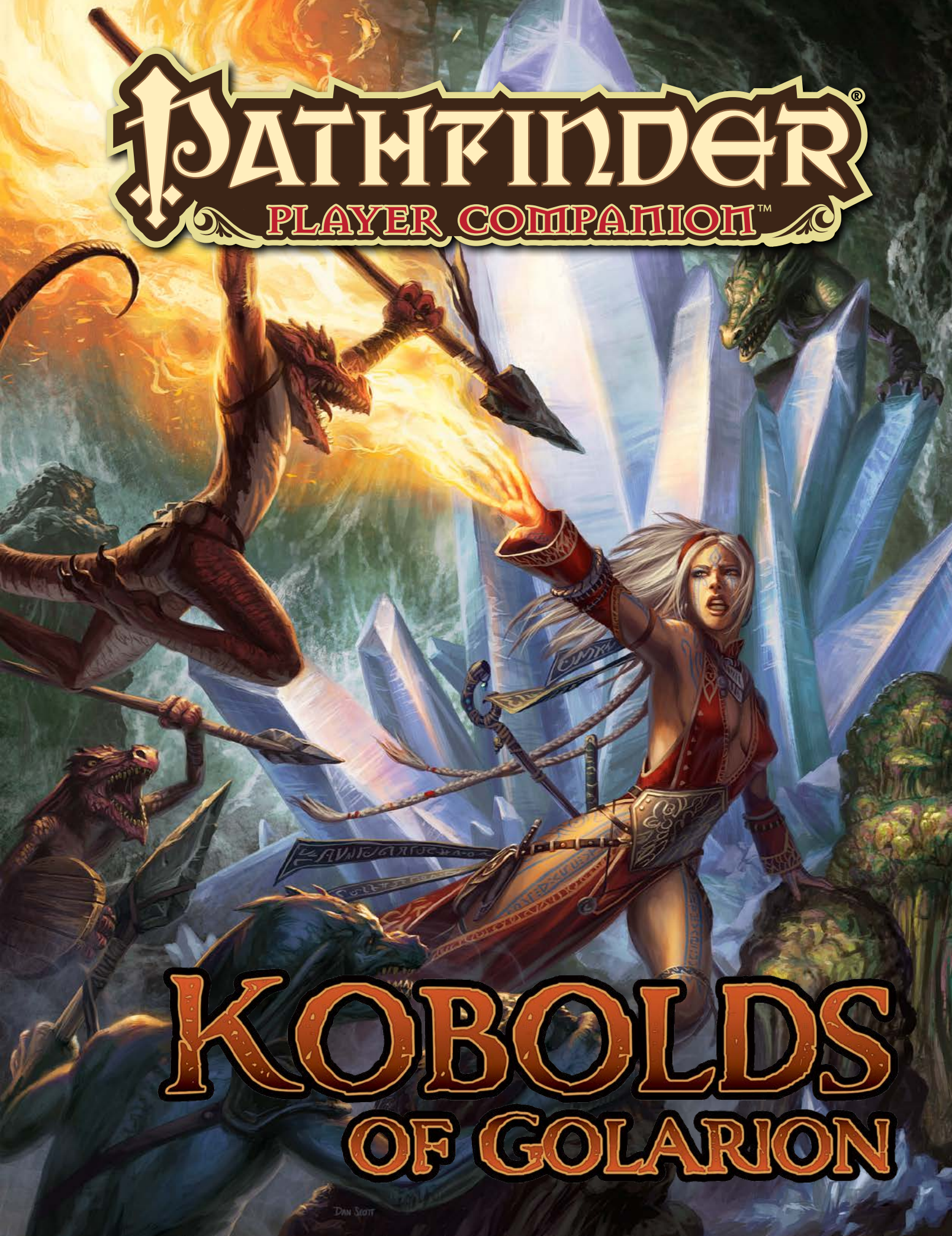


PATHFINDER[®]

PLAYER COMPANION™



KOBOLDS OF GOLARION

DAN SCOTT

KOBOLD RACIAL TRAITS

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

Reptilian: Kobolds are humanoids with the reptilian subtype.

Small: Kobolds are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on their combat maneuver checks and to their Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Kobolds have a base speed of 30 feet.

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

Armor: Kobolds have a +1 natural armor bonus.

Crafty: Kobolds gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

Weakness: Light sensitivity. Kobolds are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Languages: Kobolds begin play speaking only Draconic. Kobolds with high Intelligence scores can choose from the following: Common, Dwarven, Gnome, and Undercommon.

KOBOLD NAMES

Because kobolds identify so passionately with dragons, they strive to reinforce their connection through names that reflect their draconic heritage. Kobold birth names are relatively short, usually consisting of two syllables, and are almost always faintly reminiscent of dragons' names.

To further emulate their draconic brethren, kobolds change their names to longer and more complex forms as they reach important age milestones, perform spectacular acts, or attain notable achievements. Kobold adventurers often add more syllables to their names upon reaching significant points in their careers—every 5 levels or so.

Kobolds rarely have surnames; most instead use clan names or honorifics to identify themselves. Those kobolds who do use surnames are most often reinforcing a claim to a hereditary throne or attempting to adhere to regional or cultural influences.

FEMALE NAMES

Ahmmra

Azzlyn

Enga

Grymwyr

Gynnezz

Kregnaan

Jynnjun

Lyrtrahk

Melrynn

Petrahk

Ryzzntyg

Skyxa

Tyrrell

Varshez

Vregma

Zarnyl

MALE NAMES

Athraz

Dyrtrax

Fazij

Grytnok

Jekkajak

Kaidynn

Keegyn

Kirrok

Merlokrep

Nydryn

Nyktox

Ryzztyl

Torphrex

Varrann

Vreknog

Xahndyg



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ON THE COVER



Dan Scott depicts Seeni trying to fend off advancing kobold hordes, but discovering her flames don't frighten those blessed with draconic blood.



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Magic</i>	UM
<i>Ultimate Combat</i>	UC		



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FOR YOUR CHARACTER

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes and races, in addition to elements that can apply to other characters.

KOBOLDS

Most options in this book are useful to many types of characters, but kobolds do get some choices that are useful only to them. The options in this book that apply only to kobolds are listed at the end of this page.

SPELLCASTERS

The new spells on pages 26–27 work for many different classes, including the ever-popular kobold sorcerers.

SMALL CHARACTERS

The kobold style feats (page 25) give small characters a way to bring bigger creatures down to the ground. The Small But Deadly and Wall of Flesh feats enhance their combat abilities.

BARDS

Bards who want to spread the glorious word about the powerful dragons can choose the dragon herald archetype (pages 22–23).

CLERICS

You can take the kobold faith race trait to gain access to special subdomains: Ambush, Radiation, and Trap (page 13).

FIGHTERS

For battling in close tunnels using their superior numbers, kobold fighters developed the swarm fighter archetype (page 23).

ROGUES

The snare setter archetype (page 23) is tailor-made for rogues who want to create and set traps.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements work equally well for any character in the Pathfinder Roleplaying Game, regardless of focus, type, or background.

REGIONAL TRAITS

The regional traits included in this book (page 9) cover many regions where kobolds live, with multiple options for characters who hail from different parts of the Darklands beneath the surface of Golarion.

TRAPS

New ranger traps (pages 20–21) let you get more out of the Learn Ranger Trap and Improved Learn Ranger Trap feats (page 24), which you can take even if you're not a ranger. Decoy triggers (page 28) can make your traps more devious, and trapped items can make for a deadly surprise—and come in both mundane (pages 28–29) and magical (page 31) varieties.

ITEMS AND EQUIPMENT

Characters exploring dungeons can use the new magic items (pages 30–31) and alchemical items (page 29) to clear tunnels, create false walls, stun underground creatures, and much more.

TRIBES

Not only can kobolds use the sample tribes (pages 10–11) as their birth tribes, but veteran adventurers might describe previous dealings they have had with these groups, whether antagonistic or friendly, as elements of their backstories.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Kobolds of Golarion*.

1 Are we allowed to play kobolds or characters who once lived with kobolds in this campaign?

2 Will we be going on adventures that take us into dungeons or into natural subterranean tunnels?

3 Since kobolds are normally lawful evil, what alignments make the most sense given the type of campaign we'll be playing?

KOBOLD OPTIONS

Though the rules items in this book are kobold themed, not all of them require you to be a kobold to choose them. The kobold-specific options are listed below for easy reference if you're playing a kobold character.

KOBOLD OPTION	PAGE
Alternate racial traits	7
<i>Bloatstrike tail</i> magic item	30
Dragon heart role	14
<i>Irradiating tail</i> magic item	30
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Kobold Flood style feat	25
Kobold Groundling style feat	25
Kobold Style style feat	25
Merciless Magic feat	24
Merciless Precision feat	24
Mixed Scales feat	24
Redeemed Kobold feat	25
Scale color race traits	18–19
Scaled Disciple feat	25

DID YOU KNOW?

Kobolds come from German myth, where they were originally miners. In *Classic Monsters Revisited*, Kobold Press mastermind Wolfgang Baur wanted to reinforce this—so he gave them bulette digging machines!

RULES INDEX

In addition to new alternate racial traits (page 7), archetypes (page 22), equipment (page 28), favored class options (page 15), feats (page 24), ranger traps (page 20), roles (page 14), spells (page 26), and subdomains (page 13), the following traits and magic items appear in this Player Companion.

REGIONAL TRAIT	PAGE
Briar bandit (forest)	9
Gravelwalker (Darklands)	9
Grit goggles (Darklands)	9
Iron lungs (Darklands)	9
Lair snake (dragon's lair)	9
Snowstride (Darklands)	9
Stream nomad (Darklands)	9
Suck in your gut (Darklands)	9
Trap savvy (Darklands)	9

RACE TRAIT	PAGE
Alchemical breath (green-scaled kobolds)	19
Bog scamp (black-scaled kobolds)	18
Carnation scales	19
Cold fortitude (white-scaled kobolds)	19
Draconic echo (blue-scaled kobolds)	18
Elaborate trapper (blue-scaled kobolds)	18
Firebug (red-scaled kobolds)	19
Fire-tongued (red-scaled kobolds)	19
Frost spitter (white-scaled kobolds)	19
Golden scales	19
Heat fortitude (red-scaled kobolds)	19
Icy mementos (white-scaled kobolds)	19
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Kobold herbalist (green-scaled kobolds)	19
Lightning blessed (blue-scaled kobolds)	18
Liquid-tongued (blue-scaled kobolds)	18
Ooze defense (black-scaled kobolds)	18
Purple scales	19
Skater's balance (white-scaled kobolds)	19
Slithering stride (green-scaled kobolds)	19
Smoke resistant (red-scaled kobolds)	19
Sneaky swimmer (black-scaled kobolds)	18

MAGIC ITEM	PAGE
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<i>Displacing stone</i>	30
<i>Dragon herald vestments</i>	30
<i>Dwindling bullet</i>	30
<i>Hezzilreen's spellbook</i>	26
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<i>Trapped puzzle box</i>	31
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KOBOLDS ON GOLARION



Kobolds are perhaps the most underestimated race on Golarion. It's hardly surprising, considering the number of adventurers' tales that paint a picture of cowardly weaklings who flee from any conflict. These unimpressive encounters, however, are nothing more than a smokescreen to prevent adventurers from threatening the tribe or learning the deadly truth: that though diminutive, kobolds are as vicious and vengeful as the dragons to which they claim kinship.

As meticulous as they are malicious, kobolds are highly organized, sophisticated, industrious, and inventive. Their natural talent for mining and gift for trapmaking are known and envied throughout the Darklands and beyond. Wise explorers learn to identify the hallmarks of kobold tunnels and find safer alternative routes around them.

Kobolds' ability not just to survive the unfathomable dangers of the Darklands but to thrive there speaks most loudly of their tenacity, resilience, and resourcefulness. Kobolds are, in fact, a race of creatures to be respected—even feared. And those who dare underestimate them do so at their peril.

KOBOLD PSYCHOLOGY

As individuals, kobolds are as unique as the members of any other race. But taken as a whole, kobolds share a very consistent and complex psyche.

Survival Instinct: Kobolds are hardwired to survive. All too conscious of their relative frailty, kobolds are cautious, hyperaware of their surroundings, and sometimes paranoid.

Almost all activities they engage in are directly or indirectly related to the survival of themselves and their tribe.

Tribe Before Self—Usually: With their ingrained communal mind-set, kobolds put the welfare and safety of the tribe above all else. That's not to say they're mindlessly selfless or suicidal, however—why die for the tribe if someone else can do it? When push comes to shove (and it does), a kobold won't think twice about sacrificing another to escape danger. To other kobolds, this behavior demonstrates quick thinking and creative problem solving. And the tribe needs more of that.

Inter-Kobold Relations: Kobold tribes function like well-oiled machines because of the cooperation required by their communal society. However, because of their high mortality rate, strong friendships are slow to form. For similar reasons, kobolds don't mate for life, though some pairings may last for months, even years. Once a fertile egg is laid, it's taken to the hatchery to be protected and cared for. The parents have no attachment to their eggs or the hatchlings they may produce, and all members of the tribe bear some responsibility to look after and train the young.

Obsessive with Picks and Tricks: Whether it's an inborn compulsion or behavior wrought from generations of training, kobolds have a proclivity for mining and trapmaking. The reasons for this seems clear: the former is a byproduct of their need to create controlled environments, and the latter helps protect those spaces.

Small Reptile Complex: Kobolds' stature and physical weakness instill in them a sociopathic desire to prove themselves better than everyone else. This is the source of kobolds' merciless cruelty, and why they enjoy killing, maiming, and torturing other creatures—especially those who are larger or more powerful.

Draconic Kinship: For kobolds, their connection with dragons is irrefutable. Whether they're a child race, disparate siblings, distant cousins, or perhaps even forerunners to dragons, kobolds are certain of their place alongside the powerful dragons—and that's a confidence booster.

Draconic Superiority: Kobolds also possess a sense of entitlement and the belief that they are far better than other, clumsier races. This is due to their draconic heritage—who doesn't believe that dragons are the pinnacle of all beings? And as kobolds are *almost* dragons, they too bask in the glory of being at the top—biding their time, waiting for the Age of Dragons to give way to the Age of Kobolds.

FIVE FACTS ABOUT KOBOLDS

The following represent key information about kobolds.

FACT 1: "KOBOLDS ARE DRAGONS"

Just ask any kobold—she'll tell you, confidently listing off a number of similarities, such as basic skull shape, tooth structure, horn composition, ear frills, and scale coloration. And, when one considers the uncommon but not entirely rare instances of kobolds with wings and even breath weapons, the parallels are even more unmistakable. These similarities raise the question as to whether kobolds are a lesser, undeveloped version of their dragon kin—or if, in fact, they're a more advanced (albeit less impressive) subspecies, destined to outlive their larger cousins.

FACT 2: "KOBOLDS CAN TURN ANYTHING INTO A TRAP"

Give a kobold a little time with a handful of odds and ends, and he'll turn it into a contraption that can hamper, incapacitate, maim, or kill. The kobolds' diabolical obsession and skill with trapmaking is unparalleled. Outsiders who want to improve their skills with traps seek out abandoned kobold traps to study, or pay kobold tutors. Some governments—and even thieves' guilds—are rumored to contract kobolds to design and build incredibly complex traps for vaults and other highly sensitive areas. The intricate construction and unconventional approaches kobold trapmakers take when creating their masterwork traps make them not just difficult to spot or disarm, but astonishingly difficult to replicate.

FACT 3: "KOBOLDS AREN'T EASILY REPULSED OR NAUSEATED"

Get within 20 paces of a kobold mounted on a slurk, and you'll be convinced that kobolds have no sense of smell. In fact, they have a remarkable sense of smell that allows them to appreciate the nuances of a staggering range of scents—much as someone might savor even the most

intense flavors. Between this range and their ability to consume nearly anything, it's extremely difficult to find something that will challenge a kobold's incredibly repressed gag reflexes.

