolds, and are always defined by (and have their CRs determined by) their class levels, they can be used in any situations where kobolds are called for.

KOLDEMAR IN YOUR CAMPAIGN

The idea of an older noble race of kobold-kin can be smoothly added into most campaigns without disrupting any existing history or cosmology. Since the game rules seem to support that kobolds truly are distantly related to dragons, and there is a huge gap in power between the weakest dragon and a kobold, it stands to reason there is a "missing link" between the two bloodlines. Fantasy settings often have numerous sub-races, related as elves and drow are related, or gnomes and svirfneblin, or rock dwarves, hill dwarves, mountain dwarves, and duergar. There's no reason why one sub-race of kobolds should throw things out of balance, either game mechanically or culturally.

Koldemar societies also give a GM an opportunity to play with player's expectations. As the dragonfolk that both kobolds and koldemar are descended from took traits from a wide range of dragons, there's no need for koldemar to be "Usually Lawful Evil," or live in simple tribal arrangements. A lost koldemar kingdom could easily be based on the height of Aztec glory, the Shogunate era of Japan, or even the high court romances of King Arthur. Koldemar can be lawful good champions of the draconic ideal, chaotic evil demon-worshipers of fiendish cunning and power, or just another race where each member's alignment varies as much as humanity's. This broader variety can also give players interested in playing a kobold but not wanting to be a craven henchman named "Opeem," a chance to make exactly the kobold character they envision (even if it's actually a koldemar).

A GM who doesn't want to add a whole culture to a campaign can decide there are no koldemar kingdoms left, and only allow them as the rare throwback from kobold bloodlines. This still gives players a chance to have "kobold" PCs balanced with other race choices, and for the GM to throw players the occasional surprise without really changing anything else about a campaign.

INTRODUCING A KOLDEMAR INTO A CAMPAIGN

Even if a campaign has added koldemar as a fairly widespread option in the world, that doesn't always make it easy to find a reasonable way for a koldemar PC to join a group of more traditional characters. Kobolds are generally seen as "the enemy" by the societies most PCs come from, and tolerance for strangers isn't always high on their list of virtues. If kobolds (or at least koldemar) are considered "just another race" in a world where orcs, ratfolk, and minotaurs can walk side-by-side with humans and elves, there's no problem. For campaigns with less open-minded and egalitarian societies, the following suggestions are designed to help introduce a small number of koldemars into a more traditional group of characters.

EXPLORER

Just as elven and gnomish explorers may find lost civilizations in the dense jungles of far-away lands, a sole koldemar explorer might stumble across the lands of a campaign while exploring far from his own homeland. The koldemar's

obvious refinement and quality gear are his pass into civilized humanoid cities, though he will be met with suspicion and prejudice. If the koldemar is a dedicated explorer he may decide he needs to learn all he can of these new lands before returning home, giving ample reason to stay with an adventuring party. Alternatively, the koldemar explorer might have gone through some disaster on his explorations (a massive sea storm, an earthquake, month-long blizzards) and become so badly lost he has no idea where "home" is. The idea of a visitor who cannot go home is common in fantasy literature, and again creates a strong motivation for the koldemar PC to go adventuring, looking for hints on how to go back to his own lands.

FOUNDLING

Another common fantasy trope is the child found by a group other than his own people, and raised as if he was one of them. This koldemar doesn't even know if he has lands of his own, or if he is just a kobold with greater education and training. Among those who raised him or lived nearby his adoptive parents, the foundling is accepted because they have known him for years. When he goes farther afield, the foundling koldemar runs afoul of whatever laws and bigotry the GM thinks would be standard for his world. But as long as a few members of an adventuring party come from his hometown, the foundling is accepted as a known and trusted neighbor.

MY ENEMY'S ENEMY

In most cases, kobolds and other groups of humanoids (especially "civilized" humanoids) have very little common ground on which a koldemar character could forge an alliance with other PCs. However, if a small village of mixed dwarven/human population and a nearby kobold mine both found themselves under assault from a group of powerful, militant hobgoblins (or facing destruction from a powerful monster or fighting a curse of the dead turning into hungry undead, or any other massive regional threat), the common threat might well be enough for the town to accept at least a single kobold champion into their midst. And if a single koldemar player character lives within the kobold clan, he is most likely their greatest champion. (And if he is young, the aging kobold chieftain might send him in the hopes he doesn't grow up to become a rival for the clan's leadership.)

KOLDEMAR (KOBOLD KING) RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Strength: Koldemar are not enough larger than their kobold cousins to be noticeably stronger and remain just as quick, but they have significantly more endurance and force of personality.

Reptilian: Koldemar are humanoids with the reptilian subtype.

Kolkin: Koldemar count as kobolds for purposes of all game rules (including prerequisites and targeting effects).

Small: Koldemar are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus (CMB) and Combat Maneuver Defense (CMD), and a +4 size bonus on Stealth checks.

Normal Speed: Koldemar are quick, and retain a base speed of 30 feet despite their diminutive size.

Darkvision: Koldemar can see in the dark up to 60 feet.

Armor: Koldemar have a +2 natural armor bonus.

Clever: Each koldemar has a natural knack for a few skills. Each koldemar selects three skills at character creation. One of these must be a Craft, Knowledge, or Profession skill. Once selected, these skills cannot be changed. These skills are always class skills for the Koldemar, and it receives a +2 racial bonus to them. This trait can be replaced by any trait that replaces the kobold crafty trait.

Languages: Koldemar begin play speaking Common and Draconic. Koldemar with high Intelligence scores can choose from the following as bonus languages: Dwarven, Ignan, Giant, Goblin, Terran, and Undercommon.

KOLDEMAR NAMES

While most kobold tribes have lost too much of their original cultural heritage to still have :traditional" names (instead often adopting bits and pieces of draconic words as names, or taking names from strong cultures around them), those koldemar nations still in existence have retained a connection to the names of their dragonfolk forefathers.

Of course it's not within the scope of a product this size to provide a list of every traditional koldemar name. Instead the following lists provide the msot common elements used to create koldemar names, as well as some idea what conceptual ideas such names tend to include within their meaning. Alternate spellings have been provided in some cases. Each name is made of one prefix and one suffix (suffixes being broken into elements most common in male and female names). In rarer cases, a name may be made of two prefixes, or a prefix and two suffixes.

The best way to use these lists is to wither pick sounds that sound cool and form
a name from them

(and then determine the name's meaning), or two look through the conceptual elements and build a name with a meaning you like. If a name is needed quickly, a d20 can be rolled for the prefix and then for the gender-appropriate suffix. If you don't like a particular combination of name prefixes and suffixes, add an a, b, d, f, g, i, k, m, t, v, or z between the prefix and suffix. Although not every combination of prefixes and suffixes will sound right, usually only a minor change is called for.

