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THE QUINTESSENTIAL ROBOLD

Collector Series
Book Twenty Four

Requires the use of the Dungeons & Dragons®
Player's Handbook, published by Wizards
of the Coast, Inc.®

This product utilizes updated material
from the v.3.5 revision



The Quintessential Kobold

Shannon Kalvar

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INTRODUCTION

What is it with kobolds anyway? We have this image of these screaming little creatures, with dusky red scales and glowing eyes. They fight with spears and slings, unleash hell in the form of complex ambushes and die by the score on bright blades. For all of their fearsome yipping kobolds exist as cannon fodder and ‘primers’. No start up adventure is complete without the chance for our fresh farm boys to skewer a few kobolds.

However, kobolds do not feel so blasé about the wholesale slaughter of their people. In fact, one could argue that they regard genocide as something to be avoided. How then do these weak, ineffective people survive in a world that is out to get them?

THE COLLECTOR’S SERIES

Welcome to *The Quintessential Kobold*, the first PDF in the Collector’s Series. This book covers the topic of the kobold race in depth, allowing both players and Games Masters the opportunity to expand the yapping, dog-like furies into meaningful protagonists.

THE QUINTESSENTIAL KOBOLD

The Quintessential Kobold represents a special departure from the traditional *Quintessential* books. It takes what most of us consider a monstrous race, the kobold, and makes an interesting player character race out of it.

This presents us with a number of challenges that we will address in order. In a departure from the standard *Quintessential* format we will start out by discussing the structure of kobold society and custom. With all of the variant kobolds out there, we felt that we needed a common starting place for our exploration. The kobolds we describe here live in large, complex clans, founded by partly mythical, partly divine ancestors. Their history and culture contribute to them being the lawful evil bottom feeders they are.

We then move on to the standard topics of Character Concepts and Prestige Classes, with a particular focus on concepts for playing both kobold characters and kobold villains. Some are deeply tied in to kobold culture and heritage. Most can be modified for use by just about any race that worships the power of dragons.

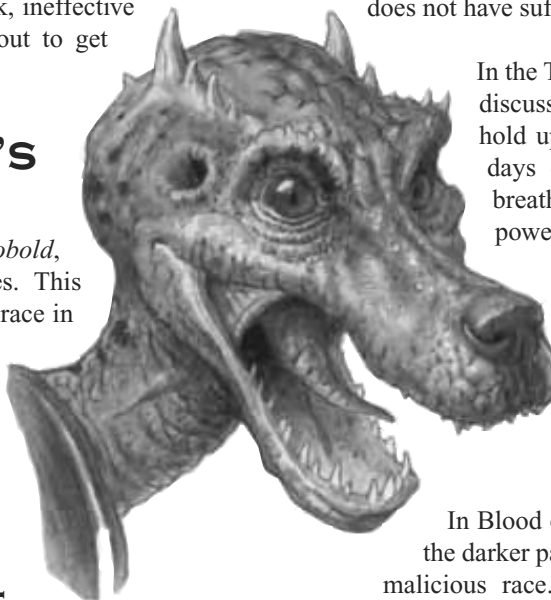
In Feats we will cover not only the usual selection of tactical options but a few more narrative feats as well. Some of the feats help to shape the kobold racial heritage. Others deal with new kinds of magic, forbidden sources of power and even some of the more amusing aspects of kobold physiology. Of particular interest are the various charm and word feats; they imply an entire system of magic that this book does not have sufficient space to delve into.

In the Tricks and Tools sections we discuss the things that help kobolds hold up their heads after the long days of drudgery. From dragon breathers to the awesomely powerful dragon heart ring, from group uses of Bluff to helping each other intimidate their foes, these sections try to show how kobolds work together to maintain their pride.

In Blood of Power we address one of the darker paths that pride opens for this malicious race. By learning to bind the magic in certain kinds of blood, kobolds have tapped into a unique kind of magic. That this magic can slowly kill them, or degrade their spirits does not bother them. Similarly the Spells of the Dragon section outlines some of the unique spells that the kobold mindset reveals.

Finally we end with the traditional chapter on fortifications. This time, we propose a system for the construction of communities as encounters, using resource points derived from the local surroundings. Although this chapter includes specific details for kobolds, the system easily adapts to any race.

Through it all we weave the narrative and voices of the four great founders. Their hopes and aspirations inform every action of the kobold people; it is only fitting that this book helps to bring their dreams to light.