FACT 4: "KOBOLDS NEVER GET LOST"

Follow a kobold moving through the snarl of her lair, and you'll quickly realize two things: first, kobolds have an uncanny sense of direction; and second, you're hopelessly lost. Kobolds' direction sense goes far beyond not getting turned around easily—it also provides them with exceptional spatial awareness. This, once again, is easily demonstrated by a tour through a kobold snarl—the fact that they tunnel such complex labyrinths without careful planning or surveying is mind-boggling.

FACT 5: "KOBOLDS TASTE TERRIBLE"

This is best taken on faith. With the sheer number of creatures that live in the Darklands that are more than capable of plunging past any defenses kobolds can muster, there must be a reason kobolds aren't a regular part of something's diet. That reason is biological: kobold scales, muscles, and digestive organs contain substances that are distasteful, repellent, or poisonous to most large predators.



LIFE AS A KOBOLD

Crowded into their narrow tunnels, kobolds learn immediately that their lives belong to the tribe, and that they both reap rewards from the tribe and have a duty to maintain it. Between their proximity to one another and their pragmatic lifestyles, kobolds know their own life cycles and physiology quite well. The few standouts in kobold society tend to be individuals who have greater gifts from their draconic blood. A youth who hatches with the “jaw of a dragon” or “the wrymfear” immediately becomes a prized member of the tribe.

KOBOLD ECOLOGY

Kobolds are fascinating reptilian creatures that seem to be built perfectly for their underground lifestyle.

LIFE CYCLE

Hard-shelled kobold eggs—and the embryos within them—are remarkably sturdy, able to endure being moved or exposed to relatively harsh conditions or treatment for short periods of time while still remaining viable. After a 45- to 65-day incubation period, a kobold hatchling breaks out of its shell using its two most prominent cranial horn buds. Measuring from 6–8 inches tall, a newly hatched kobold is fully formed and immediately able to fend for itself. It typically spends the first hour of its life consuming the remnants of its shell or anything else near its birth place that seems appetizing. Some voracious hatchlings have been known to cannibalize their weaker siblings, an act adult kobolds allow, seeing it as a sign of strength.

Hatchlings develop quite quickly, doubling in size each year until they reach the juvenile stage at around 3 years of age and full adulthood by their tenth year. Males

and females are virtually indistinguishable to other races, even after reaching adulthood. Life expectancy for most kobolds is about 30 years, though some particularly hardy and careful kobolds have been known to live up to 140 years.

EXTERNAL PHYSIOLOGY

The average kobold stands around 3 feet tall and weighs about 40 pounds. Though physically weak, kobolds are remarkably quick and agile.

Kobolds’ flexible tails, which extend roughly two-thirds their height in length, provide excellent natural balance and are integral to many of the creatures’ gestures and subtle nonverbal cues.

Their highly sensitive eyes, which allow them to see perfectly in pitch darkness, are protected by a nictitating membrane. This thick, transparent eyelid guards against debris and other irritants, but doesn’t negate the discomfort caused by bright lights. Because closing the membrane causes a subtle shift in eye color, it may signal when a kobold is about to attack or anticipates a dangerous situation.

A kobold’s scales, teeth, and horns are always growing and scales are shed with regularity. A full set of 54 teeth is lost and replaced every 5 years or so, with the second set of teeth seen as a sign of adulthood. Horns grow extremely slowly, taking nearly a decade to accrue any noticeable length or curvature.

Kobolds’ thick hides vary in color. Most have scales that match those of chromatic dragons—red being the most prevalent—though some exhibit more exotic colors, including orange, yellow, gray, and purple.

INTERNAL PHYSIOLOGY

Kobolds are omnivorous, and because of their powerful jaws, sharp teeth, and tough gizzards, they eat anything they can chew. Furthermore, they have a slow, highly efficient metabolism. As such, they require relatively little food and water, a key factor of their remarkable work ethic—they aren’t distracted by hunger or thirst—and their ability to survive underground.

Kobolds are fertile throughout their entire adult lives. Females typically produce one egg every 20–25 days, though under ideal conditions an undisturbed female could lay a clutch of up to six eggs at a time. Remarkably, a female kobold’s body can retain viable material from a single coupling with a mate for as long as 6 years, producing fertilized eggs during that entire time.



KOBOLD ORIGINS

The stories kobolds tell about how they came into being vary from tribe to tribe. Retold here are three of the most common creation myths.

THE THIRD BROOD

The dragon god Dahak created the chromatic dragons, yet he has no love for these creatures. During the last and most devastating of his rampages against dragonkind, he slew nearly as many chromatic dragons as he did metallic ones. His traps and snares laid them low and held them fast.

This great atrocity soon caught the attention of Dahak's father, Apsu, as Dahak had hoped. When Apsu came down to release the dragons (chromatic and metallic alike), Dahak ambushed his father and nearly slew him. Yet Apsu prevailed, and forced Dahak to flee.

Apsu looked upon the dying dragons that were Dahak's victims, and saw that among them only the tiniest sparks of life remained. These sparks, Apsu knew, were too small for great draconic bodies, so to save them from death he made their bodies small as well—and the descendants of these dragons live on today as kobolds.

TEARS OF DAHAK

An alternate version of "The Third Brood" claims that Dahak won the battle against Apsu, yet as he finally sent his father fleeing, he shed tears of shame for the first and only time. The tears fell in a rainbow of colors, and as they struck the earth, they transformed into the first kobolds, which shared the same scale colors as the teardrops that produced them.

THE FIRSTBORN

When all things were first created, the kobolds were tucked away deep within the ground, kept safe because they were the world's greatest treasure. Later, when Dahak rampaged through the world, the kobolds grew curious and sought out the source of the disturbance. As these pioneering kobolds discovered Dahak, he scooped up a handful of them and transformed them into the very first dragons—those he left behind could not find their way back home, and have lived in caves near the surface ever since.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing kobold racial traits. Consult your GM before selecting any of these new options.

Day Raider: You're one of the few kobolds born with a greater tolerance for sunlight. You don't have light sensitivity, and you have low-light vision instead of darkvision.

Dragonmaw: Your draconic heritage makes you smile—not just because it makes you happy, but also because your powerful jaws and teeth are proof of your kinship to a chromatic dragon. You gain a bite attack that deals 1d4 points of damage. Once per day, you can deal 1d6 points of additional energy damage with your bite attack. The damage type depends on your scale color: acid damage for black or green, electricity for blue, fire for red, or cold for white. If you have a different scale color, you still gain the bite attack, but can't do the additional energy damage. This racial trait replaces the armor racial trait.

Echo Whistler: By observing the noises in underground tunnels, you learned to uncannily mimic any voice or sound you heard. Three times per day, you can attempt to trick someone in this way by making a Bluff check against the listener's Sense Motive check. You get a +2 circumstance bonus on this check if you're in tunnels or other structures where your voice can echo. This racial trait replaces crafty.

Frightener: Like the great dragons, you can strike fear in the hearts of your foes with your majestic presence. Few enemies suspect that you make yourself look more dangerous with simple tricks you learned back when you were newly hatched. You gain a +1 racial bonus to the DC of saving throws against spells you cast with the fear descriptor. This racial trait replaces the armor racial trait.

Prehensile Tail: Your tail is especially flexible and strong, so you've learned to use it for both movement and simple tricks. You gain a +2 racial bonus on Acrobatics

and Climb checks, and you can use your tail to draw a hidden weapon as a move action instead of as a standard action. This racial trait replaces the armor racial trait.

Secret Strider: You have the ability to traverse the wilderness without a trace. Twice per day, you can move through natural surroundings without leaving a trail for 1 minute, increasing the DC of any attempts to track you by 10. This racial trait replaces crafty.

Shoulder to Shoulder: Having lived and worked in close quarters with your tribe-mates, you've learned how to maneuver within their personal space without disturbing them. You can occupy the same space as one other Small ally without penalty. If you share a space with another kobold who has this trait, you each gain a +1 circumstance bonus to AC, as you help jostle one another out of the way of incoming attacks. You also gain a +1 racial bonus on aid another rolls. This racial trait replaces crafty.

Spellcaster Sneak: Traversing the tunnels near big, nasty, hungry creatures, you learned to keep quiet—and to keep your spells quiet too. You gain a +2 racial bonus on Stealth checks, and once per day you can gain the benefit of the Silent Spell feat on a spell you cast. This racial trait replaces crafty.

Wild Forest Kobold: You're one of the barbaric kobolds dwelling in the forests of the surface world. Your culture shuns artifice, but teaches how to endure and hunt. You gain a +2 racial bonus on Perception and Survival checks. This racial trait replaces crafty. Stealth and Survival are always class skills for you.

Wyrmcrowned: Your horns have grown to the extent that they appear similar to those of a dragon who shares your scale color, lending a draconic power or menace to your dealings with others. Choose either Diplomacy or Intimidate. You gain a +2 racial bonus on checks with that skill, and it is always a class skill for you. This racial trait replaces crafty.

CULTURE

Kobolds are highly cooperative and hardworking creatures, and these attributes permeate every aspect of their culture, from the organization of their lairs to their social hierarchy.

KOBOLD HABITAT & SOCIETY

Kobolds are everywhere. That is to say, kobold lairs have been encountered in every conceivable part of Golarion.

Due to their light sensitivity and size, kobolds construct their lairs anywhere that's suitably dark and restricts the movement of anything larger than a kobold; this could be deep within a forest or swamp, but most lairs are located far underground. The majority of kobolds in any given tribe typically share scale coloration with the type of dragon that favors that region—white-scaled kobolds in cold regions, blue-scaled kobolds in deserts, and so on.

The most notorious feature of a kobold lair is the maze-like network of tight tunnels and trapped passages that surround it. This deadly labyrinth is known by kobolds as the lair's "snarl." Buried deep within the snarl, the main

kobold lair is a series of natural and constructed caverns that serves as the communal home and workspace for all the members of the tribe.

COMMUNITY

Most kobold tribes are organized as a communistic society, with everyone both working to contribute and sharing practically all resources, workspaces, and living quarters. Kobolds might each

have a small number of personal possessions, but rarely claims ownership of anything they can't carry with them everywhere and at all times.

Though cooperative and industrious, kobold society is also draconian. The tribe is only as strong as its weakest members, and those "softscales" are constantly culled for the benefit of the tribe. Weak, incompetent, or dull-witted kobolds are regularly employed to test traps, mine in dangerous areas, and (especially) join patrols, where they are often charged with "taking point" or "holding off an attacker" while others retreat. This explains the common idea that kobolds are foolish or cowardly creatures—those are the kobolds most adventurers encounter.

All tribe members contribute equally, but some contribute more equally than others. That is, certain roles are afforded more respect, power, and privilege—usually because the role is more critical to the security of the tribe. This loose hierarchy, in order of descending importance, would be sorcerers, trapmakers, warriors, nestwatchers, priests, miners, crafters, animal handlers, and farmers.

LEADERSHIP

Most tribes are led by a chief, commonly the eldest member of the tribe. Each chief determines tribal laws; these vary wildly from one chief to the next, as each establishes laws that punish or eliminate rivals. A chief usually reigns until death—whether due to age, "accident," or outright treachery.

Most often the chief is a powerful sorcerer or priest, but she could also be a skilled warrior or other kobold that has proven to be wise and wily enough to survive and lead. Age alone doesn't guarantee the leadership position. Any particularly heroic, powerful, or otherwise impressive kobolds may rise to the role of chief—even non-kobold leaders aren't unheard of.

A small council of important kobolds advise the chief. Members might include elders, military leaders, trapmasters, nestwatchers, and master crafters. If the tribe is allied with a dragon, the dragon's herald is always head of the council, and usually becomes the chief as well.

DRAGONS AND KOBOLDS

The most fortunate and powerful kobold tribes are those who boast (and boast they do) an alliance with a dragon. In these remarkable circumstances, the tribe's lair connects to the dragon's (whether by a single passage or with full integration.) Kobolds are absolutely subservient, focusing their efforts toward pleasing their draconic ally.



REGIONAL TRAITS

The following are regional traits for kobolds (and other creatures from areas commonly occupied by kobolds).

Briar Bandit (forest): The time you've spent crawling through thorny brambles and other thick underbrush during raids and ambushes taught you how to move without disturbing the dense flora around you. When in overgrown areas, you gain a +2 trait bonus on Stealth checks and a +1 trait bonus on damage rolls with sneak attacks.

Gravelwalker (Darklands, usually under warm mountains): Having grown up navigating rockslides and picking your way through partially collapsed tunnels, you are able to determine the most stable path across difficult terrain caused by rubble or other debris. You can move normally through such obstructed spaces, and can run or charge through them with a successful Acrobatics check.

Grit Goggles (Darklands, usually under deserts): Exposure to the constant hazards of airborne particles (such as during a sandstorm or cave-in) has made your eyes less susceptible to irritants, such as sand, dust, and even liquids and gases. You gain a +2 trait bonus against being blinded by foreign objects (such as from a Dirty Trick combat maneuver) and you halve any reductions in visibility from the environment (such as from certain storms) and their corresponding penalties. For example, if you were in a sandstorm that normally reduces visibility to 25 feet and imparts a -4 penalty on Perception checks, you reduce visibility to 50 feet and take only a -2 penalty on Perception checks.

Iron Lungs (Darklands, usually under marshlands): Due to the constant intrusion of marsh gases seeping into the tunnels and chambers of your lair, you can hold your breath for twice as long and gain a +2 trait bonus on saving throws against the effects of inhaled poisons.

Lair Snake (dragon's lair): You spent your formative years bowing and scraping in the presence of a dragon, witnessing the glory of the vast hoard... and squirreling away a few bits of coin for yourself. You gain a +1 trait bonus on Appraise checks, and your starting wealth increases by 200 gp.

Snowstride (Darklands, usually under cold mountains): The wide stance and sure footing you developed while traipsing over ice-covered rock and frozen earth provides you with a +1 trait bonus on Acrobatics checks made on slippery surfaces and enables you to trip or bull rush opponents two size categories larger than you instead of just one.

Stream Nomad (Darklands, usually under rivers): Digging tunnels near a body of rushing water has taught you how to use water as a means of travel and escape. Others whisper that you must have been born with webbed feet. You gain a +1 trait bonus on Swim checks, and Swim is always a class skill for you. You increase the speed of any raft, barge, keelboat, or rowboat you pilot by 4 miles per day (1/2 mile per hour).

Suck in Your Gut (Darklands): Because of the frequent need to move through the tight tunnels and other narrow spaces surrounding your tribe's lair, you're able to move normally when squeezing and take only a -2 penalty on attack rolls and to AC.

KOBOLD ALLIES

Kobolds will often join forces with or enlist the aid of a number of other creatures. Here are just a few.

BULETTES

Though occasionally raised and trained from birth, these powerful burrowing creatures are most often controlled through magical means. Bulettes are primarily used to help with tunneling, but also lend muscle and power on the battlefield and in surprise surface raids.

DRAGONS

Kobolds usually serve their dragon ally by building, expanding, maintaining, and trapping its lair. Particularly privileged kobold tribes might be tasked with the nerve-wracking duty of tending to a dragon's incubating eggs. These tribes are even more alert and lethal—even suicidal—in their zeal to maintain the security of their charges.

GIANT ANTS

Whether magically or alchemically controlled, giant ants serve kobolds as mounts and pack animals, particularly on mining expeditions where running mine cart tracks is undesirable or impractical. Their stinger venom is commonly harvested for use on weapons and traps.

MYCELOIDS

In addition to arming traps with myceloid spores, Kobolds commonly enter into a mutually beneficial partnership with these intelligent fungi. The myceloids are established in an area near a kobold lair (often in abandoned or otherwise undesirable caverns) to serve as a deterrent. In return, kobolds provide a steady food supply in the form of captives or livestock.