Koldemar Name Prefixes

1. **Aa-, Aan-:** Beneveolent, powerful.
2. **Af-, Asf-:** History, legend, past
3. **Ay-, Aya-, Aym-:** Moon, pure, silver
4. **Az-, Azi-:** Great, precious, respected, rare
5. **Ba-, Bas-:** Fang, fanged, smiling
6. **Bi-, Bri-:** Hundred, sky, thousand, vast
7. **Char-, Chri-:** Berserk, berserker, rage, storm.
8. **E-, El-, En-:** Learned, scroll, any spellcaster
9. **Fik-, Fir:** Champion, dangerous, death, warrior
10. **Gha-, Ghal-:** Changing, fluid, river, sea
11. **Ghi-, Ghiz-:** Cold, ice, winter
12. **Ghu-, Ghur-:** Dark, shadowed, night
13. **Gu-, Gulg-:** Cave, consuming, mouth, void
14. **Ha-, Hra-, Hrad-:** Last, lost, hidden, patient, secret
15. **Ka-, Kan-. Kha-:** Destined, fated, chosen one
16. **Ko-, Kol-:** Dragon
17. **Lha-, Lhar-:** Enemy, foe, human, giant
18. **Mhe-, Mher-:** Defender, defense, keep, tower, wall, warden
19. **Nha-, Nhar-, Nhaz-:** Curse, debt, gate, horror
20. **Tze-, Tziv-:** Defense, food, shield, shielding

Male Koldemar Name Suffixes

1. **-ar, -ahr, -jha:** Craft, crafter, magic, secret, skill
2. **-bold, -bhol:** Family, kin, son, father
3. **-bru, -brur:** Knight, warrior, any melee weapon (dagger, lance, sword, and so on)
4. **-demar, -dhr:** Imperial, king, lord
5. **-dil, ndil:** flying, winged, wings.
6. **-djid, -diir:** Ancient, eldest, old, older
7. **-gis, -gris, -griv:** Air, ghost, mist, phantom
8. **-gzel, -zel:** Ally, shield, rider, twin
9. **-jal, -jha, -jhal:** Home, homeland, mine, tunnel
10. **-l, -lhak:** Brace, fierce, honor, honored
11. **-nar, -nha:** Grave, necromancer, undead, unending
12. **-rh, -rhuk:** Claw, tooth, primal, any natural attack
13. **-ser, -seren:** Rune, sigil, any magic item
14. **-rha, -ram:** Black, chromatic, green, prismatic, any color

15. -tn, -tin, -trin: Any metal, metallic, strong, undefeated.
16. -tz, triz: any element (air, earth, fire, water)
17. -vha, -vhar: hunter, killer, slayer
18. -wah, -whar: Armor, armored, fortress
19. -zin, -zn, -z: Hardy, tough, any rock or stone
20. -zli, -zte, -ztet: Border, mountain, stalwart, warning

Female Koldemar Name Suffixes

1. -bah, -bha: Gift, oath, vow
2. -dah, -dha: Bronze, metallic, steel, alloy
3. –dwi, -dwin: Family, kin, daughter, mother
4. -fi, -fsyn, fys: Speaker, singer, roar
5. -ghr, -ghir: Egg, first, new, young
6. -hra, hrin: Forest, primal, nature, the land, the kingdom
7. -mhes: Diamond, unbreakable
8. -nah, -ina: Cloud, mist, silk, silken, swift
9. -nysah, -sah: Imperial, lady, queen, royal
10. -rika, -rhi: Guardian, keeper, teacher
11. -rhis, -rhy: Graceful, any ranged weapon (arrow, bow, crossbow, bolt, and so on)
12. -rhel: Angel, celestial, outsider
13. -shad, -shev: any element (air, earth, fire, water)
14. -sh, -she: Healer, living, oracle
15. –shak, -shaki: Beautiful, prefect, swift
16. -shar, -shwar: Gem, pearl, wise, wisdom.
17. -ti, tiyr: Chromatic, hoard, wealthy, any color
18. -vii, -viit: Clever, mistress, skilled
19. -vin, -vn: Assassin, hidden, secret, shadow
20. -yah, -yn, -y: Bright, intelligence, scholar, mistress

KOLDEMAR RACIAL RULES

The following game rules apply to the koldemar, and the various options can be taken by koldemar or kobolds.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing kobold/koldemar racial traits. Players should consult their GMs before selecting any of these new options – even a campaign allowing kobold and koldemar PCs may not allow all of these options.

Beast Bond: Some kobolds have a talent for training animals and beasts to help them both on and off the battlefield. Kobolds with this racial trait gain a +2 racial bonus on Handle Animal and Ride checks. Handle Animal and Ride are always class skills for them. This racial trait replaces crafty or clever.

Dragonfolk: Rarely, a koldemar is born who has the full stature of the dragonfolk of old. Such koldemar have +2 Strength and +2 Charisma (replacing the normal koldemar ability adjustments), and are size Medium. This replaces the Small, normal sped, and clever traits. (If this trait is selected with the Old Blood feat, the koldemar still loses the clever trait as an exception to how that feat normally works.)

Dragon Scaled: Some kobolds are hatched with scales of such vivid color that their connection to a particular sort of true dragon seems undeniable. Whether this coloration is just a quirk of a stray egg or a trait shared by all the members of a tribe, these kobolds gain a resistance that makes them especially suited to work alongside dragons matching the color of the kobold's scales. Black scaled, green scaled, copper-scaled, and blue-green-scaled (brine) kobolds with this racial trait gain acid resistance 5.

Blue scaled, bronze-scaled, sky-blue scaled (sky), and blue-white-scaled (cloud) kobolds with this racial trait gain electricity resistance 5.

Red scaled, sea-green-scaled (sea), volcanic-black-scaled (underworld), gold-scaled, and jet-black-scaled (magma) kobolds with this racial trait gain fire resistance 5.

White scaled and silver-scaled kobolds with this racial trait gain cold resistance 5.

Jade-scaled (forest) kobolds with this racial trait gain DR 5/piercing or slashing.

White gold-scaled (sovereign) and pearlescent-scaled (crystal) kobolds with this racial trait gain sonic resistance 5.

Dark-grey-scaled (umbral) kobolds with this racial trait gain +4 to saves vs death effects, ability drains, ability damage, and negative levels.

This racial trait replaces the armor racial trait.

Gliding Wings: Some kobolds are born with wings that, while too weak for actual flying, do allow them to fall at a very slow and safe pace. A kobold with wings can use them to glide. It can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, it may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet it falls. This racial trait replaces crafty or clever.

Water Adaptation: Some kobolds show signs of a sea dragon lineage, and are born with webbed hands and feet and a fluked tail. A kobold with this trait has a natural swim speed of 20, and can hold its breath for a number of minutes equal to its Constitution score. This racial trait replaces crafty or clever.