'I present to you the Mistress of the College of Historical Philosophy, Magister Agna Frost.'

The hall filled with the sound of rustling robes. Row upon row of old men and their young female companions shifted in their worn wooden seats. Up above, among the long smoke blackened rafters, great spiders the size of dinner plates dangled down to get a better view.

A squat woman dressed in a wrinkled brown robe strode towards the raised podium. Her robe bunched up at her shoulders as she heaved a massive pack that swayed from side to side, deforming slightly as the content's shifted. As her feet hit the floor sparks flew up. She left scratches behind her on stones worn smooth.

Agna used the podium to shield her pack from view as she rummaged through it. With a audible grunt she then turned, holding a tattered scroll in her hands. A broad grin gave animation to her deeply wrinkled and tanned face as she surveyed the crowd.

'My fellow magisters, greetings on this great day.' Polite applause rose up from the crowd. 'I am honoured to be among those selected to address this august assembly. Indeed, I fear that I will not be able to come close to the entertainment provided by Magister Dee and his flying monkeys...' She paused to look at a still smouldering mound. 'Yet still, perhaps the topic of my lecture will elicit some small amount of interest from you.'

At that cue a young man sitting next to Agna's recently vacated seat muttered a word. The tip of the long ash wand in his hand began to glow. After a moment an image of a dog-like face covered with reddish scales began to form behind the woman. She continued speaking, oblivious to the feat of illusion taking place behind her.

'Today, I would like to direct our attention to a little regarded area of cultural scholarship. It is my belief that this area, although much ignored by most respectable philosophers, presents us with a treasure trove of unusual information that cannot help but...'

One of the old men shot up from his seat, a ball of white light in his hand. 'Yes, Magister Thistlewood?'

The white light faded into smoky wisps. 'Kobolds are NOT', his voice cracked, 'an acceptable topic of discussion! They are dirty, smelly, illiterate...'

'Well, on that last point I am afraid that I have to disagree with you, Magister. As you can see here', she gestured to her assistant. The image behind her changed into a picture of a great basalt wall, covered with intricate writing. 'They are in fact quite literate. I encountered this particular example just as the Uwrite scholars began to prepare it for inscription. Furthermore,' the picture closed in on a single line of writing, 'you can see here that they clearly follow the Mayumi School of Draconic Literature, as exemplified by the elliptical construction of this phrase. Detailed examination reveals similar constructs throughout the text.'

Agna paused for a moment of unbroken silence. 'So, if the learned magisters will allow me to continue without interruption, I will be happy to take questions at the end of the lecture.' The image behind her flickered, then finally settled into a steady glow. It showed a circle, divided into four parts. Each part contained a dragon overlaid with some other symbol. The topmost contained a whip, the rightmost an altar, the lowest a scorpion, and leftmost tightly looped spiral.

'In order to understand kobolds, we must understand their unique cultural relationship with dragons. In order to understand that relationship, we must turn our attention to their mythical clan founders. Kobolds firmly insist that these four unique individuals existed historically. Although I could not find any proof of this one way or the other, I contend that even if they did not exist their influence is so profound that they cannot be ignored.'

The image behind her swirled, highlighting the dragon and whip. 'Let us now turn our attention to Ebores, the most influential...'



THE KOBOLD PEOPLE

The kobold people may be one of the most maligned, misunderstood and mistreated of the many races. Usually regarded as homicidal maniacs, and often portrayed as unskilled savages, they nevertheless have a complex culture, a rich martial tradition and a proud, if chequered, history.

A NOTE ON DRAGONS

When the kobold tale-spinners stand at the great hearths of their people to tell their stories, they always begin and end with dragons. Dragons crop up as major actors, advisors, heroes and gods. Despite this kobolds know that their people do not have intimate relations with the great beasts. Instead, the growth of dragons from minor, helpless creatures into the powerful beasts they are appeals to the kobolds' sense of the dramatic. It also speaks to their hopes for racial destiny, to finally rise into glorious power.

THE INDIVIDUAL KOBOLD

On an individual level a kobold's life can be as harsh or easy as his environment permits. Although they have

Kobold Psychology

Kobolds have the following dominant psychological features:

Cowardice – kobolds are not a strong people. Individually they exhibit all of the traits of a lily-livered coward. In groups they have limited backbone and almost no inclination to use it. When you are two feet tall and armed with a stick, while your opponents top six feet and wear metal armour this might be seen as a survival trait.