QUICKWOODS

Much as myceloids are employed underground, forest-dwelling kobold tribes enlist quickwoods to guard an area on the perimeter of their lair in exchange for food and the occasional recharging of their fear auras.

SLURKS

These surprisingly agile creatures serve as sturdy, slime-covered mounts that enable kobolds to easily traverse long distances with speed and greater security. Slurks' ability to adhere to walls and ceilings make them invaluable steeds for hunting parties, scouts, and guards that range far from the lair.

Trap Savvy (Darklands): Growing up in a dangerous area, you were constantly surrounded by traps that had been set up to defend your lair from intruders. Sometimes these dangers were so densely packed that you couldn't go more than a couple feet down a tunnel without encountering a new way to die. You gain a +1 trait bonus on Craft (traps) checks, and gain a +1 bonus to AC against attacks by traps or on saving throws against effects created by traps.

TRIBES

Kobolds lurk in virtually every dark corner of Golarion. Most kobold tribes are either relatively small or tucked away deep in the Darklands. However, there are dozens (if not hundreds) of tribes that lair on or close enough to the surface to pose a threat to those who aren't necessarily seeking them out. Listed here are just a few of the more noteworthy or notorious tribes, with details on each tribe's location, leader, dominant scale color, allies, notable tribe members, and enemies, as well as any dragons the tribe is associated with.

BLACK CLAW TRIBE

Location Candlestone Caverns (Andoran)

Leader King Vexatox

Scale Color red and black

Allies drow, giant vermin, minor tribes in the Candlestone Caverns

Special Personages Captain Zalsus

DESCRIPTION

As the dominant kobold tribe in the Candlestone Caverns, the Black Claws are paid fealty by several smaller kobold tribes residing nearby. The tribe's name is literal—in a dangerous coming-of-age ceremony, a black claw kobold soaks her hands in spider venom that permanently blackens them. Only then, and only if she survives, is she considered a full adult in the tribe. On the surface world, the Black Claws are also notorious for two things: their deadly poisonous traps and the “one-way” tunnels they create to push monstrous Darklands creatures toward the surface preceding their raids.

DANKBLADE CREW

Location Raptor Island (The Shackles)

Leader Chief Captain Enga Bloodknot

Scale Color black

Allies Captain Jhod Deepbarrow of the *Kraken's Tooth*

Special Personages First Mate Haksikk

Enemies sahuagin near Shark Island

Associated Dragon Machazmroh, Brood of the Waves

DESCRIPTION

Since they tunneled an airshaft into a sea cave on Raptor Island, the Dankblade Crew (formerly the Dankblade tribe) has shifted their industry somewhat. Though they still pull valuable ore out of their mines, they also fish cargo out of the sea. Most of this is waterlogged flotsam and jetsam thrown wide of the Eye of Abendego, but their real catches come from wayward ships that fall into the crew's simple but effective trap. On stormy or foggy nights, members of the Dankblade Crew set up a series of lighted poles that are easily mistaken for the lanterns marking the entrance to the harbor of Ollo on nearby Shark Island. By the time a ship's pilot has realized his mistake, his vessel has run aground on the narrow reef several feet below the waters, and his ship is being overrun by a vicious kobold boarding crew. Merchandise that's of little use to the kobolds and any prisoners that are taken are sold to the enterprising crew of a slaver ship known as the *Kraken's Tooth*. The Dankblades reserve the finest treasures they find, presenting them to the dragon Machazmroh, who often flies over Raptor Island. She searches for lowly beings to rule, but hasn't decided between the Dankblade Crew and other potential subjects.

EMBERMAW CLAN

Location Nar-Voth (beneath the Mindspin Mountains of Varisia)

Leader Chief Skelvrux

Scale Color red

Allies Ommorph the Spore Father

Special Personages Trapmaster Nelnak, Xanjak Ant-Caller

Enemies azers and salamanders of the Fume Warrens, fire giants

Associated Dragon Tsazgatherax the Embermaw

DESCRIPTION

Despite the chaos of war raging in the Fume Warrens below its lair, the Embermaw clan manages to continue running a lucrative mining operation in the Cinderlands. Having been tasked with protecting Tsazgatherax's eggs on no fewer than three occasions, the tribe is well known to the fire giants residing in the area. Not brazen enough to assault the kobolds (only out of fear of their dragon overlord), the giants have coerced both azers and salamanders to unsuccessfully invade the clan's territory numerous times.



ICERENDER TRIBE

Location Tusk Mountains (Realm of the Mammoth Lords)

Leader Yerdrynnak Icerender

Scale Color white

Enemies frost giants led by Jarl Gnargorak

Associated Dragon Lydek the White

DESCRIPTION

The lair of the Icerender tribe lies in a pass in the Tusk Mountains. Travelers frequent the pass because it remains clear of snow—because the kobolds work tirelessly to keep the trade route open. Occasionally, the kobolds target caravans with rigged avalanches. After tunneling into the loot-laden snowbank to strip away anything of worth, the kobolds dispose of the remnants of the caravan, then clear the way again. The Icerenders give the majority of the treasure stolen during these raids to Lydek the White, whose attacks farther to the south drive caravans toward the northern route in the first place.

SEWER DRAGON TRIBE

Location Absalom

Leader Kibizax

Scale Color black, blue, or orange

Special Personages Yiddlepode, Yippitok (Trapmaster Tok)

Enemies Pathfinder Society

Associated Dragon Lirovelix

DESCRIPTION

The Sewer Dragon tribe first tunneled into the drainage system under Absalom in 4696 AR. It's rumored they provide discreet tunneling and trapmaking services to some of the city's noble houses. The likely successors of the aging chief, Kibizax, are the clutchmates Yiddlepode and Yippitok. They work in secret against the chief's more foolish schemes, attempting to institute a more stable rule. Only Kibizax's plea can bring forth Lirovelix, the tribe's blue dragon mascot.

SOOTSCALE TRIBE

Location Silver Caverns (Icerime Peaks bordering Brevoy)

Leader Chief Sootscale

Scale Color black or dark gray

Special Personages Mikmek, Tartuk the Sorcerer

Enemies bandits, mites

DESCRIPTION

Always taking on the name of its current leader, the Sootscale tribe lives in an old silver mine near the Shrike River. The Sootscales are currently embroiled in a petty war with mites who live nearby and constantly torment and steal from the tribe. Historically, the Sootscales have been far more peaceful—or at least reasonable—than of late but the influence of Tartuk the Sorcerer has led them into conflict.

THUNDERSCALE TRIBE

Location Thunderscale Warrens (Mediogalti Island)

Leader Chief Indak Spikecatcher

Scale Color green

Allies dinosaurs, Ilizmagorti traders, megafauna

Special Personages Makkatat the Trampled, Pixxiv the Painter

Enemies monkey goblins

KOBOLD ENEMIES

Kobolds are constantly at odds with other creatures. The following are a few of their ancestral enemies.

CAVE GIANTS

Kobolds avoid cave giants at all costs. The hunched brutes have a nasty habit of following kobold trails back to the lair, intent on gorging themselves on one of their favorite delicacies—fresh kobold eggs.

DWARVES

Kobolds regularly clash with dwarves when vying for control over newly discovered mining resources. Dwarves try to clear and fill in kobold lairs, because they fear that the reptilians' haphazard tunneling could undermine the stability of the dwarven halls.

GOBLINS

To kobolds, goblins are pests that must be tended to before they can threaten the security of the lair. Goblins are undaunted by kobold traps—perhaps too dimwitted to realize they're purposeful constructions rather than just odd hazards—and so frequently bungle carefully laid snares and generally make a nuisance of themselves.

PURPLE WORMS

Because of the utter devastation a purple worm can wreak on a kobold lair—especially by undermining the integrity of the tunnels that make up the snarl—whenever a kobold tribe discovers one (even if it's just rumored) it dispatches a hunting party immediately. Such excursions almost always result in heavy losses, but the kobolds would rather die on their own terms than in a cave-in.

ROCK TROLLS

Kobolds come into conflict with rock trolls when scouting for new areas to mine. Crafty kobold tribes sometimes construct elaborate traps to lure rock trolls into sunlight, baiting the giants with humanoid prisoners, and then directing the sun's rays toward them with a convoluted series of rigged mirrors.

SVIRFNEBLIN

Deep gnomes harbor a firmly rooted hatred of kobolds and attack mining expeditions or patrols on sight. However, svirfneblin also hate dwarves and duergar with equal vigor (something kobolds can get behind). Kobolds sometimes engineer "accidental" tunnel collapses that connect svirfneblin cities with duergar strongholds.

DESCRIPTION

The largest kobold tribe in the jungles of Mediogalti Island, the Thunderscales can be identified by their garishly painted scales. Their tolerance for non-reptilian humanoids lets them trade with Ilizmagorti and guide jungle expeditions. Instead of dragons, Thunderscales revere dinosaurs, and perform dangerous rituals in which they release captive dinosaurs among tribe members.

WORSHIP

Kobolds have a reputation as mindless menaces who pillage with chaotic zeal, much like goblins. Though it's true kobolds are mostly evil—and wildly destructive—their group motives are not as chaotic as they might appear. In reality, kobolds culture is highly structured, and influenced strongly by religion. Their worship of a broad pantheon of evil deities lends a definite twisted logic to their behavior.

KOBOLD DEITIES

A lone kobold tribe usually dedicates itself to a single deity, but larger kobold cities often have shrines to a half-dozen patrons, including living dragons. From the worship of deities like Nethys and Asmodeus, to outsiders like Andirifkhu and Mammon, kobolds lead rich religious lives.

Asmodeus: The Prince of Hell is strictly authoritarian, and believes deeply in a cosmic order in which the strong subjugate the weak through force or trickery. This emphasis on deception is naturally appealing to kobolds, who use traps extensively for both defense and sustenance. Asmodeus is also a master of fire, which is alluring to a race that venerates dragons and uses the reformative powers of heat so extensively in its mining and metalworking operations.

The strongest connection between Asmodean thought and kobold culture has to do with their mutual belief in tyranny and subjugation. Kobold priests often appeal to a vision of kobold supremacy, in which the Darklanders rise up to subjugate the clumsy surface dwellers. The great irony of this, of course, is that kobolds are deeply insecure, and are willing to do anything to don the trappings of power. This fundamental character flaw makes them easy pawns for dragons, devils, and daemons. So, though kobolds like to see themselves as the ones holding the whip, they're far more often on the receiving end of the lash.

Dahak: One of the oldest gods, Dahak is credited with giving Hell its fire, and is also said to be the progenitor of the dragon race, making him a natural candidate for worship

by kobolds. This draconic link is why Dahak is a patron of the Scalykind domain, which earns him the worship of multiple reptilian humanoids. Dahak's rites of worship often revolve around his six subdomains: Catastrophe, Deception, Demons, Dragons, Rage, and Thievery.

Nethys: Though the deity Nethys is technically neutral, the All-Seeing Eye is capable of extreme behavior. Champion of both benevolent creation and cataclysmic destruction, the magically powerful Nethys can lure power-hungry kobolds away from evil deities. Kobold chieftains or spellcasters might worship the god of magic, and even become superior arcanists, but few kobolds comprehend the deeper meaning of Nethys's message. For kobolds, the lessons of balance and cyclical interdependence are less important than a spellcaster's ability to impose her will on the world. This fundamental oversight keeps most kobolds from attaining the highest levels of magical practice, though kobold casters are often able to exercise the power they have with ruthless efficiency.

Other Kobold Deities: Powerful archdevils and infernal dukes often garner kobolds' worship, and the most common of these is Mammon, who counts Metal, Toil, and Construct among his domains. Andirifkhu, demonic patron of knives, illusions, and traps, is a favorite among the kobold trappers, who delight in creating complex death-devices to guard their subterranean temples. Trelmarixian, the Horseman of Famine, is occasionally worshiped by kobolds suffering from blightburn radiation.

Deity	Alignment	Areas of Concern	Domains	Subdomains	Notes
Andirifkhu	CE	Knives, illusions, torture, traps	Chaos, Evil, Luck, Trickery	Curse, Deception, Demon, Thievery	Patron of sadists and mariliths, promotes torture
Asmodeus	LE	Contracts, pride, slavery, tyranny	Evil, Fire, Law, Magic, Trickery	Arcane, Ash, Deception, Devil, Divine, Smoke	Authoritarian, Prince of Darkness
Dahak	CE	Destruction, evil, dragons, treachery	Chaos, Destruction, Evil, Scalykind, Trickery	Catastrophe, Deception, Demon, Dragon, Rage, Thievery	Made Hell fiery, first creator of dragons
Mammon	LE	Avarice, watchfulness, wealth	Artifice, Earth, Evil, Law	Construct, Devil, Metal, Toil	Hell's treasurer and accountant
Nethys	N	Magic	Destruction, Knowledge, Magic, Protection, Rune	Arcane, Catastrophe, Divine, Defense, Thought, Wards	Of two minds, with the twin impulses to heal and destroy
Trelmarixian	NE	Famine	Earth, Evil, Madness, Weather	Daemon, Decay*, Insanity, Seasons	Archdaemon known as the Horseman of Famine or Trelmarixian the Black

* Although this subdomain would normally not be available to worshipers of this deity, in this case an exception is made because of the deity's close association with this theme.

NEW SUBDOMAINS

Even kobolds who worship the same deities as surface dwellers put a kobold spin on their religious practices. This results in some rare subdomains which are accessible only to kobold followers of that faith. The following race trait grants access to the subdomains detailed below.

Kobold Faith (race trait): You are one of the diehard kobold faithful, respected in your kobold community. You gain a +2 trait bonus on Diplomacy checks when dealing with other kobolds. Additionally, if your deity grants the Artifice, Earth, or Trickery domain, then your kobold faith unlocks a corresponding subdomain: Trap, Radiation, or Ambush.

AMBUSH SUBDOMAIN

Associated Domain: Trickery.

Replacement Power: The following granted power replaces the copycat power of the Trickery domain.

Chameleon Aspect (Su): As a swift action, you can subtly alter the color of your scales, blending them with the surrounding environment. While under the effect of this power, you gain concealment from creatures more than 10 feet away (attacks have a 20% miss chance), and total concealment from creatures more than 40 feet away (attacks have a 50% miss chance). You can use this ability a number of rounds per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*alarm*, 5th—*illusory wall*, 6th—*veil*.

RADIATION SUBDOMAIN

Associated Subdomain: Earth.

Replacement Power: The following granted power replaces the acid dart power of the Earth domain.

Radiating Touch (Su): As a standard action that provokes attacks of opportunity, you can irradiate any unattended object for a number of rounds equal to your cleric level. While an object is irradiated, it emits a faint aura of transmutation. Any creature that passes within 5 feet of the aura must succeed at a Will save (DC equal to 10 + 1/2 your cleric level + your Wisdom modifier) or become sickened. You're immune to this object's effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*defoliate*, 4th—*blight*, 8th—*horrid wilting*.

TRAP SUBDOMAIN

Associated Subdomain: Artifice.

Replacement Power: The following granted power replaces the dancing weapons power of the Artifice domain.

Supernatural Trap (Su): At 8th level, select a supernatural ranger trap (*Pathfinder RPG Ultimate Magic* 64). You can use this trap a number of times per day equal to your Wisdom bonus. The DCs for Perception checks, Disable Device checks, and saving throws against the trap are equal to 10 + 1/2 your character level + your Wisdom bonus. The trap lasts for 1 hour or until triggered.

Replacement Domain Spells: 2nd—*snare*, 3rd—*improve trap*, 7th—*teleport trap*.