FAVORED CLASS BONUS OPTIONS

When a koldemar takes a level in his favored class, he gains a bonus. Under the core rules, that bonus is either an additional skill point or an extra hit point. However, the *Advanced Player's Guide* introduced a new set of racial favored class options. Members of specific races can get these benefits when they gain a level in a class that is listed as a favored class for their race. The koldemar gain the same favored class options as kobolds in some classes (included below and marked with an asterisk for convenience), but also have new favored class options for every other class as well. Some of these options can only be taken by a koldemar that has taken the Draconic Aspect feat (see New Feats). Additionally, koldemar may choose to take the bonus listed under "any" when it takes a level in its favored class, regardless of what that class is. Bonuses listed as a fraction (+1/2, +1/3 and so on) must be taken often enough to form a whole number to be useful (having a +1/2 bonus to something does you no good until you take it again, and have a +1 bonus).
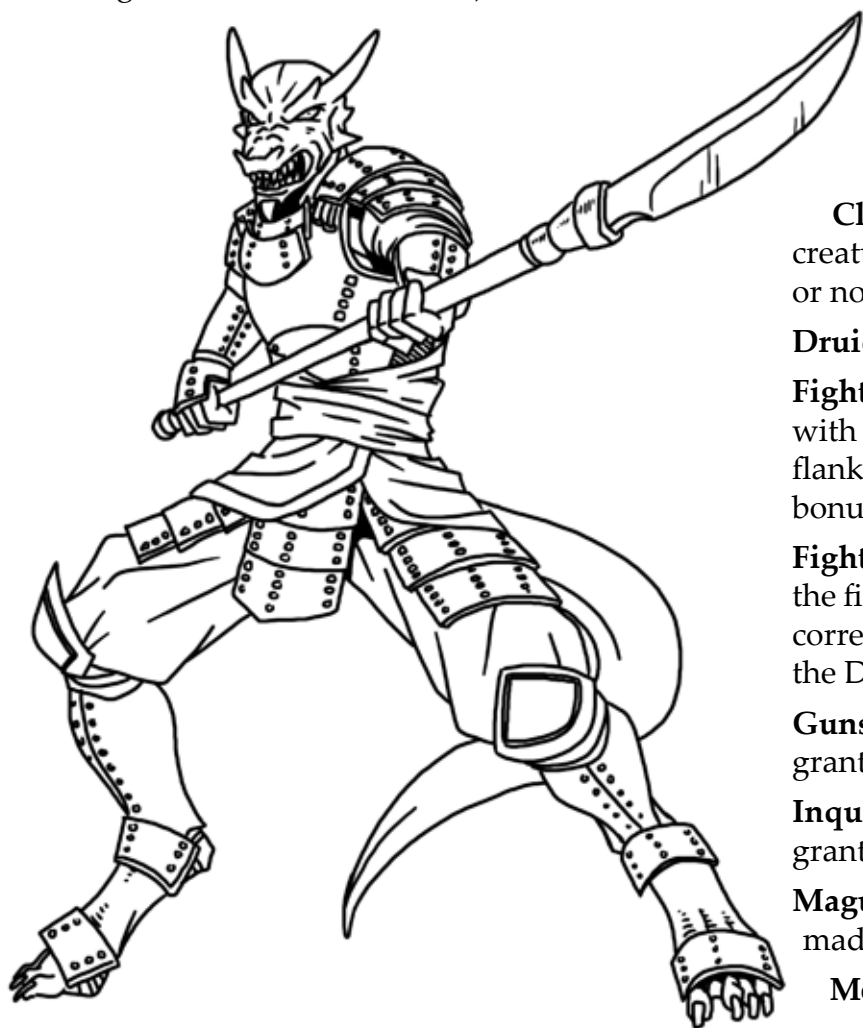
Some of these bonuses have been presented in official Pathfinder Roleplaying Game rulebooks, and are marked with an asterisk.

Any: +1 to attack rolls to confirm a critical hit against a foe that is flat-footed, flanked by you, or denied its Dex bonus to AC.

Alchemist: Add +1 foot to the splash radius of bombs the alchemist creates & throws. Multiples of less than +5 feet have no effect.

Antipaladin: Add +1 foot to the radius of the antipaladin's aura of cowardice. Multiples of less than +5 feet have no effect.

Barbarian: Add 5 feet (up to 15 feet maximum) to the barbarian's speed when she is raging. This bonus stacks with a class's fast movement feature and applies only under the same conditions as that ability.

Barbarian: Delay the onset of fatigue the barbarian suffers after raging by 1 round. (If the barbarian is 17th level and has selected this at least five times, the barbarian can enter a rage while fatigued or exhausted.)

Bard: Treat the bard's level as +1/2 higher for purpose of determining the effect of the fascinate bardic performance.*

Cavalier: Add 5 feet (up to 15 feet maximum) to the cavalier's mount's speed when it uses the charge or withdraw action.*

Cleric: Add +1 to channel energy damage dealt to creatures denied their Dexterity bonus to AC (whether or not the creature has a Dexterity bonus to AC).*

Druid: Add +1/2 to the druid's wild empathy bonus.*

Fighter: Add +1/2 to damage rolls the fighter makes with weapon attacks against an opponent he is flanking or an opponent that is denied his Dexterity bonus to AC.*

Fighter (Draconic Aspect koldemar only): Add 1 to the fighter's energy resistance against the energy type corresponding to the koldemar's dragon type from the Draconic Aspect feat (maximum +10).

Gunslinger: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +4).*

Inquisitor: Add +1/4 to the sacred bonus to AC granted by the protection judgment (maximum +4).

Magus: Add a +1/2 bonus on concentration checks made to cast defensively.*

Monk: Add +1/3 to the monk's AC bonus class feature.*

Ninja: +1/4 a bonus ki point. These ki points can only be used to power talents with "bomb" in their title, or those that only require a ki point be left in the ninja's ki pool.

Oracle: Add +1/4 to the armor or natural armor bonus granted by oracle spells she casts on herself.*

Paladin: Add +1 foot to the radius of the paladin's aura of courage. Multiples of less than +5 feet have no effect.

Ranger: Add +1/4 to the number of opponents the ranger may select when using hunter's bond to grant a bonus to allies. All selected creatures must be of the same type.*

Ranger: Add +1/2 to damage rolls made by traps the ranger has crafted.

Rogue: Add +1/2 to the rogue's trap sense bonus to AC.*

Rogue: Add +1/2 to damage rolls made by traps the rogue has crafted.

Samurai: Add +1/3 to the number of uses per day of the samurai's resolve.

Samurai (Draconic Aspect koldemar only): Add +1/2 to damage rolls the samurai makes for attacks against an opponent wielding a weapon that is bane vs dragons, or who has dragons as a favored enemy.

Sorcerer: Choose acid, cold, electricity, or fire damage. Add +1/2 point of the chosen energy damage to spells that deal the chosen energy damage cast by the sorcerer.

Sorcerer (Draconic Aspect koldemar only): Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast, and must deal damage of a type corresponding to the sorcerer's dragon type from the Draconic Aspect feat.

Summoner: Add +1 hp to creatures summoned with the summoner's summon monster spell-like ability.

Summoner: Add +1 foot to the range of the summoner's eidolon's breath weapon. Multiples of less than +5 feet have no effect. Requires the eidolon to have the breath weapon evolution.