Envy – kobolds want the power, prestige and glamour of the other races. In fact, given an opportunity they will take these things for themselves. However, they also recognise that the other races wield far more power than they do. So they serve and scrape, hoping for a few crumbs from the plates of their superiors.

Pride – kobold's are cowards, but they also have a deep sense of racial pride. This pride expresses itself in their dress and their personal approach to life. It also allows them to fight when they would rather run away.

few natural advantages, the kobold people make up for that with fierce intelligence and an uncompromising will to survive.

Physically kobolds are between 2 and 2 ½ feet tall, and weigh no more than 45 pounds. Their skin is covered with a thin layer of rusty red/black scales, the patterns of which seem to be completely random. Kobolds have a short, stubby tail that vaguely resembles that of a dragon but cannot be used for fine manipulation.

All kobolds have glowing red eyes, something that they take as a sign of their innate magical power. Although scholars from other races scoff at this theory, none can actually refute it. Kobolds who hunt animals or intelligent creatures for a living wear thin black gauze over their eyes to hide the glow while they stalk.

Each day, a kobold starts work before dawn. Most are highly specialised workers; hunters, miners, craftsman, etc. Those who are slack in their duties find themselves assigned to refuse pit detail. Criminals or slaves attend to hard or dangerous labours. Females attend to their young and the young of any kobolds lost in battle.

During a working day most kobolds will eat only one meal. The contents of the meal depend on the region and clan, but it will inevitably contain both blood and grain. In highly 'civilised' tribes the blood may only be a token aspect, while tribes closer to the edge of survival will have a high ratio of blood to grain.

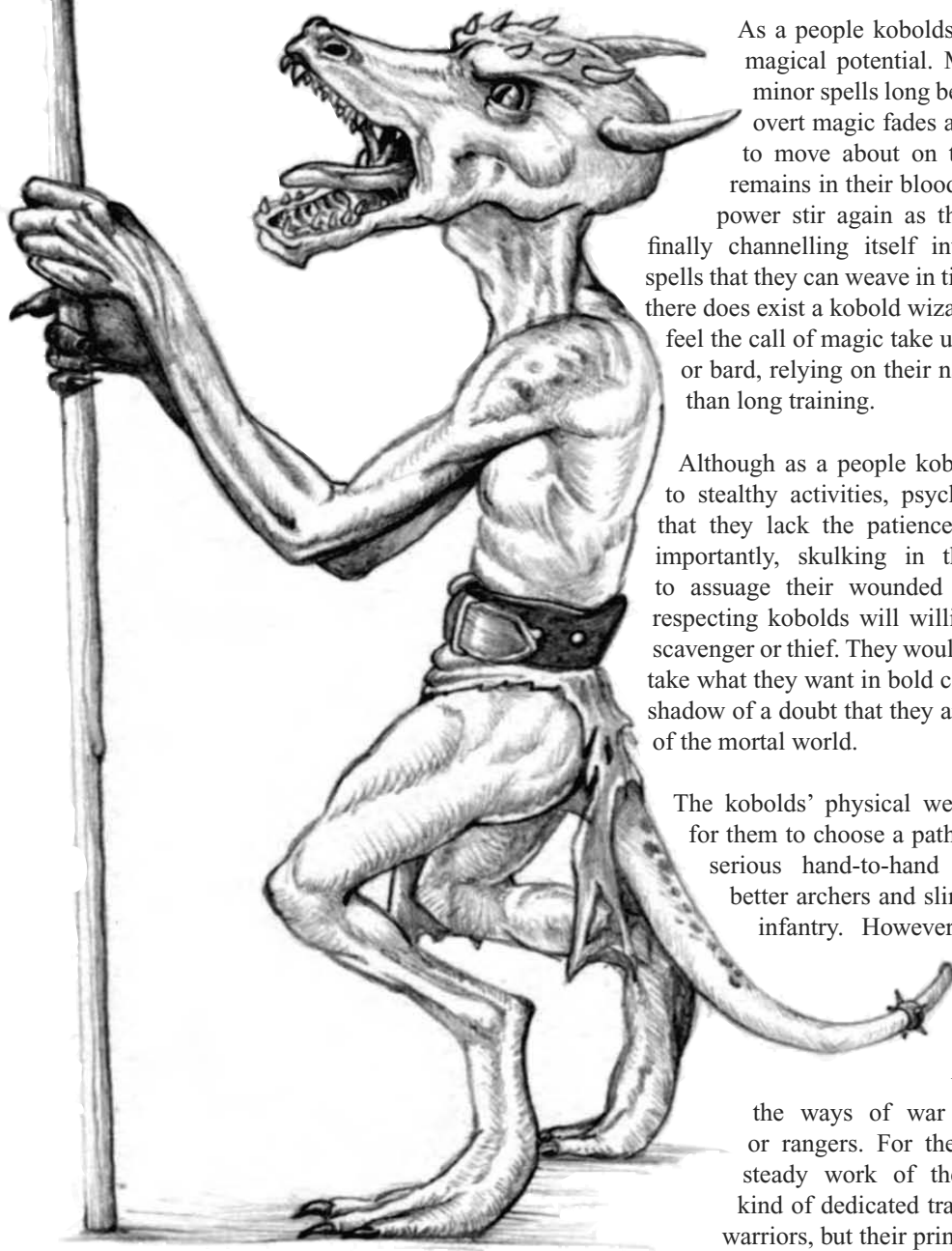
At the end of the day most kobold communities come together for storytelling around the great central fire. It is during this time that the younger kobolds engage in martial training, while older kobolds prepare arcane and divine rituals to strengthen the settlement. The evening concludes with a heroic tale of the clan's founder.