DRAGON IDOLATRY

Though the majority of kobolds create altars for the worship of their deities, some individuals or tribes instead conduct their devotion through chromatic dragons. These may be literal dragons, which live near the tribe, or merely symbolic representations of the great beasts. In either case, these kobolds see the regal monsters as embodiments of the deity Dahak, and treat the dragons as idols through which they can communicate their subservience to their god. The irony of this practice is that, more often than not, dragons revile Dahak as one of the few entities to ever make sport of their kind. Despite this incongruity, most dragons suffer this affront lightly, as it is often accompanied by the groveling obsequiousness of their reptilian cousins.

Dragons benefit from a devoted tribe of minions who view them as proxy deities, while the kobolds gain very real allies that reinforce their draconic heritage. This relationship of mutual convenience often has important political ramifications, as a dragon ally is no small matter to those who would take up hostilities with a kobold tribe. For this reason, dragon-idolizing tribes often leverage their faith to make bolder aboveground raids, and control a disproportionately large amount of the Darklands.



PLAYER CHARACTERS

Building on the options and information presented on page 132 of the *Pathfinder RPG Advanced Race Guide*, the following chapter contains class options, roles, and character advice for players who wish to take up arms (or claws) as kobold adventurers.

The roles that follow illustrate some of the desires and personalities most common to kobolds, but kobold characters may range from ruthless and outward-looking rogues who realize the potential of working with lesser races, to canny witches supported by draconic patrons bent on prying secrets from the hidden corners of Golarion, to noble paladins who shrug off the violent and merciless ways of their kin to become shining beacons of Apsu, proving that metallic dragons deserve as much reverence and respect as their chromatic counterparts do fear.



KOBOLD ROLES

Archetypes, feats, and spells marked with an asterisk (*) appear in this book.

DRAGON HEART

Fanatical Evangelist and Enforcer of Draconic Glory

Specialty divine slayer, dragon devotee, proud missionary

Race kobold

CLASS OPTIONS

Class cleric; **Archetype** evangelist^{UC}

Class bard; **Archetype** dragon herald*

Class sorcerer; **Class Features** bloodline (draconic)

PREFERRED OPTIONS

Skills Diplomacy, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Perform (oratory), Perform (sing), Sense Motive, Spellcraft

Feats Ancient Draconic*, Arcane Strike, Deadly Skill*, Divine Disciple*, Draconic Aspect^{ARG}, Draconic Breath^{ARG}, Draconic Glide^{ARG}, Draconic Paragon^{ARG}, Iron Will, Maximize Spell, Redeemed Kobold*, Self Belief*, Spell Focus (enchantment, evocation)

Spells evocations that deal energy damage appropriate for the dragon heart's dragon patron (*fireball* for a red dragon, *lightning bolt* for a blue, *corrosive touch* for a black or green, and so forth), *bull's strength*, *charm person*, *charm monster*, *command*, *dragon breath^{UM}*, *enthrall*, *enlarge person*, *heroism*, *form of the dragon*, *magic fang*, *shadow dragon aspect**

Prestige Class dragon disciple

DESCRIPTION

For some kobolds, draconic heritage is not simply the source of a sense of entitlement and superiority—it is also the basis of a deep and powerful faith. A dragon heart feels a duty to further the teachings and wisdom of dragonkind—and the destruction they wreak. A dragon heart's role is twofold: spread word of draconic glory, then violently persuade those unwilling to acknowledge or submit to it of the error of their ways.

When Diplomacy and Intimidate fail, dragon hearts rely on both spellcasting (particularly enchantment and evocation spells) and melee combat to impose their strength and will. Transmutations, buffs, and touch attacks are a vital part of a dragon heart's arsenal since the kobolds lack the physical bearing of the beasts they worship but pursue the same rend-and-ruin style of combat.

ROLEPLAYING

Persona arrogant, dedicated to a higher purpose, homicidal, xenophobic, zealous

Preferred Equipment *necklace of fireballs*; dragonhide armor; weapons with high critical threat ranges, the *keen* special ability, and elemental enchantments; **Preferred Religion** draconic pantheon or a specific living dragon

KOBOLD AMBUSER

Master of Stealth, Traps, and Ambushes

Specialty guerrilla combatant, scout, trapper

Race kobold

CLASS OPTIONS

Class fighter; **Archetype** mobile fighter^{APG}

Class ranger; **Archetype** deep walker^{UC}, skirmisher^{APG}, trapper^{UM}

Class rogue; **Archetype** snare setter^{*}, sniper^{APG}, trapsmith^{APG}

PREFERRED OPTIONS

Skills Acrobatics, Craft (traps), Disable Device, Perception, Stealth, Survival

Feats Advanced Ranger Trap^{UM}, Agile Maneuvers, Coordinated Charge^{UC}, Deadly Skill^{*}, Dodge, Escape Route^{UC}, Extra Ranger Trap^{UM}, Go Unnoticed^{APG}, Improved Initiative, Improved Learn Ranger Trap^{*}, Kobold Ambusher^{ARG}, Kobold Sniper^{ARG}, Learn Ranger Trap^{*}, Mobility, Outflank^{APG}, Precise Strike^{APG}, Spring Attack, Stealthy, Under and Over^{APG}, Underfoot^{APG}, Weapon Finesse

DESCRIPTION

If one combat tactic defines kobolds, it's surprise. Their dark, twisting tunnels are ideal for traps and ambushes. Kobolds are ferocious when defending their lairs, especially when victims are restrained, entangled, or wounded by an ingenious mechanism.

Kobold ambushers rely on stealth and surprise to attack the confused or afflicted, then vanish into shadows. They use techniques other races might consider cowardly, believing such tactics justified to overcome the unfair physical advantages of larger beings.

ROLEPLAYING

Persona cunning, determined, handy with tools and mechanisms, protective, resourceful, vicious

Preferred Equipment potions of *invisibility* or *blur*, *universal solvent*, sling and alchemical sling bullets, items that create *darkness* and *invisibility* effects, masterwork or enchanted thieves' tools, caltrops, nets, smokesticks, tanglefoot bags

CREATING KOBOLD CHARACTERS

Despite possessing a variety of outlooks, philosophies, and drives, kobolds are drawn down traditional paths by a strong sense of order. Kobolds' traditionalism and physical frailty often make them predictable—there are things at which kobold characters excel, and others to which they're unsuited.

Their small size, Dexterity bonus, speed, and darkvision make kobolds exceptional ambushers and skirmishers. Rogues and rangers in particular benefit from these features, but even careful (or cowardly) spellcasters can greatly increase their longevity through stealth and rapid retreat.

Natural armor and a size bonus to AC also extend a kobold's lifespan. Although kobolds' Constitution penalty hurts their stamina, their lawful bent and ability to avoid blows fit the monk class. A kobold monk with Weapon Finesse using combat maneuvers makes a potentially infuriating combatant. Kobolds' -4 Strength penalty prevents them from dealing consistently high damage in melee, and although this can be improved with magical enhancements, kobolds aren't built to be primary melee damage dealers.

FAVORED CLASS OPTIONS

The following classes were not accounted for in the kobold section of the *Pathfinder RPG Advanced Race Guide*. These are unusual classes for kobold characters, but not entirely unheard of.

Barbarian: While you are raging, your racial natural attacks deal +1/4 point of damage.

Inquisitor: Add 1/2 to Survival checks made to track creatures in total darkness.

Paladin: Add 1/4 to the deflection bonus granted by your smite evil ability.

Wizard: Add 1/2 to your familiar's Will saves against enchantment effects, or increase the hit points of your bonded item by 1.

Light sensitivity is a considerable disadvantage for traveling kobolds; without protection from the sun, they struggle under its constant rays. Whether they like it or not, kobolds are creatures of the night and the depths.

Kobold characters rarely trust outsiders, are skittish and standoffish, and can take a while to warm to strangers. When creating a kobold character, consider the following.

- Why would I leave the safety of a home built to expel outsiders for the uncertainty of a world full of them?
- How can I ensure my allies give me the respect I deserve as a cousin of Golarion's most powerful and ancient beings?
- If I had to choose, to whom is my loyalty greater: my companions, or my draconic brethren?
- What will I offer my traveling companions in return for their physical protection and support?

KOBOLD ALIGNMENT

The vast majority of kobolds are lawful evil. But given their fertility and enormous populations, there are always a few who don't fit in—something draws them out of the structure and ritual that limit their race.

Good Kobolds: The incredibly rare good kobolds tend to remain lawful, supporting their unusual moralistic nature with a touchstone, creed, or purpose that focuses their virtue.

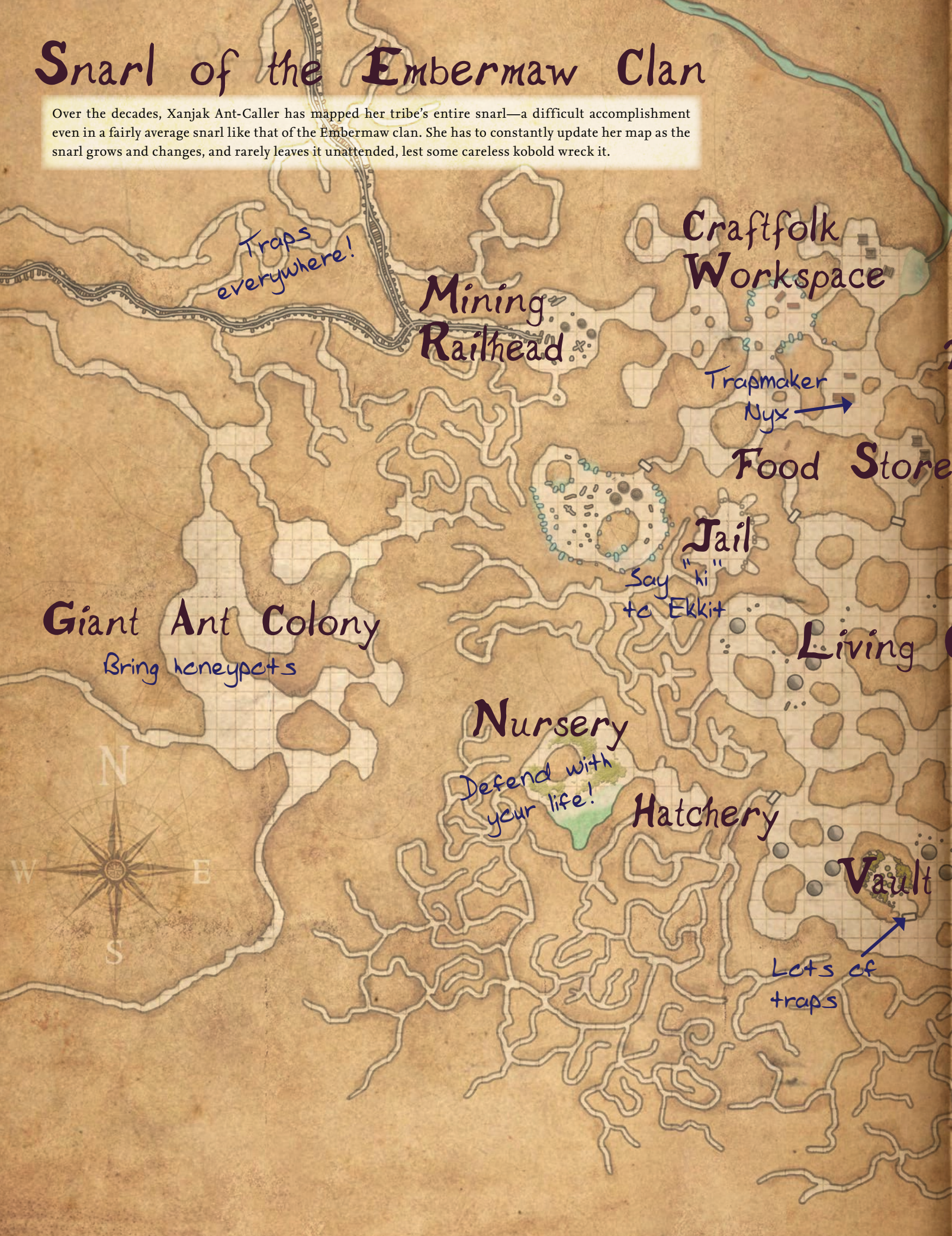
Meeting a good dragon can open a kobold's eyes to a new philosophy without making her abandon her heritage. Alternatively, a selfless act undertaken by another might awaken something inside a kobold that speaks against the chattering brutality of life in the den.

Kobold Renegades: Driven by discomfort at the extreme beliefs and behaviors of their own kind, kobold renegades tend toward neutrality on both scales. Their tribal nature is supplanted by a strong belief in the power of the individual, judging creatures and situations on their immediate merits.

One motivating factor for a renegade kobold could be the extreme behavior of a chromatic dragon its tribe reveres. The kobold's own moderate philosophy may not sit well with the vicious greed of a furious ancient red, or the wanton cruelty of a juvenile blue. The kobold might find it better to leave before its dissent is uncovered than to stay and risk exile or a punishment even more brutal.

Snarl of the Embermaw Clan

Over the decades, Xanjak Ant-Caller has mapped her tribe's entire snarl—a difficult accomplishment even in a fairly average snarl like that of the Embermaw clan. She has to constantly update her map as the snarl grows and changes, and rarely leaves it unattended, lest some careless kobold wreck it.



Hey Xan, good map!
I wrote in some
things to fix it!

-J.

Try the blue
mushrooms!
Yum ★★★★★

Lots of traps

Fungus / Moss
Farm

Slurk Corral

Vermin Pens

Quarters

Violet, the Purple Worm's
corpse

Myceloid Colony

They're our pals!

Shrine to ~~Makkrovav~~

Tsazgatherax
the Embermaw

Dragon Receiving Chamber

Remember to bow!!

COLORATION

Kobolds are zealously proud of their draconic heritage, and make much of the physical similarities they share with those regal monsters. One of the most obvious similarities between the two races is their distinctively reptilian scales, which come in five chromatic colors. As with dragons, the color of a kobold's scales often corresponds to a variety of innate abilities, tendencies, and personality traits it possesses. Scale coloration plays a subtle yet vitally important role in relationships both between kobold tribes and within them.

Though some traits are common to all kobolds, the following race traits are particular to kobolds of certain colors. Note that kobolds born from two differently colored parents are colored like one parent or the other, rather than a mix of the two. Kobolds characters are not restricted from taking traits from another color, though the following traits are typical of each color, and considered prestigious.

BLACK-SCALED KOBOLDS

Like the black chromatic dragons they venerate, black kobolds often lurk in fetid swamps. With an affinity for acidity and corruption, these marsh dwellers revel in decay.

Bog Scamp: You were raised in the sludgy swamps, and are used to

moving through boggy terrain. You can swim through a deep bog at up to half your speed as a move action, instead of the normal quarter speed. Failing a swim check while in a deep bog doesn't cause you to go underwater, even if you fail by 5 or more, though such a failure still results in a lack of progress.

Ooze Defense: The murky tunnels of your tribal home were infested with voracious oozes, which were a constant threat to your tribe. To protect yourselves, you and your tribespeople never strayed far without anti-ooze acid. You begin play with three alkali flasks (*Pathfinder RPG Ultimate Equipment* 106). These don't count against your starting character wealth.

Sneaky Swimmer: Swimming comes naturally to you, as does hunting marsh vipers and other aquatic creatures. Increase the number of rounds you can hold your breath underwater by an amount equal to your Constitution score. You gain a +2 bonus on Stealth checks in swamps and in underwater environments.

BLUE-SCALED KOBOLDS

Blue kobolds are orderly and neat, and tend to hatch complex schemes. While they plan brutally effective ambushes and traps, they do not excel at improvisation, and may falter if their plans go awry.

Draconic Echo: Like the blue dragons your tribe reveres, you have a touch of illusory magic. You are able to cast *ghost sound* twice per day as a spell-like ability. The caster level for this effect is equal to your character level. This spell-like ability's save DC is Intelligence-based.

Elaborate Trapper: You're blessed with a devious mind, and the more elaborate your traps are, the more effective they become. When creating a trap, if your Craft (trap) roll exceeds the DC of the check by 5 or more, that trap's Disable Device DC increases by 2.