Summoner: Add +1/2 to the number of times per day the summoner's eidolon can use its breath weapon. Requires the eidolon to have the breath weapon evolution.

Witch: Add +1/3 to the number of 1st level patron spells the witch may prepare. After gaining 1 bonus

1st level preparation, this bonus can be applied to a bonus 2nd level spell, then a bonus 3rd level spell, and so on.

Wizard: The bonus the wizard gains from his familiar increases. If the bonus is normally +3 or higher, it increases by +1/2. If the bonus is +2, it increases by +1/3. If the bonus is +1, it increases by +1/4.

FAVORED CLASS OPTIONS FOR SUPER GENIUS CLASSES

For campaigns using classes taken from the various *Genius Guide* .pdfs released by *Super Genius Games*, the following favored class options are available to kobolds that take levels in these classes.

Archon: Add +1/4 to the archon's favored spell bonus.

Armiger: Add +1/2 to the armiger's AC vs traps.

Death Knight: +1/4 grave strike/day.

Death Mage: +1/6 a bonus fetish power (regardless of what death bond the death mage has selected).

Dragonrider: +1/2d6 to dragon steed's breath weapon.

Godling, Any: +1/2 divine trait rank.

Magister: +1/2 a bonus spell known from the sorcerer class spell list (regardless of the magister's selected spell lists). Must be at least 1 level lower than the highest level spell the magister can cast.

Mosaic Mage: +1/6 a red spectrum power (regardless of the mosaic mage's own spectrum).

Shadow Assassin: +1/6 daggermaster bonus.

Shaman: Reduce the time needed to gain a +1 circumstance bonus to Perform (ritual) checks to summon spirits by 1 minute.

Templar: Add curse resistance bonuses to saves against one of the following types of effects: acid descriptor spells, cold descriptor spells, death effects, electricity descriptor spells, fear descriptor spells, fire descriptor spells, sleep effects, paralysis effects, poisons, sonic descriptor spells.

Time Thief: +1/3 motes/day.

Time Warden: +1/3 motes/day.

Vanguard: +1/2 to damage done with a vanguard blast.

War Master: +1 a round/day of battle tactics.

Witch Hunter: Add +1/2 to damage rolls the witch hunter makes with devoted strikes.

KOBOLD ARCHETYPES

The following class archetypes are available exclusively to creatures with some draconic blood that are not true dragons, including kobolds, koldemar, and half-dragons.

APOCALYPSE (FIGHTER ARCHETYPE)

The apocalypse is a kobold or koldemar warrior who has dedicated himself to strengthening his bloodline's ties to dragonkind and mastering the art of fighting like a dragon. The name comes from the kobold collective noun for dragons (an "apocalypse of dragons," much as you might refer to a herd of cattle, or a murder of crows). While many kobolds focus on the spell ability and breath weapons of dragons, an apocalypse learns to grow the steel-hard scales and razor-sharp claws of true dragons, and draw on his draconic blood's link to a hoard to augment the power of his natural weapons and defenses.

Armored Hide (Ex): An apocalypse grows a set of "overscales" that grant an armor bonus to AC, separate from any natural armor the apocalypse possesses. An

apocalypse's overscales grant him an armor bonus to AC equal to 5, +1/3 his apocalypse level. Overscales have no arcane spell failure or skill check penalty. This does not prevent an apocalypse from wearing a suit of armor, but armor bonuses to AC from multiple sources do not stack. This ability replaces the bonus feat the fighter receives at 1st level.

Draconic Perseverance (Ex): Starting at 2nd level, the apocalypse gains some measure of a dragon's immunity to incapacitating spells. The apocalypse gains a +1 bonus to saving throws against magic sleep effects and paralysis effects. This bonus increases by +1 for every four levels beyond 2nd.

This ability replaces bravery.

Natural Weapons (Ex): The apocalypse begins to take on the natural characteristics of his dragon forefathers at 4th level, and gains two claw attacks. These are primary natural weapons that deal 1d3 damage for a Small apocalypse, and 1d4 for a Medium apocalypse. An apocalypse cannot fight with his claws and manufactured weapons on the same round. This damage increases to 1d4 Small/1d6 Medium at 5th level, 1d6 Small/1d8 Medium at 9th level, 1d8 Small/2s6 Medium at 13th level, and 2d6 Small/2d8 Medium at 17th level.

This ability replaces the ability for the apocalypse to be able to take fighter feats (levels in apocalypse do not count as levels of fighter for any feat prerequisites) and weapon training.

Eldritch Dragon (Su): An apocalypse can ritualistically consume precious metals and gems (literally eating the materials) to feed his inner dragon, using the draconic lust for a hoard to call forth the power of his distant draconic ancestors. The effect of this is to gain enhancement bonuses and special magic qualities on his natural attacks and overscales (see armored hide, above) that function just as the powers for magic weapons and armor do. This works as the Rune Scales feat (see New Feats, below), except the apocalypse uses this ability for magic armor enhancement bonuses and properties (using the rules to craft magic armor) on his overscales, and for magic weapon enhancement bonuses and properties (using the rules to craft magic weapons) on his claws (and any natural bite or tail attack, if he has gained such natural attacks through some means). Each natural attack is augmented as a separate weapon.

This ability replaces the bonus feat a fighter receives at 6th level.

Bonus Feat: At 12th and 18th level the apocalypse gains a bonus feat. This bonus feat may be any metamagic feat (it's not unusual for an apocalypse to multiclass with sorcerer levels), or any feat with kobold, dragon type, or reptilian subtype as a prerequisite. The apocalypse must meet all the feats prerequisites normally.

APOCALYPSE ARCHETYPES

For those who have one of the *Super Genius Games* archetype or template books, the first of which is *The Genius Guide to Archer Archetypes*, the apocalypse option can be treated as the archetypes or PC template from those products. The fighter abilities an apocalypse does not gain are exactly the same as those given up by fighters sacrificing the Battle Master archetype to gain a new one. A GM could thus allow kobolds of other classes to gain access to the apocalypse by giving up the archetype package normally granted to their class, as defined in Archer Archetypes. The apocalypse should still be restricted to kobolds and similar dragonkin races. Note that it is not necessary to have *The Genius Guide to Archer Archetypes* to use the apocalypse as described here—as an alternate power structure for fighters.

While the harasser doesn't remove exactly the same abilities a rogue gives up using the *Archer Archetypes* rules (it retains the trap sense ability and gives up 1 skill point/level), it too is balanced to be added as an archetype for any class using the archetype system from those .pdfs.

HARASSER

Kobolds are well-known as trap-builders, both because they often must fight creatures bigger than themselves (and it's a good idea to soften up such foes before attacking them directly), and because they often live in caves and similar tight spaces (where traps make a much better defense than a gate, as many of your enemies *can* dig through the cave wall if they know you're defending a passageway).

Some kobolds and koldemar are master trap-builders, able to draw upon their draconic desire to "protect the hoard and lair" to drive themselves to extraordinary exertion to create very effective traps quickly and efficiently from a collection of carried materials.

Quick Traps (Ex): The harasser can make a trap quickly a number of times per day equal to half his harasser level plus his Dexterity bonus (minimum 1). The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to 10 + 1/2 the harasser level + the harasser's Dexterity bonus. A harasser begins knowing one form of quick trap (see below), but gains additional quick traps at 5th, 9th, 13th, and 17th level. A harasser may also spend a rogue talent or a feat to gain an additional form of trap.

Setting a quick trap is a full round action that provokes attacks of opportunity. A trap fills a single 5 foot square, and cannot be placed in the same area as another trap or a magical trap such as a *glyph of warding*. The harasser only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a dagger, iron spike, or a few nails), a foot of rope or vine, and so on. (Treat the harasser's trap making kit as a material component pouch.) All harasser traps are Trigger: location, and Reset: none unless they specify otherwise.

Harasser traps are always extraordinary and Type: mechanical, and last 1 day per harasser level or until it is triggered, whichever comes first. A trap's DC decreases by 1 for each full day that passes after it is set. Traps marked with an asterisk (*) add to or modify the effects of another trap; a harasser can add one of these trap types to any standard trap (this costs 1 additional use of the trap ability).

The quick traps ability replaces the sneak attack dice gained at 1st, 5th, 9th, 13th, and 17th levels, as well as one skill point/level. A rogue with the archetype still receives sneak attack dice at 3rd, 7th, 11th, 15th and 19th level.

Alarm Trap*
EFFECTS
When the trap is triggered, it also creates a momentary loud noise equivalent to the audible alarm version of alarm.

Burning Trap*
EFFECTS
A harasser can only add this to a fire trap. If the triggering creature fails its Reflex save, it catches on fire, taking 1d6 points of fire damage at the start of its turn for 1d4 rounds. The burning creature can attempt a new save as a full round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Caltrop Trap*
EFFECTS

After it is triggered, a caltrop trap also fills its space with caltrops. The harasser must provide a set of caltrops to set this trap, though they may be gathered and reused afterwards if they are not destroyed. A caltrop trap may be set as a solo trap, or added to another kind of trap.

Command Trap*
EFFECTS

A command trap does not activate unless the harasser sets it off with a remote switch (generally a rope or lever). The harrier must be within short range (25 ft. +5 ft./2 harasser levels) to set off a command trap, which is a move action. The Perception DC to discover a command trap is 2 higher than normal.

Complex Trap*
EFFECTS

A complex trap resets itself once, using springs or counterweights set by the harasser when the trap is set. The harasser may have the delay occur between 1 to 10 rounds after the trap is triggered (decided when the trap is created).

Deadly*
EFFECTS

Only a weapon trap may be deadly. If a target is flanked, flat-footed, helpless, or denied his Dexterity bonus to AC when attacked by a deadly trap, he takes additional damage equal to the harasser's sneak attack dice (at the time the trap was set). This damage counts as sneak attack damage for all purposes.

Exploding Trap*
EFFECTS

A harasser can only add this to a fire trap. The trap explodes in fire, filling all squares adjacent to the trap and dealing a number of points of fire damage equal to 1d6 + 1/2 the harasser's level (Reflex negates). If it is an extraordinary trap, the harasser must use an explosive material such as alchemist's fire when setting the trap.

Fire Trap
EFFECTS

The trap explodes in flames, dealing a number of points of fire damage equal to 1d6 + 1/2 the harasser's level to the triggering creature (Reflex negates). If it is an extraordinary trap, the harasser must use an explosive material such as alchemist's fire when setting the trap.

Marking Trap*
EFFECTS

If the triggering creature fails its save against the trap, it is marked with a dye and/or scent of the harasser's choosing. A scent mark decreases the DC of tracking the marked creature by scent by 4. The mark can be washed off with vigorous scrubbing, but fades on its own over several days.

Poison Trap*
EFFECTS

The trap poisons the creature that triggers it. If it is a supernatural trap, the poison deals 1d2 Con damage per round for 6 rounds. The harasser must provide 1 dose of contact, inhaled, or injury poison when setting the trap, and the trap uses that poison's effects and DC. A poison trap may be set by itself, or may be added to another trap.

Snare Trap
EFFECTS

The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless the harasser included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an Escape Artist check (DC equal to the trap's DC) as a full round action. The trap or its leash has a number of hit points equal to 1/2 the harasser's level, or can be burst as a full round action with a DC 25 Strength check. The trap can hold up to a Medium creature; each extra daily use of the harasser's trap ability spent when the trap is set increases the maximum size of creature the trap can hold. At the harasser's option, if there is a tall object or structure nearby, she can have the trap lift the creature.

Splash Trap*
EFFECTS

A splash trap also has an effect on every space adjacent to it. Creatures in those spaces gain a +4 bonus to any saving throw the trap allows or skill check it requires to avoid or escape its effects, and any attack the trap makes against creatures in adjacent spaces is at a -4 penalty.