Lightning Blessed: You're favored by the lightning shaman of your tribe, and he gifted you several sacred items as a reminder of your origins. You begin play with three vials of bottled lightning (*Ultimate Equipment* 106). These don't count against your starting character wealth.

Liquid-Tongued: The magic-users in your tribe pride themselves on their ability to control the forces of water. Integral to this practice is the ability to study and communicate with visitors from the Elemental Plane of Water. In addition to speaking Draconic, you begin play with the ability to speak Aquan.



GREEN-SCALED KOBOLDS

Like their corresponding draconic cousins, green kobolds are at their best when surrounded by foliage. At home in forest caves, green kobolds tend to be more tolerant than kobolds of other colors.

Alchemical Breath: Your tribe, in an effort to emulate the green chromatic dragons they admire, goes to great lengths to secure alchemical coal (*Pathfinder RPG Ultimate Race Guide* 135). As a member of a green kobold tribe, you begin play with three pieces of the choking smoke variety of alchemical coal. Eating one of these pellets allows you to exhale noxious vapors, damaging and sickening your enemies. These pellets do not count against your starting character wealth.

Kobold Herbalist: You are familiar with the flora of your native forest and have rudimentary skill as an herbalist. Once per day, you can attempt a DC 20 Survival check instead of a Craft (alchemy) check to create a single dose of scent cloak (*Ultimate Equipment* 105) without paying any cost for raw materials. Any scent cloak created using this method must be used within 24 hours, or it becomes inert.

Slithering Stride: You were raised as a forest trapper, and are adept at moving quickly through underbrush. For 3 rounds per day, you can move through light or heavy undergrowth at full speed. This ability doesn't work in terrain that has been magically manipulated to impede motion.

RED-SCALED KOBOLDS

Like the ruthless red chromatic dragons they esteem, red kobolds respect destructive power and little else. The most widely recognized of their race, red-scaled kobolds are notoriously menacing.

Firebug: Like the red dragons that inspire your tribe, you're blessed with a small spark of incendiary magic. You are able to cast *spark* three times per day as a spell-like ability. The caster level is equal to your character level. This spell-like ability's save DC is Intelligence-based.

Fire-Tongued: The sorcerers of your tribe are adept at summoning and binding outsiders from the Elemental Plane of Fire. In order to communicate with their thralls, many in your tribe learned the rudiments of the outsiders' language. In addition to speaking Draconic, you begin play with the ability to speak Ignan.

Heat Fortitude: You grew up close to sulfurous volcanic vents, which steeled you against heat dangers. You gain a +4 trait bonus on Fortitude saving throws against nonlethal damage from heat.

Smoke Resistant: You've spent so much of your life around fires that smoke no longer affects you the way it does other creatures. Your vision isn't impaired by nonmagical smoke, and you gain a +5 trait bonus on Fortitude saves to avoid coughing and choking because of smoke inhalation (*Pathfinder RPG Core Rulebook* 426). This trait confers no benefits against magically created smoke, such as that produced by *pyrotechnics*.

WHITE-SCALED KOBOLDS

White kobolds inhabit the frozen reaches of Golarion, raiding across icy tundra and glacial expanses. Though not as hearty as red or green kobolds, they are well adapted to their environments.

Cold Fortitude: The perpetually chilly environment of your youth made you exceptionally resilient in arctic climes. You gain a +4 trait bonus on Fortitude saving throws against nonlethal cold damage.

Frost Spitter: The icy breath of a white dragon fills your lungs. Once per day, you can quickly exhale to produce a frigid cloud of dense fog that quickly sinks to the ground. This freezing mist covers a 10-foot-square area with slippery ice that's as difficult to traverse as an ice sheet (*Core Rulebook* 430).

Icy Mementos: As a parting gift, the shaman of your tribe gave you an alchemical concoction as a reminder of your icy home. You begin play with three bottles of liquid ice (*Ultimate Equipment* 108). These don't count against your starting character wealth.

Skater's Balance: You grew up stalking across the frozen pools of water that dot your tribe's Darklands home. You don't need to spend extra movement to enter a square of an ice sheet (*Core Rulebook* 430), and the DCs of your Acrobatics checks on ice sheets don't increase by 5.

RARE SCALE COLORS

Though the majority of kobolds exhibit one of the five major chromatic colors, occasionally individuals emerge with alternate pigmentations, with the most common being purple, orange, and yellow. Those who possess the rarer colors described below are discriminated against by their homogeneous tribe-mates, but these colors do have unique benefits. In addition to the attested colorations listed below, translucent-scaled kobolds are rumored to exist, but these "ghost kobolds" haven't been encountered in centuries.

Carnation Scales: Though your light pink scales made you the subject of ridicule by your tribe, you can adapt to more environments than they can. You gain a +1 bonus on Survival checks, and Survival is always a class skill for you. Most kobolds with carnation scales also have the day raider alternate racial trait (see page 7).

Golden Scales: Your distinctive golden scales strongly reflect the light, making other kobolds mistrust you, but aboveground races favor you. You take a -1 penalty on Bluff checks and Diplomacy checks when dealing with other kobolds, but a +2 bonus on Bluff checks and Diplomacy checks when dealing with non-reptilian humanoids.

Purple Scales: Your outlandish purple scales made you an outcast from your tribe and forced you to survive in isolation at the edges of kobold society. While wandering alone through the Darklands, you contacted several other underground races and expanded your linguistic repertoire. In addition to speaking Draconic, you begin play with the ability to speak one of the following: Aklo, Dwarven, Goblin, or Undercommon.

TRAPS

To some, traps are the cowardly tactics of a frightened people, but to kobolds they represent many hundreds of generations of ingenuity and skill. As kobolds carve their homes from solid earth and stone, they have the perfect opportunity to build defenses: ingenious, vicious, effective traps.

The following traps can be created using the Learn Ranger Trap feat (see page 24). This feat is available to all classes, and is a key feature of the snare setter archetype (see page 23). The Improved Learn Ranger Trap feat on page 24 can enhance a character's skill with ranger traps. Ranger traps first appeared in *Pathfinder RPG Ultimate Magic*, and more traps can be found on page 64 of that book, along with the trapper ranger archetype.

Setting a ranger 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 ranger trap or a magical trap such as a *glyph of warding*. The DCs for Perception checks to notice the trap, for Disable Device checks to disable it, and for saving throws to avoid it are equal to 10 + 1/2 the character's level + the character's Wisdom bonus. All ranger traps are **Trigger:** location, and **Reset:** none.

Ranger traps are either extraordinary or supernatural; extraordinary traps all have **Type:** mechanical, and supernatural traps all have **Type:** magic. Some traps may be set as either extraordinary traps or magical (supernatural) traps; learning how to construct such a trap lets a ranger set it either way. An extraordinary trap has a -2 penalty to its DC. An extraordinary trap lasts 1 day per ranger level or until it is triggered, whichever comes first. A magical trap lasts only 1 hour per level or until triggered, whichever comes first. A trap's DC decreases by 1 for each full day (or hour, for a magical trap) that passes after it is set. Traps marked with an asterisk (*) add to or modify the effects of another trap; a ranger can add one of these trap types to any standard ranger trap (this costs 1 additional use of the trap ability).

This section introduces a new kind of supernatural trap that a character who isn't a ranger (but who has the Learn Ranger Trap feat) can create by including an additional magical component. This component—usually a scroll, potion, or oil—is expended at the time of the trap's creation. Including it increases the time to lay the trap to 1 full minute.

ACID TRAP (EX OR SU)

Effect The target is splattered with acid, taking a number of points of acid

damage equal to 1d6 + 1/2 the ranger's level to the triggering creature (Reflex negates). If it is an extraordinary trap, the ranger must supply a dose of acid when setting the trap.

Magical Component *scroll of corrosive touch*

BLIGHTBURN TRAP (EX)

Effect This trap strikes the target with a small shard of blightburn, dealing 2d6 points of fire damage, 1d3 points of Constitution damage, and 1d3 points of Charisma damage. A successful Fortitude save negates the ability damage and halves the fire damage. The ranger must supply a sliver of blightburn, a dangerous task in itself, though storing the blightburn in a lead vial makes the task less risky.

CHANNELED ENERGY TRAP (EX OR SU)

Effect This trap creates a positive or negative energy effect designed to harm either undead or living creatures, respectively. The target takes a number of points of damage equal to 1d8 + the ranger's level from either positive energy or negative energy (Will save for half). If this is an extraordinary trap, the ranger must supply a vial of holy water (positive energy) or unholy water (negative energy).

DISTRACTION TRAP (EX OR SU)

Effect The target is affected with irritation that detracts from its alertness. It takes a -2 penalty on Perception checks, initiative checks, and Reflex saves for 10 minutes per ranger level. If this is a supernatural trap, this is a mind-affecting effect. If this is an extraordinary trap, the ranger must supply a dose of itching powder or another alchemical irritant.

Magical Component *scroll of daze monster*

LAZURITE TRAP (EX OR SU)

Effect Lazurite radiation increases the victim's susceptibility to the attacks of undead creatures that are bolstered by the radiation. The target takes a -2 penalty to Armor Class against the attacks of undead creatures and on saving throws against effects created by undead. This effect lasts for 10 minutes per ranger level. A successful Will save negates this effect. If this is an extraordinary trap, the ranger must supply a sliver of lazurite.

OVERSIZED BARBS (EX OR SU)

Effect The target is speared with barbs that penetrate and protrude from its body, making squeezing,



climbing, and swimming challenging. The trap implants 1d4+1 barbs, each dealing 1 point of damage. A successful Reflex save halves the number of barbs. The target takes a penalty on Climb checks and Swim checks equal to the number of barbs attached, and is considered one size category larger for the purposes of determining what size of opening or passageway it must squeeze through as long as at least 1 barb remains attached. Each barb can be removed with a full minute of work and a Heal check that equals or exceeds the trap's DC. If this check fails, the barb is still removed but the target takes 1d4 points of damage. The barbs shake loose harmlessly after 10 minutes per ranger level.

PIT TRAP (EX OR SU)

Effect This simple pit is covered over with leaves or appropriate materials for the area. It's 5 feet deep plus 5 feet for every 4 ranger levels. A victim that succeeds at a Reflex save doesn't fall into the pit. If it is an extraordinary trap, the ranger can set this trap only in terrain with soft ground.

Magical Component *scroll of create pit*

RUST MONSTER TRAP (EX OR SU)

Effect The trap throws up a cloud of dust ground from the antennae of a rust monster, dealing 1d4 points of damage to the target's metal armor and weapons. A ranger may increase the damage by 1 point for each additional daily use of his trap ability he spends when creating this trap. A successful Reflex save negates this damage. If this is an extraordinary trap, the ranger must supply a set of rust monster antennae.

Magical Component *scroll of rusting grasp*

SELECTIVE TRIGGER* (EX OR SU)

Effect The ranger adds a race, type, alignment, or minimum weight restriction to the trap's trigger. If this is an extraordinary trap, the ranger can choose only the minimum weight restriction.

Magical Component *potion of identify*

SPELL-STEALING TRAP (SU)

Effect The target is struck by a burst of abjuration that steals its magical ability. The target loses 1d4+1 levels of spells (of its choice). A ranger may increase the number of spell levels lost by 1d4 for each additional daily use of his trap ability he spends when creating this trap.

Magical Component *scroll of dispel magic*

SPELL-STORING TRAP (SU)

Effect This trap behaves like a *greater glyph of warding*, except the maximum level of spell it can hold is 1. A ranger may increase the maximum level by 1 for each daily use of his trap ability he spends when creating this trap. The spell contained must be supplied by either the ranger or another creature within 1 round of the trap being laid. The duration of this trap is dependent on the ranger's level, but a target receives only one save, that of the spell contained.

MORE ELABORATE TRAPS

Most kobold lairs contain complex traps that lie dormant until an invasion occurs. They are often carefully weighted so that they are not triggered by inhabitants, and their locations are taught to every tribe member at a young age. These deadly mechanisms require occasional maintenance, but most kobolds can both spot when such work is necessary and complete it themselves.

Architectural Traps: Kobolds' greatest advantage against invaders is their intimate knowledge of their lairs, which they very likely had a hand in building. They augment complex, twisting tunnels of inhospitable dimensions with confounding architecture: doors that appear to be walls, tunnels that can be closed off with counterweights, unstable floors that collapse under larger creatures, and at their most complex, rotating chambers that can realign to face different entrances and exits.

Animals: Kobolds are keen animal trainers, and a variety of dangerous creatures guard their lairs. Even harmless animals can be made into threats by loading them with alchemical bombs, poisons, or even spell effects, and sending them down tunnels at foes like walking traps.

Cave-Ins and Landfalls: For kobolds, escape from sealed tunnels is just a matter of careful industry. For invaders, however, it can be both terrifying and life-threatening, as they usually have limited food, air, and water, and little idea how to find these things. Some kobold tunnels are rigged to collapse once their residents have passed through, creating at best difficult terrain for invaders, and at worst an airless tomb in which to reconsider their invasion.

If a tribe believes the invasion of its home is imminent, its members may even collapse a whole section to seal off the vital areas from further penetration. In doing so, the kobolds might lose some of their own, but that's a small price to pay for the security of their eggs and their way of life.

TAR TRAP (EX OR SU)

Effect The target is coated in a thin layer of sticky tar unless it succeeds at a Reflex save. It is entangled, and becomes susceptible to catching fire from any source of flame. If lit on fire, the tar burns intensely for 1 round; it deals 2d6 points of fire damage and is destroyed in the process. Unless burned away, the tar remains for 1 round per ranger level. If this is an extraordinary trap, the ranger must supply a dose of tar.

TRANSDIMENSIONAL TRAP* (SU)

Effect This augmentation allows a trap to affect an incorporeal or ethereal creature as if it were corporeal or existed on the Material Plane.

Magical Component *scroll of ghostbane dirge*^{APG}

TRIPWIRE (EX OR SU)

Effect A taut wire stretched between two vertical surfaces knocks the target prone unless it succeeds at a Reflex save. A running or charging creature takes a -6 penalty on its save.

ARCHETYPES

To promote good, it's necessary to crush evil—sometimes by coming to the defense of threatened innocents and sometimes more actively. Those who dedicate their lives to these goals sacrifice personal safety and peace in the name of good.

DRAGON HERALD (BARD ARCHETYPE)

Dragon heralds are messengers and evangelists of true dragonkind. They carry the word of their dragon patrons far and wide, whether that's a message of peace or a declaration of war. A kobold whose scales already associate her with a revered dragon is often trained as her tribe's dragon herald.

Weapon and Armor Proficiency: The dragon herald is proficient with simple weapons and light armor, but not with shields. Dragon heralds are messengers, not warriors. Like other bards, dragon heralds don't incur the normal arcane spell failure chance from wearing light armor.



Dragon Patron (Ex): A dragon herald must choose a particular true dragon species whose glory to extol. In most cases, this is a dragon with whom the herald is familiar, but it could be a dragon deity, a long-dead dragon hero, or even an entire dragon lineage. The energy type associated with her dragon patron (as shown on page 75 of the *Core Rulebook*) determines the energy type used by several of her abilities. She must also designate a sacred space relevant to her dragon choice—usually the lair of a patron dragon or a shrine or holy place associated with a dragon type.

Coat of Arms (Ex): A dragon herald gains energy resistance equal to her dragon herald level against the energy type associated with her dragon patron. This resistance stacks with any inherent racial resistances, but not with magical or temporary resistances.

Dragon Voice (Ex): A dragon herald gains a bonus equal to half her level on Intimidate and Diplomacy checks. She gains Draconic as a bonus language.

This ability replaces bardic knowledge.