Weapon Trap
EFFECTS

The trap launches an attack at the creature that triggers it. Its attack bonus is equal to the harasser's level (at the time the trap was set), and it deals 1d6 points of damage plus +1/2 harasser levels.
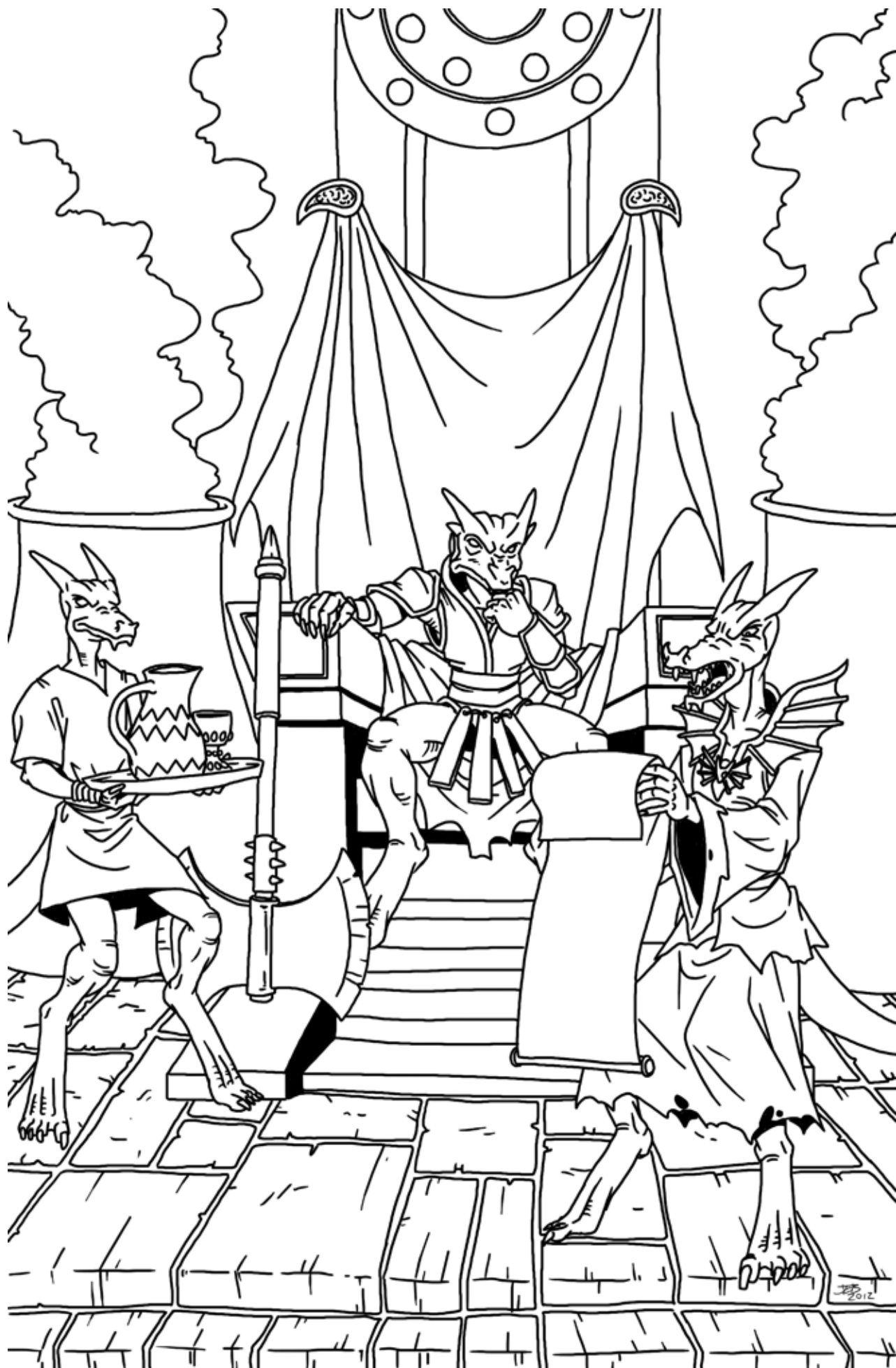
NEW FEATS

Kobolds and koldemar have access to the following feats.

DRACONIC ASPECT

You possess some of the qualities of your dragon ancestors.

Prerequisite: Kobold.

Benefit: Your scales take on the color and some of the resistances of one of the chromatic dragons. Choose of the following dragon types listed below. Your scales take on the color of that dragon (and you may gain some of its body or facial features), and you gain the special defense listed with its type.

Chromatic: black (acid resistance 5), blue (electricity resistance 5), green (acid resistance 5), red (fire resistance 5), or white (cold resistance 5)

Imperial: forest (DR 5/piercing or slashing), sea (fire resistance 5), sky (electricity resistance 5), sovereign (sonic resistance 5), underworld (fire resistance 5)

Metallic: brass (fire resistance 5), bronze (electricity resistance 5), copper (acid resistance 5), gold (fire resistance 5), silver (cold resistance 5)

Primal: brine (acid resistance 5), cloud (electricity resistance 5), crystal (sonic resistance 5), magma (fire resistance 5), umbral (+4 to saves vs death effects, ability drains, ability damage, and negative levels).

Special: If you have the dragon scaled racial trait, your scale color does may not change and you can gain a +1 natural armor bonus instead, if you prefer. Alternatively, you may pick a Draconic Aspect that does not match the coloration of your dragon-scaled trait, gaining the normal benefits of both and gaining mixed scale coloration.

DRACONIC BREATH

You possess draconic defenses and a draconic breath weapon.

Prerequisites: Draconic Aspect, kobold.

Benefit: You gain a +2 bonus to saving throws against sleep and paralysis effects. You gain a breath weapon that is determined by your scale coloration from either the Draconic Aspect feat or the dragon scaled racial trait. Using a breath weapon is a standard action that does not provoke attacks of opportunity. You can use your breath weapon once per day. Creatures within the area of your breath weapon who succeed at a Reflex saving throw (DC 10 + your character level + your Constitution modifier) take only half damage.

Chromatic

Black (Su): You breathe a 30 ft line of acid that deals 2d6 points of acid damage.

Blue (Su): You breathe a 30 ft line of electricity that deals 2d6 points of electricity damage.

Green (Su): You breathe a 15 ft cone of acid that deals 2d6 points of acid damage.

Red (Su): You breathe a 15 ft cone of fire that deals 2d6 points of fire damage.

White (Su): You breathe a 15 ft cone of cold that deals 2d6 points of cold damage.

Imperial

Forest (Su): You breathe a 15 ft cone of wooden splinters that deals 2d6 points of piercing damage.

Sea (Su): You breathe a 30 ft line of water that deals 2d6 points of bludgeoning damage.

Sky (Su): You breathe a 15 ft cone of electricity that deals 2d6 points of electricity damage.

Sovereign (Su): You roar a 15 ft cone that deals 2d6 points of sonic damage.

Underworld (Su): You breathe a 30 ft line of magma sparks that deals 2d6 points of fire damage.

Metallic

Brass (Su): You breathe a 30 ft line of fire that deals 2d6 points of fire damage.

Bronze (Su): You breathe a 30 ft line of electricity that deals 2d6 points of electricity damage.

Copper (Su): You breathe a 30 ft line of acid that deals 2d6 points of acid damage.

Gold (Su): You breathe a 15 ft cone of fire that deals 2d6 points of fire damage.

Silver (Su): You breathe a 15 ft cone of cold that deals 2d6 points of cold damage.

Primal

Brine (Su): You breathe a 30 ft line of acid that deals 2d6 points of acid damage.

Cloud (Su): You breathe a 15 ft cone of electricity that deals 2d6 points of electricity damage.

Crystal (Su): You breathe a 15 ft cone of vibrations that deals 2d6 points of sonic damage.

Magma (Su): You breathe a 15 ft cone of fire that deals 2d6 points of fire damage.

Umbral (Su): You breathe a 15 ft cone of umbral darkness that deals 1d6 points of negative energy damage. (This does not heal undead.)

Special: Kobold sorcerers with either the Draconic or Kobold bloodline can use their Charisma modifier instead of their Constitution to determine the number of times per day they can use this breath weapon and the DC of this breath weapon.

DRACONIC GLIDE

You possess draconic defenses and wings that allow you to glide.

Prerequisites: Draconic Aspect, kobold.

Benefit: You gain a +2 bonus on saving throws against sleep and paralysis effects. You grow a pair of wings that you can use to fall and glide at a safe pace. You can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, you may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet you fall.

Special: If you have the gliding wings racial trait, instead of the above abilities, you gain an actual fly speed of 30 feet with poor maneuverability. You may still choose to glide (using the rules for gliding wings) rather than fly if it's more useful in a specific circumstance.

DRACONIC PARAGON

You can shrug off sleep and paralysis effects as well as any dragon, and your draconic aspects improve.