Bardic Performance: A dragon herald gains the following types of bardic performance:

Diplomatic Immunity (Su): A dragon herald can use bardic performance to generate a *sanctuary* effect upon herself. Most use this to deliver the word of their patron or to safely complete Diplomacy or Intimidate checks in the presence of hostile foes. The effect persists for as long as the dragon herald performs and for 1 round after.

This performance replaces countersong and fascinate.

Diplomatic Protection (Su): At 3rd level, the dragon herald can use bardic performance to wrap a single ally in the colors and scales of her patron. The dragon herald must be able to see her ally, and that ally must be able to perceive her performance. While the herald performs, the target gains resistance equal to twice the dragon herald's level to the energy type associated with the dragon herald's patron, and an enhancement bonus to natural armor equal to 1/2 the dragon herald's level.

This performance replaces inspire competence.

Rebuke Foes (Su): At 12th level, the dragon herald gains the ability to rain down her patron's wrath on her enemies, dealing energy damage of the appropriate type equal to twice her dragon herald level (Reflex save for half). She can target one enemy within 50 feet for every 4 dragon herald levels she has. This effect occurs once per round for as long as she continues her performance.

This performance replaces soothing performance.

Retreat to Lair (Sp): At 15th level, the dragon herald can spend 5 daily uses of performance as a full-round action to *teleport* herself, or a willing target touched, to her sacred place.

This performance replaces inspire heroics.

Master of Persuasion (Ex): At 5th level, the dragon herald becomes so sure in her craft that she can take 10 on any Diplomacy or Intimidate check, even when rushed or threatened. Once per day, she may attempt either a Diplomacy or Intimidate check as a full-round action, instead of spending a full minute. She can use this ability one additional time per day at 11th and 17th level.

This ability replaces lore master.

Extol Glory (Su): At 10th level, the dragon herald gains the ability to spread her patron's glory to all intelligent creatures. When she speaks Draconic, any intelligent creature that hears her and knows any language can understand her words. This ability does not allow the dragon herald to understand languages with which she is not familiar.

This ability replaces jack-of-all-trades.

SNARE SETTER (ROGUE ARCHETYPE)

Deep in darkness, the snare setter constructs his deadly traps and brutal mechanisms to confound and destroy any who try to invade his domain.

Trapper (Ex): At 1st level, a snare setter gains Learn Ranger Trap (see page 24) as a bonus feat. In addition to the trap granted by this feat, he learns how to construct the tripwire trap for free. For the purposes of this feat, he's considered a ranger of his snare setter level, and uses his Intelligence in place of Wisdom to determine uses per day and the DC of his ranger traps. Whenever the snare setter could learn a new rogue trick, he may instead learn a new ranger trap.

This ability replaces sneak attack (but see below).

Trapsmithing (Ex): A snare setter gains a bonus on Perception skill checks to detect traps and on Craft (traps) checks equal to 1/2 his snare setter level. He can use Craft (traps) in place of Disable Device to disarm traps, including magical traps.

This ability replaces trapfinding.

Deadly Traps (Ex): At 3rd level, the snare setter's traps deal an additional 1d6 points of damage on the first round they're activated. This damage is of the same type the trap normally deals. Traps that don't deal damage are unaffected by this ability. This additional damage increases by 1d6 points every 4 levels beyond 3rd (7th, 11th, 15th, and 19th).

Sneak Attack (Su): At 5th level, the snare setter gains sneak attack +1d6. This functions as the rogue ability of the same name, but the damage increases by 1d6 every 4 levels after 5th (9th, 13th, and 17th).

Master Snare Setter (Ex): At 20th level, the snare setter can attach one of a rogue's master strike effects to a trap he creates. When the trap is triggered, the subject makes an additional Fortitude save at the same DC as the trap to avoid this effect. A snare setter can have only one trap affected by this ability active at any time. He may remove this ability from a trap at any range as a free action.

This ability replaces master strike.

Rogue Talents: The following rogue talents complement the snare setter archetype: camouflage, cunning trigger, fast stealth, sniper's eye.

SWARM FIGHTER (FIGHTER ARCHETYPE)

Kobolds know there's strength in numbers, and they rarely send fewer than two kobolds out on patrol. This reliance on one another extends to combat tactics too—overwhelming numbers and tight quarters are the kobold fighter's friends. Scuttling between the legs of friend and foe alike, the swarm fighter is an unshakable combatant.

Weapon and Armor Proficiency: A swarm fighter is proficient with all simple and martial weapons. She is proficient with light and medium armor, but not with shields.

Athletic Prowess (Ex): A swarm fighter adds Acrobatics and Climb to her class skills, and gains a bonus on checks with these skills equal to 1/2 her swarm fighter level.

Mobility (Ex): The swarm fighter gains Mobility as a bonus feat, even if she does not meet the prerequisites.

This replaces the bonus feat a fighter gains at first level, and can't be replaced at a later level.

Safety in Numbers (Ex): A swarm fighter benefits greatly from the proximity of her allies. She gains a morale bonus on saves against fear effects equal to the number of allies within 20 feet of her. This bonus can't exceed half her level.

This ability replaces bravery.

Bonus Teamwork Feats (Ex): At 2nd level and every 4 levels thereafter, the swarm fighter gains a bonus Teamwork Feat.

This ability replaces the bonus combat feats the fighter normally receives at those levels.

Bonus Feats (Ex): At 4th level, and every 4 levels thereafter, the swarm fighter gains a bonus combat feat. These are gained as with the fighter's normal bonus feats class feature (but less frequently).

Share Space (Ex): At 5th level, the swarm fighter can move into the space of another creature at least one size category larger than she is. She may end her movement in, and make attacks from, that space. She must succeed at the Acrobatics check for moving through an occupied square to move into a space occupied by an enemy. While sharing the space of another creature, she gains a +2 shield bonus to AC and a +1 circumstance bonus on Reflex saves.

This ability replaces weapon training 1.

Strike the Underbelly (Ex): At 9th level, creatures with which the swarm fighter shares a space are denied their Dexterity bonus to Armor Class against the swarm fighter's attacks.

This ability replaces weapon training 2.

Always Underfoot (Ex): At 13th level, the swarm fighter gains Step Up as a bonus feat. A creature sharing a square with the swarm fighter is considered adjacent for the purposes of this feat. At 17th level, the swarm fighter gains Following Step as a bonus feat.

These abilities replace weapon training 3 and 4.

Soft Underbelly (Ex): At 20th level, any attacks made against creatures with which the swarm fighter shares a space automatically confirm all critical threats.

This ability replaces weapon mastery.

FEATS

Guile and ingenuity are the mark of the kobold race and in all aspects of their lives. From building traps, to combat, to wielding magic, they've developed multiple tricks to overcome their weaknesses and maximize their strengths.

ANCIENT DRAGONIC

You empower spells using the ancient language of dragons.

Prerequisites: Arcane caster level 5th, speaks Draconic.

Benefit: You gain a +1 bonus on caster level checks to overcome spell resistance when casting arcane spells that have a verbal component. If you speak Draconic when casting an arcane language-dependent spell, all intelligent creatures with a language can understand your words.

IMPROVED LEARN RANGER TRAP

Your skill with traps is extensive.

Prerequisites: Learn Ranger Trap, Survival 8 ranks.

Benefit: You learn one additional ranger trap and can now use both extraordinary and supernatural versions of any ranger traps you know.

KOBOLD CONFIDENCE

Your cunning, confidence, or faith in the draconic power in your blood allows you to overcome your physical frailty.

Prerequisites: Charisma 13, kobold.

Benefit: You use your Charisma, Intelligence, or Wisdom in place of Constitution to determine your bonus to Fortitude saves and your maximum negative hit points before death. Once this choice has been made, it can't be changed.

LEARN RANGER TRAP

You learn how to create one kind of ranger trap.

Prerequisite: Survival 5 ranks.

Benefit: Select one ranger trap (see page 20). You may use this trap a number of times per day equal to your Wisdom bonus (minimum 1). The DC for your trap is equal to 10 + 1/2 your character's level + your Wisdom bonus, and it lasts 1 day per 2 character levels.

If you aren't a ranger, you can only set extraordinary traps with this feat; like all extraordinary ranger traps, this decreases the trap's DC by 2.

Special: A ranger can use ranger traps a number of times per day equal to 1/2 his ranger level + his Wisdom bonus. See the description of ranger traps for durations.

MERCILESS MAGIC

Your spellcasting is strongest against those in peril.

Prerequisites: Ability to cast spells, kobold.

Benefit: The DC to resist your spells increases by 1 for targets that are already afflicted with any of the following conditions: blinded, dying, entangled, exhausted, frightened, helpless, nauseated, panicked, paralyzed, or stunned.

MERCILESS PRECISION

You delight and excel in bringing down hobbled targets.

Prerequisites: Sneak attack class feature, kobold.

Benefit: Your sneak attack damage increases by 1d6 against targets that are already afflicted with any of the following conditions: blinded, dying, entangled, exhausted, frightened, helpless, nauseated, panicked, paralyzed, or stunned.

MIXED SCALES

You have two colors of scales, which mark you as special.

Prerequisites: Draconic Aspect^{ARG} or dragon-scaled racial trait^{ARG}, kobold.

Benefit: Choose an additional color for your Draconic Aspect feat or dragon-scaled racial trait. You gain the benefits of both this color and the color you originally chose. (If you have both Draconic Aspect and dragon-scaled, this benefit applies to both.) If you gain abilities that rely on scale color, choose which color gains the benefits.



REDEEMED KOBOLD

The purity you have found in the teachings of good dragonkind colors your scales and grants you confidence.

Prerequisites: Good alignment, kobold.

Benefit: Your scales take on a metallic sheen appropriate for that of a good-aligned metallic dragon who shares any existing energy affinity you possess, or whom you have chosen to emulate. You gain a +2 circumstance bonus on Diplomacy checks when interacting with good creatures. In addition, your Charisma is considered 2 points higher for the purposes of channeling positive energy.

SCALED DISCIPLE

Your draconic heritage manifests as divine power.

Prerequisites: Ability to spontaneously cast divine spells, kobold.

Benefit: You gain a +1 bonus to your caster level when casting spells included in the dragon domain or subdomains. Your spontaneous divine spellcasting qualifies in place of arcane casting for the dragon disciple prestige class, and you may increase spellcasting in your spontaneous divine class as you progress in dragon disciple levels. Add the bonus spells gained from the blood of dragons ability to those you can cast as divine spells.

SMALL BUT DEADLY

You have learned to make the most of certain weapons, despite your physical weakness.

Prerequisites: Weapon Focus or natural weapon, Small size or smaller.

Benefit: You ignore your Strength penalty to damage when making attacks with your racial natural weapons and weapons for which you have the Weapon Focus feat.

KOBOLD STYLE

Quick, powerful movements mark this style, which focuses on rushing and upending an opponent, then climbing on top of it to keep the creature prone.

Feat Path: Kobold Style, Kobold Groundling, Kobold Flood.

KOBOLD FLOOD (COMBAT, STYLE)

You are an expert at keeping creatures on the ground.

Prerequisites: Combat Expertise, Kobold Groundling, Kobold Style, Small size or smaller.

Benefit: You can make a grapple combat maneuver check to mount a prone Medium or Large foe. If you're successful, you move into the target's square and are considered to be on top of the target. For the target to stand, it must succeed at a combat maneuver check to break your grapple.

KOBOLD GROUNDLING (COMBAT, STYLE)

Your small size grants you superiority over grounded foes.

Prerequisites: Combat Expertise, Kobold Style, Small size or smaller.

Benefit: Prone creatures are denied their Dexterity bonus to AC against your attacks.

KOBOLD STYLE (COMBAT, STYLE)

You're able to manipulate foes that are caught off guard.

Prerequisites: Combat Expertise, Small size or smaller.

Benefit: You gain a +4 bonus on combat maneuver checks against enemies denied their Dexterity bonus to AC.

TEAMWORK FEATS

Kobolds think and fight tribally. The swarm fighter archetype (see page 22) grants bonus teamwork feats.

TRIBE MENTALITY (TEAMWORK)

You and your tribemates grant each other mental strength.

Benefit: When you're simultaneously subject to the same enchantment (compulsion) or [emotion] effect as another ally with this feat, you both roll saves but can use either result.

WALL OF FLESH (TEAMWORK)

You swarm with your allies, becoming a wall of creatures.

Prerequisite: Small size or smaller.

Benefit: When adjacent to an ally with this feat, you're considered one size category larger for determining CMD and the way combat maneuvers and abilities affect you.



SPELLS

Hezzilreen the Cunning, the most celebrated kobold archmage ever to have lived, created spells that to this day are still used by kobold spellcasters. He's also told as a cautionary tale, since in his old age he grew too paranoid even by the standard of his trap-setting and tunnel-patrolling kobold kin.

HEZZILREEN'S SPELLBOOK

Following in Hezzilreen's tradition, his most fervent devotees make spellbooks just like his—books in which every spell inscribed becomes a trap. Kobold spellcasters who go to the trouble of creating such a book also seek out the finest materials, like shed dragonscales, skins from trapped intruders in the tunnels, or the hides of the creators' failed apprentices.

HEZZILREEN'S SPELLBOOK		PRICE
		8,000 GP
AURA moderate evocation	CL 11th	WEIGHT 2 lbs.

Each spell inscribed in this book becomes a *greater glyph of warding* (DC 19, spell glyph) containing the spell recorded. When an unauthorized person reads a spell, the glyph triggers against him. This destroys the pages on which the spell is written, but



leaves the rest of the book unharmed. Pages containing harmless spells or spells that can't be attached to a *glyph* are unaffected.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>erase</i> , <i>greater glyph of warding</i> , creator must be a kobold	

BLIGHTBURN WEAPON

School transmutation; **Level** alchemist 4, inquisitor 4, magus 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one weapon

Duration 1 round/level (D)

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You transform the target weapon into pure blightburn. The weapon functions as normal, but any creature that touches it, or that it strikes, takes 2d6 points of fire damage each round it remains in contact. In addition, the weapon emanates an aura of radiation that causes blightburn sickness. This is as the disease (see page 29), but with a 10-foot radius and a save DC equal to this spell's save DC.

CHAMELEON SCALES

School transmutation; **Level** alchemist 1, druid 0, ranger 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 minutes/level (D)

You temporarily alter the color of your skin, hide, or scales to another option legal for your race. You take no penalty for using Disguise to appear as a member of a different race as long as that race has the same type and color of skin, hide, or scales as you.

DARK-LIGHT

School evocation [light]; **Level** cleric 3, druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a pinch of Darklands earth)

Range medium (100 ft. + 10 ft./level)

Target living creatures without light sensitivity

Area 20-ft.-radius burst

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You evoke a powerful light that affects all sighted creatures that do not possess light sensitivity. Those that succeed on their saves are dazzled for 1 round per level; those who fail are blinded for the same duration.

ENLARGE TAIL

School transmutation; **Level** alchemist 1, antipaladin 1, druid 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range personal

Target your tail

Duration 1 hour/level

When attacking with your tail or tail weapons, you gain 5 feet of reach, a +1 bonus on attack rolls, and a +2 bonus on damage rolls.

LEAD PLATING

School conjuration (creation); **Level** alchemist 3, cleric 2, druid 2, ranger 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, F (an ounce of lead)

Range touch

Target a creature or object weighing up to 100 lbs./level

Duration 1 minute/level (D)

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

You enclose the target in a thin sheath of lead. This doesn't restrict the target's movement or functionality, but protects it from the effects of radiation and prevents the penetration of many divination spells. The lead doesn't coat the target's equipment.

SHADOW DRAGON ASPECT

School illusion (shadow) [shadow]; **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range personal

Duration 1 round/level

Saving Throw Will disbelief (if interacted with), see text; **Spell**

Resistance yes, see text;

You wreath yourself in the quasi-real form of a dragon. You gain two claw attacks (1d6 plus caster level slashing damage) and a bite attack (1d8 plus caster level piercing damage). These are primary attacks. In addition, you gain shadowy wings, granting you a fly speed equal to your base speed (good maneuverability).