Prerequisites: Draconic Aspect, either Draconic Breath or Draconic Glide, character level 10th, kobold.

Benefit: You gain an additional +2 bonus to saving throws against sleep and paralysis effects. You can use your breath weapon twice per day and your breath weapon damage increases to 4d6 points of energy damage. Your wings from the Draconic Glide feat grow stronger, granting you a fly speed of 20 feet with average maneuverability (40 feet with average maneuverability if you also have the gliding wings racial trait).

EXTRA DRACONIC BREATH

You can use your draconic breath weapon more often.

Prerequisites: Draconic Aspect, Draconic Breath, kobold.

Benefit: You may use your breath weapon gained from Draconic Breath two additional times per day. You must wait 1d4 rounds between uses of your breath weapon.

Special: This feat may be taken more than once. Its effects stack.

GREATER DRACONIC BREATH

Your draconic breath weapon grows in power.

Prerequisites: Draconic Aspect, Draconic Breath, Draconic Paragon, kobold.

Benefit: The range and damage of your breath weapon gained from Draconic Breath increased. Double your breath weapon's range. Increase the damage by +1d6 for every three hit dice or levels you possess.

KOBOLD AMBUSHER (COMBAT)

You are adept at moving fast and staying hidden.

Prerequisites: Stealth 4 ranks, kobold.

Benefit: You take no penalty on Stealth checks when you move up to your full speed. You can use the run or charge action and remain hidden, taking a 10 penalty on the check to do so.

Normal: When moving greater than half speed up to your full speed, you take a 5 penalty on Stealth checks. When you are able to run or charge while using Stealth, you take a 20 penalty on the Stealth check.

KOBOLD SNIPER (COMBAT)

You snipe quickly, making it harder for others to find the location of your attack.

Prerequisites: Stealth 1 rank, kobold.

Benefit: When you are sniping, you only take a 10 penalty on your Stealth checks to stay hidden.

Normal: You take a 20 penalty on your Stealth check to maintain your obscured location while sniping.

TAIL TERROR (COMBAT)

You have strengthened your tail enough to make slap attacks with it.

Prerequisites: Base attack bonus +1, kobold.

Benefit: You can make a tail slap attack with your tail. This is a secondary natural attack that deals 1d4 points of bludgeoning damage. Furthermore, you can augment your tail slap attack with a kobold tail attachment. For the purpose of weapon feats, you are considered proficient with all kobold tail attachments.

OLD BLOOD

You have developed traits from one or more of the old clans of dragonfolk.

Prerequisites: Cha 13, kobold.

Benefit: Select one alternate kobold racial trait. (See Alternate Racial Traits, above.) You gain that trait, without losing the racial trait it normally replaces.

RUNE SCALES

Your can use your hereditary link to the power of dragons and sorcerers to bind magic enchantments directly to your body.

Prerequisites: Cha 13, dragon type or dragon or reptilian subtype.

Benefit: With this feat you can infuse yourself with magic power to turn parts of your body into living magic items. This is done through complex rituals that involve drawing forth the mystic essence of your ancient ancestors and their innate magic powers.

Rune scales can only duplicate a small range of magic items. Only wondrous items that grant constant bonuses (and have no other abilities) and take a body slot, rings, and rods can be duplicated by a rune scale. Additionally a rune scale cannot duplicate items with charges (though items with uses/day are fine), an item that conjures or summons anything, an item that acts as a weapon, or one that forces other creatures to make saving throws. Thus a

rune scale could duplicate a *lesser rod of enlarge spell* or *belt of giant strength +2*, but not a *rod of the python* or *bag of tricks*.

Creating a rune scale is very similar to creating the item its duplicating the effect of, but this feat replaces the appropriate item creation feat and your character level replaces caster level for any calculations based on caster level. You can only create rune scales on your own body, and each rune scale takes one day to create (regardless of its base price). Each rune scale is placed on the body slot its matching item would use (rods take the hand body slot). If a magic item is then placed on the body slot, the associated rune scale stops functioning until the item is removed. Rune scales have the same creation cost as the items they emulate.

A rune scale can be re-inscribed, to improve or change the powers it has. When this is done, the cost of the new rune scale is reduced by half the cost of the existing rune scale (with a minimum cost of any rune scale of 100 gp).

A rune scale can be targeted by a sunder attempt, or any ability that can damage armor. Any damage done to one of your rune scales is also dealt to you. A rune scale has hp equal to your Constitution score plus half your level, and has any DR or similar defenses you have. If a rune scale takes half its hit points in damage, it gains the broken condition. A rune scale with the broken condition remains nonfunctioning until it heals. Healing a broken rune scale is as difficult as healing 1d6 points of temporary ability damage (rolled when the rune scale is broken), and anything that could heal such damage (including natural healing over time, lesser restoration spells, and so on) can heal the rune scale.

A rune scale that takes all its hp in damage is destroyed, and must be recreated by performing the ritual (and spending the cost) all over again. (Anything a GM would rule could restore a destroyed magic item could also restore a destroyed rune scale.)

SEA DRAKE

You have features taken from the dragons of the river, lake, swamp, and sea.

Prerequisites: Draconic Aspect, kobold.

Benefit: You have a natural swim speed of 20, and can hold your breath for a number of minutes equal to your Constitution score.

Special: If you have the water adaptation racial trait instead of the above abilities, your swim speed increases to 30 feet, and you can breathe air or water at will.

TAIL FOCUS

You have trained your tail to be used for more than just balance.

Prerequisites: Dragon type or dragon or reptilian subtype, tail.

Benefit: You can hold one held magic item in your tail and use it normally, leaving your hands free. You cannot make attacks with a melee or ranged weapon held in your tail, but could cast spells from a wand or staff clutched in your tail, or use a rod or similar held item.

NEW ITEMS

The more advanced koldemar society has the resources and craftsmen to create items designed specifically for their own use (though lone kobold geniuses may have also created such items after sparks of inspiration).

NEW EQUIPMENT

Due to their draconian features, koldemar often have use for equipment other humanoids find out of place.

Buckler, Tail

A tail buckler acts like a normal buckler, but is carefully balanced and constructed to be strapped to the tail of a tailed creature. The tail cannot be used for any other purpose while wearing a tail buckler, and if any other equipment is strapped to the tail the AC bonus of the buckler is lost.

Buckler, Tail; 50 gp; 2 lbs.(1)

(1)When made for Small characters. When made for Medium creatures this item weights twice as much.

Gauntlets, Clawed

Clawed gauntlets act like spiked gauntlets but are martial weapons, and if worn as a pair (cost and weight given are for a single clawed gauntlet) a second claw attack can be made as a secondary attack. Appropriate feats that give bonuses to attacks and damage with claws (such as Weapon Focus and Weapon Specialization) may also apply to claw gauntlet attacks (and vice versa) at the GM's discretion.

Gauntlets, Clawed; 15 gp; 1/2 lbs.(1)

(1)When made for Small characters. When made for Medium creatures this item weights twice as much.