Your shadowy natural weapons are only half as strong as the real things, though creatures that believe them to be real are affected at full strength. A creature is permitted one Will save the first time you strike it. If it succeeds, the creature takes half damage from such attacks for the duration of the spell. If you overcome a creature's spell resistance on your first attack, that creature remains vulnerable for the spell's duration; otherwise, it's immune.

STRIP SCALES

School transmutation; **Level** druid 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M/DF (a single reptile scale)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 minute/level

Saving Throw Fortitude; **Spell Resistance** yes

You reduce the target's racial natural armor bonus by 1 point per 3 caster levels.

FAVORED KOBOLD FAMILIARS

To some, a familiar is a trusted companion; to others a powerful tool. But to kobolds, a familiar is above all a loyal servant—one that will never question the absolute power and authority of its master.

Bat: Though their Fly bonus is of limited use underground, bats' sonar is a powerful tool for masters who play the role of the hunted as often as they do that of the hunter.

Lizard: As a fellow reptile, the lizard shares the cold-bloodedness of its master.

Scarlet Spider^{UM}: Spiders excel in dark, underground places, making excellent spies for their masters. An immunity to mind-affecting effects further guarantees their loyalty.

Toad: Also cold-blooded, a toad has the benefit of being amphibious—a useful feature in dank, dripping underground caverns. The bonus hit points a toad grants are invaluable to the frail kobold race.

IMPROVED FAMILIARS

Their naturally distrustful natures cause kobold wizards to shy away from more intelligent creatures (such as imps or mephitis) as familiars. Instead, kobold wizards commonly choose creatures less likely to talk back, or they bond with dire rats, fiendish animals, or even impassive elementals that match the breath weapon of a dragon the kobold reveres. For those rare good-aligned kobold wizards, faerie dragons and pseudodragons are natural choices. For the truly evil, a shared interest in going unnoticed and an uncanny aptitude for spying make raktavarna rakshasas popular among kobold wizards—who also revel in the creature's inherent desire to serve.

UNSEEN ENGINEERS

School conjuration (creation); **Level** sorcerer/wizard 3, summoner 2, witch 3

Casting Time 1 standard action

Components V, S, M (materials required to construct the trap)

Range long (400 ft. + 40 ft. level)

Effect a team of tiny, invisible engineers

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You conjure an invisible team of tiny engineers to construct a trap at alarming speed. Originating at your location, the team must remain within range of you or the spell ends. The engineers construct a mechanical trap of your choice. Construction takes a number of rounds equal to the trap's challenge rating. The engineers must have the materials available. At the end of the construction time, use your Craft (traps) skill with a +5 bonus to determine the success of their work. If the engineers succeed, the trap is complete and the spell ends. If they fail, the materials are deposited at that location and the spell ends. If the spell's duration ends before the trap is complete, the engineers automatically fail.

The engineers move at your base speed and can carry only materials required in the construction of the desired trap. They can't attack in any way or be killed, and dissipate if they take 12 points of damage from area attacks (they get no saves against attacks).

EQUIPMENT

Though kobolds lack the physical prowess or social aptitude needed to compete with their surface-dwelling rivals, their mechanical abilities are quite sophisticated. Kobold cities stretch for miles, and the extent of their subterranean warrens is a testament to their engineering prowess. Experts at mining, metalwork, and construction, these underground manufacturers have an assortment of equipment designed to aid them in both work and combat.

TRAP ACCESSORIES

Traps are integral to kobold culture, as traps allow them to stay on even footing with more physically imposing races. These devices protect homes and capture critters to eat. Kobolds make a wide variety of trapping accessories.

Item	Price	Weight
Blightburn paste	5,000 gp	45 lbs.
Caphorite dust	25 gp	1/2 lb.
Cytillish stun vial	75 gp	1/2 lb.
Decoy pressure switch	60 gp	—
Decoy trap door	120 gp	—
Decoy tripwire	25 gp	—
Fake area map	20 gp	—
Fake coins	5 gp	1/2 lb.
Paper wall paste	10 gp	2 lbs.
Trapped disguise kit	50 gp	8 lbs.
Trapped scroll case	40 gp	1 lb.

DECOY TRIGGERS

Decoy triggers are misleading mechanisms intended to divert a victim's attention from a real trap by presenting an easily found decoy. Ideally, the victim spots the fake mechanism and, in attempting to disarm or evade it, triggers the real trap.

A decoy trigger grants a bonus to the Perception DC of any trap it accessorizes—the decoy itself has an intentionally low Perception DC. Though a decoy trigger increases the CR of the trap it augments, as a standalone accessory it doesn't increase the trap's Craft DC. Instead of a Disable Device DC, decoy triggers have a Sense Motive DC. If a creature succeeds at the decoy's Sense Motive check, it immediately recognizes the decoy trigger as a fake, and the real trap loses the bonus to its Perception DC. All decoy triggers are single-use only.

DECOY PRESSURE SWITCH

Type mechanical; **Perception** DC 12; **Sense Motive** DC 24

EFFECTS

Trap Perception DC +6, CR Modifier: +2

DECOY TRAP DOOR

Type mechanical; **Perception** DC 10; **Sense Motive** DC 28

EFFECTS

Trap Perception DC +9, CR Modifier: +3

DECOY TRIPWIRE

Type mechanical; **Perception** DC 15; **Sense Motive** DC 20

EFFECTS

Trap Perception DC +3, CR Modifier: +1

LURES

Among Darklanders, the process of luring surface dwellers into danger is known as “deepbaiting.” This practice is highly refined in kobold culture, and requires a substantial amount of psychological subtlety. Many kobold trappers use physical lures to draw victims into such ambushes. These lures are most often replica items, chosen to appeal to the intended prey. Because kobolds have little in-depth contact with the surface-dwelling world, their replicas lack detail, and usually don't stand up to close inspection.

Fake Area Map: This faux-distressed piece of parchment is a crude map of the local area, with red circles and arcane gibberish scrawled on it. Intentionally made to look old and worn, it's actually a simple piece of parchment that's been singed, crumpled, and rolled in the dirt. Because the average kobold artisan's knowledge of Common is poor, any literate creature within 5 feet can identify the map as a fake. However, beyond 5 feet, a fake map requires a successful DC 25 Sense Motive check to identify it as phony.

Fake Coins: These rough-hewn discs of metal are covered in highly reflective, gold-colored plating, which catches the light and causes them to shimmer. At a distance greater than 5 feet, fake coins require a DC 20 Sense Motive check to identify. However, because these “coins” aren't molded and have no embellishment on either side, any creature within 5 feet can clearly identify them as spurious.

TRAPPED ITEMS

Kobold artisans are constantly looking for new ways to increase the effectiveness of their traps, all while decreasing their setup time. To fit these two needs, kobold inventors have created a series of small and easy-to-use trapped items. These replica items have traps built into them, and can be armed in a standard action. They're self-contained, single-use, and as easily transportable as the items they mimic.

TRAPPED DISGUISE KIT

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** repair

Effect scent mark; never miss; onset delay (1 round)

DESCRIPTION

This appears to be a normal disguise kit, except that if any of the makeup or false facial hair is applied, the victim is marked with a strong scent. This scent mark decreases the DC of tracking the victim by scent by 4. The mark can be washed off with vigorous scrubbing, but otherwise fades on its own over several days.

TRAPPED SCROLL CASE

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect poison gas (Ungol dust)

DESCRIPTION

This seemingly innocuous scroll case contains a glass pellet filled with gaseous poison. This pellet breaks when the case is opened, filling a 5-foot square with toxic gas. This poisonous cloud disperses after 1 round.

ALCHEMICAL ITEMS

Though not as dedicated as a society to the alchemical arts as some of the surface-dwelling races, kobolds nevertheless have access to elements and reagents which are exceedingly rare aboveground. Among these are subterranean flora and radioactive minerals.

Blightburn Paste: This heavy stone box measures 2 feet to a side, and the tiny compartment inside is lined with lead. Inside the compartment is a half-ounce of deep green paste. This paste is made of animal fat mixed with ground-up blightburn. Once the box is opened, blightburn paste limits teleportation within 60 feet and irradiates anyone within 60 feet, afflicting them with blightburn sickness (see sidebar for details on both effects). Any creature that touches the paste is afflicted with blightburn sickness (no save), and takes 2d6 points of fire damage per round until the paste is cleaned away with a successful DC 15 Heal check. Crafting this item requires a successful DC 30 Craft (alchemy) check.

Caphorite Dust: This small leather pouch is filled with a faintly radioactive ore called caphorite, with a small percentage of reactants that activate the dust. When used, caphorite dust must be sprinkled in a 5-foot square, which then becomes the center of the dust's effect. All bright or normal light within 30 feet of the activated dust is reduced to dim light, and any creature attempting to cast a spell with the light descriptor in this area must succeed at a DC 15 caster level check or have spell's effect be negated. If caphorite is exposed to sunlight, it immediately becomes permanently inert. Each pouch contains enough dust for two applications. Crafting this item requires a successful DC 25 Craft (alchemy) check.

Cytillish Stun Vial: Harvested from the cytillish fungus commonly found in the Darklands, these small vials emit a bright blue glow, and are commonly used in intertribal kobold disputes. When broken, a cytillish stun vial releases a flash of blue light consisting of bright light in a 10-foot radius and dim light in a 20-foot radius. All creatures within the flash area must make a Will save (DC 20). Creatures that fail are stunned for 1d2 rounds if they're

BLIGHTBURN

The mineral blightburn is the deadliest radioactive substance in the Darklands. The green-glowing crystal burns anyone who touches it, dealing 2d6 points of fire damage per round of contact, and its radiation causes blightburn sickness. The substance also limits teleportation. Anyone casting a teleportation spell in or teleporting to a cavern with blightburn in its walls must succeed at a DC 30 caster level check.

BLIGHTBURN SICKNESS

Type disease, contact (see text); **Save** Fortitude DC 22

Frequency 1/day

Effect 1d6 Con damage and 1d6 Cha damage; contact is automatic when a creature comes within a 60-foot radius, and can be blocked only by lead sheeting, 1 foot of stone, or a force effect; **Cure** 2 consecutive saves

in the area of bright light, or are confused for 1 round if in the area of dim light. Crafting this item requires a successful DC 30 Craft (alchemy) check.

Paper Wall Paste: This jar of thick, gritty paste is made from coarsely ground plant matter, weak epoxy, and bat guano. When exposed to air, the moldable substance quickly creates a thin, paperlike surface, which is ideal for creating false earthen walls. Creating a 5-foot-by-5-foot section of paper wall requires a full-round action. Though this false wall is easy to punch through, it requires a successful DC 13 Perception check to identify the wall as a fake. If the creator of the paper wall spends an additional full-round action disguising the wall with dirt and pebbles, the DC increases by 2. Crafting this item requires a successful DC 15 Craft (alchemy) check.



MAGIC ITEMS

Many surface dwellers consider kobolds primitive, and don't associate them with magic use. However, spellcasters are not uncommon in kobold culture, and those who become accomplished magic-users often rise to leadership positions in their tribes. Similarly, kobold artisans who can craft magic items, especially magical traps, are greatly valued. The following items are exemplary of magical kobold craftsmanship.

BLOATSTRIKE TAIL		PRICE
		5,901 GP
SLOT none	CL 3rd	WEIGHT 4 lbs.
AURA faint transmutation		

Three times per day, the wielder of this *+1 pounder tail attachment^{ARG}* can force any creature it strikes to increase in size by one size category (Fort DC 11 negates) for 3 rounds. An enlarged creature takes a -2 penalty to Dexterity (to a minimum of 1), a -1 penalty on attack rolls, and -1 penalty to AC because of its increased size, as the spell *enlarge person*. However, an enlarged creature doesn't gain the usual size bonus to Strength.

If a creature fails its saving throw but can't enlarge any more because of the environment, it begins squeezing (*Pathfinder RPG Core Rulebook* 193). A creature stops growing if growing larger would make it so large that it would be unable to squeeze.

CONSTRUCTION REQUIREMENTS	COST 3,101 GP
---------------------------	---------------

Craft Magic Arms and Armor, *enlarge person*

DISPLACING STONE		PRICE
		430 GP
SLOT none	CL 11th	WEIGHT —
AURA moderate transmutation		

Upon activation, this pulsing white pebble creates an instantaneous burst of reverse gravity, which clears a 5-foot-diameter sphere of any loose stone or earth. The *displacing stone* then holds the affected stone or earth in place, keeping a collapsed tunnel clear for 1 minute. Once the duration ends, the loose earth collapses if it's not supported. *Displacing stones* are destroyed when used, and don't affect living creatures. Activating a *displacing stone* is a standard action that doesn't provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 215 GP
---------------------------	-------------

Craft Wondrous Item, *move earth*

DRAGON HERALD VESTMENTS		PRICE
		30,000 GP
SLOT body	CL 3rd	WEIGHT 1 lb.
AURA faint abjuration		

A set of *dragon herald vestments* is covered in scales of one of five different colors, and grants resist energy 5 of one type (as the *resist energy* spell) to the wearer: acid for black or green, electricity for blue, fire for red, or cold for white. If the wearer is a kobold with scales matching one of those five colors, she can speak a command word in Draconic to change the vestments' scales to the same color as her own, or back to the color chosen when the vestments were constructed. Altering the scales' color is a standard action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP
---------------------------	----------------

Craft Magic Arms and Armor, *resist energy*

DWINDLING BULLET		PRICE
		166 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint transmutation		

This *+1 sling bullet* is slightly smaller than an average steel bullet, but incredibly dense. It's usually used by kobolds to shrink down foes or prey, weakening them and making them more vulnerable to combat maneuvers. The target must succeed at a DC 11 Fortitude save or decrease in size by one size category for 1d4 rounds, as the spell *reduce person*.

CONSTRUCTION REQUIREMENTS	COST 86 GP
---------------------------	------------

Craft Magic Arms and Armor, *reduce person*

IMPLODING STONE		PRICE
		3,300 GP
SLOT none	CL 11th	WEIGHT —
AURA moderate transmutation		



When activated, this black pebble acts as a limited gravitational singularity. Once the command word is spoken, the pebble delays for 1 round, then pulls all stone or earth within a 5-foot-diameter sphere toward it with irresistible force.

This causes small tunnels to collapse inward, creating localized cave-ins. *Imploding stones* do not affect living creatures, though any creature in the same square as an activated *imploding stone* is caught in the bury zone of the collapse (*Core Rulebook* 415). *Imploding stones* are destroyed when used. Activating an *imploding stone* is a standard action that doesn't provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
---------------------------	---------------

Craft Wondrous Item, *move earth*

IRRADIATING TAIL		PRICE
		5,315 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA moderate conjuration		



The end of this *+1 viridium^{UE} long lash tail attachment^{ARG}* is a shard of toxic green rock. As with any viridium^{UE} weapon, a successful hit with an *irradiating tail* causes the target to contract leprosy—and a critical hit can poison the target with greenblood

oil. However, unlike with most viridium weapons, the wielder of an *irradiating tail* is magically immune to the weapon's toxic effects. The viridium has been strengthened, so the weapon isn't fragile.

CONSTRUCTION REQUIREMENTS	COST 2,815 GP
---------------------------	---------------

Craft Magic Arms and Armor, *remove disease*

LEVITATING LAND MINE		PRICE 750 GP
SLOT none	CL 5th	WEIGHT 3 lbs.

AURA faint transmutation



Once the command word is spoken, this steel disc burrows 3 inches into the ground. To find it, a character with the trapfinding ability must succeed at a DC 25 Perception check. Planting the mine is a full-round action that provokes attacks of opportunity.