Pouch, Tail

A tail pouch is typically made of soft leather, with a wide belt with a tough cloth or sharkskin interior. It straps snugly to the tail of a kobold or similar creature. Because the tail can be brought up to the wearer's hands easily, an item can be removed from a tail pouch carefully (a standard action that does not provoke an attack of opportunity) or quickly (a move action that provokes normally). It typically holds 1 lb. or 80 cubic inches (4 inches x 4 inches x 5 inches).

Pouch, Tail (empty); 2 gp; 1/8 lb.(1)

(1)When made for Small characters. When made for Medium creatures this item weighs four times more, and can carry four times more material.

SPECIAL MATERIALS

Elfhide: Elfhide is made from the supple and resilient leather created by tanning the skin of an elf, half-elf, or gnome. Elfhide is most common in koldemar communities who have encountered one-too-many elven adventurers in dragonhide armor, and decided that if a group has no problem wearing the skin of a sapient creature, they should have no problems being turned into armor when defeated.

Because of its extraordinary flexibility and toughness when alchemically preserved, elfhide armor can be much thinner than normal leather without sacrificing protective power. Spell failure chances for armors and shields made of elfhide are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0). Elfhide armor and shields are always masterwork (and the modifiers for masterwork are already calculated into the modifiers for elfhide). Elfhide items weigh half as much as the same item made of standard leather. Items not primarily made of leather or hide cannot be made out of elfhide.

Type of Elfhide Item	Item Cost Modifier
Light Armor	+600 gp
Medium Armor	+2,400 gp
Shield	+600 gp
Other items	+120 gp/lb.

NEW MAGIC ARMOR

The following magic armor is designed specifically by koldemar, though in some cases other races could use it as well.

WOODSTALKER ARMOR

Aura: faint conjuration; **CL:** 3rd

Slot: armor; **Price:** 12,600 gp; **Weight:** 5 lbs.(1)

DESCRIPTION

This *+1 shadow elfhide (see above) studded leather* is normally given to scouts and huntsmen in koldemar communities. Any round that the wearer takes no movement and is in a natural setting, the armor also provides concealment (20% miss chance) until the wearer once again moves.
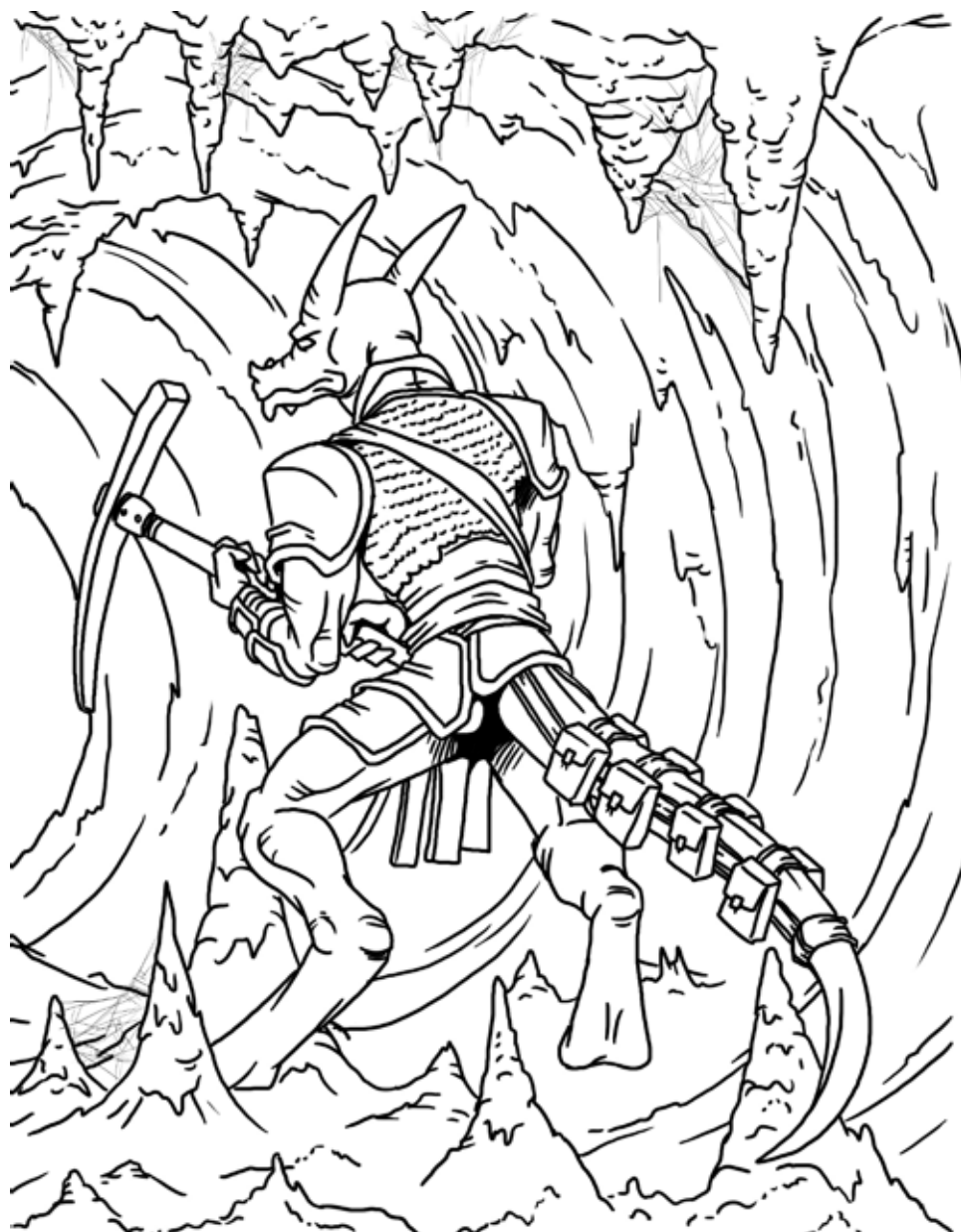
CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *obscuring mist*; **Cost:** 6,300 gp.

(1)When made for Small characters. When made for Medium creatures this item weighs twice as much.

NEW MAGIC ITEMS

The following magic item is designed specifically by koldemar, though other races could use it as well.

PROPITIOUS POUCH

Aura: moderate conjuration; **CL:** 6th

Slot: —; **Price:** 500 gp; **Weight:** 1 lb.

DESCRIPTION

This pouch is made of soft but sturdy leather, fastened by a single bone button. The pouch appears large enough to hold about a quart of material. In fact it is very similar to the side pouches on a *handy haversack*, and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. Additionally, when the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what the pouch contains. Retrieving any specific item from a *propitious pouch* is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

A *propitious pouch* can also be used as a tail pouch (see above). In this case, retrieving a single specific item from it is a swift action.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *secret page*; **Cost:** 250 gp

APPENDIX A: STANDEES

WE ERR ON THE SIDE OF AWESOME!

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