Once the mine is set, any creature that steps into its square must succeed at a DC 14 Will save or the mine levitates the creature 5 inches above the ground. A levitated creature can attack but not move, is denied its Dexterity bonus to AC, and takes a -4 penalty to CMD against bull rush, drag, and reposition combat maneuvers. Flying creatures are immune. The creature can attempt a new save each round to end the effect. The effect ends after 5 rounds, with a successful DC 25 Disable Device check, or with a successful saving throw. The land mine is destroyed when the effect ends.

CONSTRUCTION REQUIREMENTS	COST 375 GP
---------------------------	-------------

Craft Wondrous Item, *hostile levitation*^{UC}, *snare*

PARALYZING SNARE		PRICE 2,250 GP
SLOT none	CL 9th	WEIGHT 2 lbs.

AURA moderate enchantment

Once the command word is spoken, this 5-foot-diameter loop of wire blends with its surroundings. To find it, a character with the trapfinding ability must succeed at a DC 30 Perception check. Setting the snare is a full-round action that provokes attacks of opportunity. Any creature that steps into the snare must succeed at a DC 26 Will save or become magically paralyzed, as the spell *hold monster*. This effect can be ended by uttering the command word, succeeding at a DC 30 Disable Device check, or succeeding at the Will save. The snare is destroyed when the effect ends.

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
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Craft Wondrous Item, *snare*, *hold monster*

SCARECROW LURE		PRICE 850 GP
SLOT none	CL 1st	WEIGHT 40 lbs.

AURA faint illusion and transmutation



This life-sized scarecrow is garbed in old clothing and armor. At its center is the real skeleton of a former adventurer. A *scarecrow lure* is enchanted to writhe and cry out for help as if wounded. The lure's voice is usually that of the adventurer whose remains are inside, though the creator may

choose any voice when creating the item. Anyone who hears or sees a *scarecrow lure* can attempt a DC 11 Will save to disbelieve the effect. Activating a *scarecrow lure* is a standard action that doesn't provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 450 GP
---------------------------	-------------

Craft Wondrous Item, *mage hand*, *ventriloquism*

TRICKSTER'S ITEMS

Kobolds have lived underground long enough to truly understand adventurers and what such intruders desire. Their magical crafters have become experts at creating items that look appealing, but are actually deadly.

TRAPPED BEVERAGE		PRICE 300 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.

AURA faint conjuration



This brightly labeled bottle or waterskin could appear to contain any number of different beverages, from absinthe to wine. However, it's actually a magical trap, and when the bottle is opened, a spider

swarm (*Pathfinder RPG Bestiary* 258) pours out. The swarm stays in the area for 3 rounds, then disappears. Detecting that the bottle is trapped requires a successful DC 25 Perception check made by a character with the trapfinding ability, and disabling it requires a successful DC 25 Disable Device check. After being triggered, the *trapped beverage* remains a mundane bottle or wineskin.

CONSTRUCTION REQUIREMENTS	COST 150 GP
---------------------------	-------------

Craft Wondrous Item, *summon swarm*

TRAPPED PUZZLE BOX		PRICE 750 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.

AURA faint evocation

Solving this simple kinetic puzzle involves removing several pegs from a handheld wooden cube. However, removing the final peg triggers the magical trap. The box explodes in the victim's hands, dealing 6d6 points of fire damage (Reflex DC 14 for half damage). Detecting that the box is trapped requires a successful DC 30 Perception check made by a character with the trapfinding ability, and disabling it requires a successful DC 30 Disable Device check.

CONSTRUCTION REQUIREMENTS	COST 375 GP
---------------------------	-------------

Craft Wondrous Item, *explosive runes*

TRAPPED SWORD		PRICE 850 GP
SLOT none	CL 1st	WEIGHT 4 lbs.

AURA faint evocation



This longsword glows and has an aura, making it appear valuable. Its grip is hollow and can be filled with a dose of poison (bought separately, and requiring a full-round action to refill and rearm). Once the sword is grasped, its mechanical trap engages: Small needles in the grip

deliver the poison. Detecting the trap requires a successful DC 30 Perception check made by a character with the trapfinding ability, and disabling it requires a successful DC 28 Disable Device check.

CONSTRUCTION REQUIREMENTS	COST 175 GP
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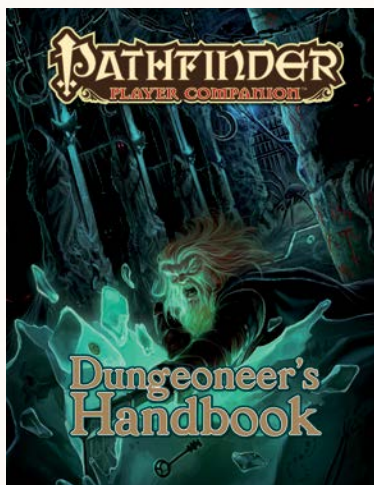
Craft Wondrous Item, Learn Ranger Trap, *light*, *magic aura*

NEXT MONTH!

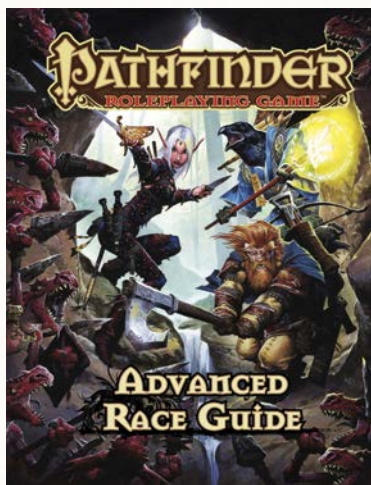
Experience the Pathfinder Campaign Setting as never before—embed your character in one of the many conflicts of the Inner Sea region! Construct a background that puts you in touch with the races, history, and dangers of the Inner Sea, sets you on adventures of personal relevance, and offers benefits based on lifelong quests. Or take up arms against Golarion's greatest threats with world-specific story feats. Adventuring rulers will find new structures to build and armies to raise, expanding upon the kingdom-building rules and other options from *Pathfinder RPG Ultimate Campaign*. Let *Pathfinder Player Companion: Quests & Campaigns* set you on the course of deciding not just your fate, but that of the entire Inner Sea region!

WOULD YOU LIKE TO KNOW MORE?

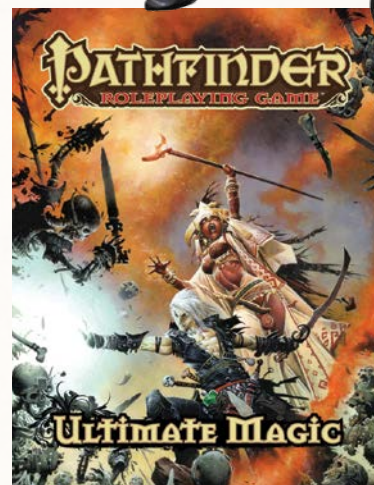
Just as kobolds work with their tribes to gain the benefits of many minds working as one, the best way for you to prepare your character is to look at as many options as possible. These other Pathfinder products give you tools to adventure away from the snarl.



A good kobold learns all the tools and tactics for dungeon exploration, like the ones that appear in the *Dungeoneer's Handbook*. In its pages you'll find new ways to bust traps, plus plenty of useful loot.



Your proud race is detailed fully in the *Advanced Race Guide*, which lets you choose additional alternate racial traits, archetypes, feats, and more. Learn to fight using tail attachments, or choose a kobold sorcerer bloodline.



If you're interested in ranger traps, you can find more of them—both magical and mechanical—inside *Ultimate Magic*. If you're a spellcaster, you'll also get to select from a huge set of new spells.

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Pathfinder Player Companion: Kobolds of Golarion © 2013, Paizo Publishing, LLC; Authors: Tork Shaw, Mat Smith, and Jerome Vinrich.

RANDOM KOBOLD CHARACTERISTICS

The typical kobold is a trapmaking, tunnel-dwelling evil guerrilla—cunning but frail, and preferring ambushes and traps over a straight-up fight. The true variety among kobolds isn't evident to the average bumbling adventurer, who rarely sees the full spectrum of specimens that thrive in the strange and wonderful places deep below the earth.

SCALE COLOR

d%	Scale Color
01–12	Black (see page 18)
13–24	Blue (see page 18)
25–36	Green (see page 19)
37–48	Red (see page 19)
49–60	White (see page 19)
61–69	Purple (see page 19)
70–77	Orange
78–85	Yellow
86–93	Gray
94–98	Golden (see page 19)
99–100	Carnation (see page 19)

ALTERNATE RACIAL TRAITS

d%	Alternate Racial Trait
01–38	Standard racial traits
39–46	Dragon-scaled ^{APG}
47–53	Wild forest kobold (see page 7)
54–59	Jester ^{APG}
60–64	Beast bond ^{APG}
65–69	Dragonmaw (see page 7)
70–74	Wyrmcrowned (see page 7)
75–78	Gliding wings ^{APG}
79–82	Prehensile tail (see page 7)
83–86	Secret strider (see page 7)
87–89	Day raider (see page 7)
90–92	Echo whistler (see page 7)
93–95	Shoulder to shoulder (see page 7)
96–98	Spellcaster sneak (see page 7)
99–100	Frightener (see page 7)

PERSONALITY TRAITS

d20	Personality Trait
1	Absentminded/easily distracted
2	Brave/reckless
3	Clumsy/accident-prone
4	Cruel/unnecessarily brutal
5	Daring/impulsive
6	Dishonest/compulsive liar
7	Greedy/collector
8	Hot-headed/impatient
9	Indecisive/easygoing
10	Lazy/daydreamer
11	Loner/secretive
12	Loyal/devout

13	Meticulous/obsessive
14	Mischievous/malicious
15	Paranoid/nervous
16	Phobic/timid
17	Rude/boisterous
18	Self-centered/show-off
19	Superstitious/gullible
20	Talkative/eloquent

PHYSICAL TRAITS

d20	Physical Trait
1	Allergic
2	Brawny
3	Bug-eyed
4	Distinctive scar
5	Elongated snout
6	Extra-sharp teeth
7	Gravelly voice
8	Hunchbacked
9	Long tail
10	Missing a finger
11	Missing an eye
12	Odd horns
13	Odd-colored eye or eyes
14	Scrawny
15	Short
16	Short tail
17	Speech impediment
18	Strange scale markings
19	Tall
20	Walks with a limp

HABITS

d%	Habit
01–03	Always adjusting provisions
04–06	Avoiding eye contact
07–09	Chewing on a stick
10–11	Collecting trinkets
12–15	Constant blinking
16–17	Constantly moving eyes
18–19	Drawing graffiti
20–22	Facial tic
23–26	Fidgeting
27–29	Finger drumming
30–31	Foot tapping
32–33	Head scratching

34–36	Hissing like a snake
37–38	Knuckle cracking
39–40	Making shadow puppets
41–42	Making wishes
43–45	Nail biting
46–47	Neck cracking
48–49	Nervous laughter
50–51	Never stepping on cracks
52–55	Picking teeth
56–57	Playing with a weapon
58–59	Rolling a coin on knuckles
60–62	Smelling things
63–64	Snorting
65–66	Stroking chin
67–69	Swishing tail
70–72	Talking about dragons
73–74	Talking to oneself
75–77	Tapping a horn
78–80	Tasting things
81–83	Teeth grinding
84–85	Telling tall tales
86–88	Tugging on ear frills
89–90	Whistling or humming
91–100	Roll twice





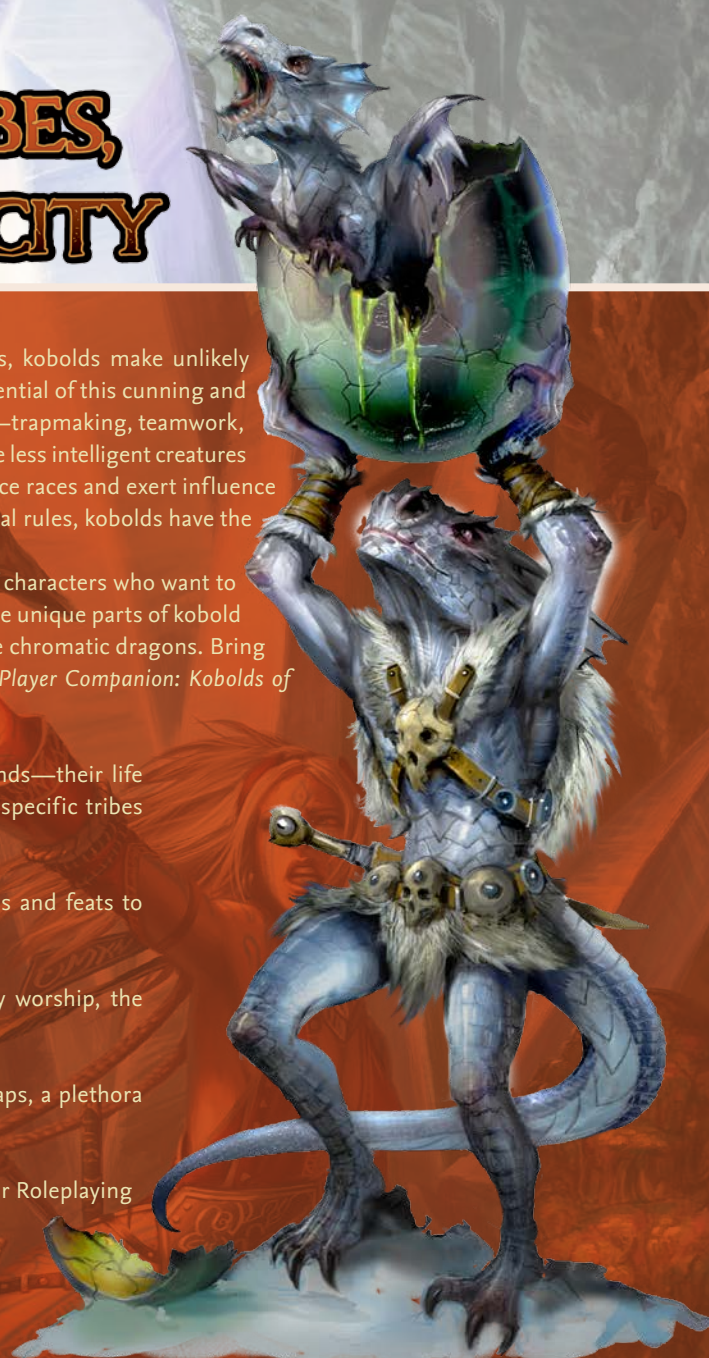
TRAPS, TRIBES, AND TENACITY

Dwelling underground in the dark and twisting sprawl of their tunnels, kobolds make unlikely heroes. *Pathfinder Player Companion: Kobolds of Golarion* unlocks the potential of this cunning and skilled race, showing how the talents kobolds have trained in since birth—trapmaking, teamwork, and sneakiness—make them excellent dungeon delvers. Unlike some of the less intelligent creatures that share the Darklands with them, kobolds make allies among the surface races and exert influence in many of Golarion's cities. Though they're limited within their rigid tribal rules, kobolds have the ambition of dragons!

Many of the character options in this book can work for other types of characters who want to use traps or fight in the same style as kobolds. Others relate directly to the unique parts of kobold life, such as the significance of the way their scales mimic the hues of the chromatic dragons. Bring this reptilian race's best skills into the adventuring life with *Pathfinder Player Companion: Kobolds of Golarion*! Inside this book, you'll find:

- ▶ A look into the tightly ordered kobold tribes that live in the Darklands—their life cycles, worship, and cultural behaviors—and an overview of several specific tribes that have risen to prominence on Golarion.
- ▶ More tools to build an interesting kobold character, from archetypes and feats to random kobold characteristics and traits.
- ▶ Insight into the spiritual lives of kobolds, including the deities they worship, the sorcerous talents they excel at, and the dragons they revere.
- ▶ The tools of the kobold trade, including an easy-to-use system for traps, a plethora of magic and alchemical items, and several trapped decoys!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.



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Dan Scott