In the midst of all of this toil a kobold can still manage to maintain a surprisingly rewarding life. He has friends, falls in love, engages in horseplay and occasionally malingers rather than works. However, all of his relationships possess a certain bittersweet element. The sure knowledge that one or all of the kobold's loved ones could die horribly at any moment casts a pall over everything he does.

Kobolds believe in marriage and long-term exclusive monogamous relationships. However, these relationships are a necessity terminated on the death of one of the partners. When one of the partners dies, the survivor is assumed to be ready to marry again within the month. This leads to many hasty marriages as kobolds scramble to do their duty.

Kobold Classes

Like all of the mortal folk kobolds must make choices in their daily lives. The lessons they pick up along the way govern how they respond, and how much they contribute to their society. Some master the arts of warfare, while others spend their lives in deep contemplation of the mysteries of the universe. All must deal with the fact that they are physically inferior to most other races, with little in the way of compensation for their weakness.



Any people faced with the overwhelming circumstances that plague kobolds turn to faith as a source of comfort and strength. In fantasy worlds this faith can carry with it discrete benefits; sufficient dedication to the gods or to primal principles eventually leads to the development of magical powers. Most kobolds of faith take the path of the cleric, either dedicated to the small pantheon of kobold gods or to the great dragons and the primal evil for which they stand. A few seek a more direct relationship with divine power as expressed in the path of the druid. This choice is somewhat more common among kobolds that live in the dark forests of the world rather than in the roots of mountains.

As a people kobolds have remarkably strong magical potential. Most kobold pups utilise minor spells long before they can walk. This overt magic fades as the little creatures start to move about on their own, but it always remains in their blood. Many kobolds feel this power stir again as they pass into adulthood, finally channelling itself into spontaneous magical spells that they can weave in times of trouble. Although there does exist a kobold wizard tradition, kobolds that feel the call of magic take up the path of the sorcerer or bard, relying on their native magical gifts rather than long training.

Although as a people kobolds seem ideally suited to stealthy activities, psychologically kobolds find that they lack the patience for such work. More importantly, skulking in the shadows does little to assuage their wounded racial pride. Few self-respecting kobolds will willingly make a living as a scavenger or thief. They would rather find some way to take what they want in bold conflict, proving beyond a shadow of a doubt that they are not the bottom feeders of the mortal world.

The kobolds' physical weakness makes it unwise for them to choose a path of warfare that involves serious hand-to-hand conflict. They make better archers and slingers than they do heavy infantry. However, their pride often forces them to wade into battle as if they were ten feet tall.

Those that demonstrate unusual aptitude in the ways of war might become fighters or rangers. For the majority, however, the steady work of their lives precludes that kind of dedicated training. They can fight as warriors, but their primary occupation is that of miner or craftsman.





THE KOBOLD PEOPLE

ORGANISATION OF THE CLANS

The true origin of the kobold people lies buried in the mists of time. The reality may or may not match the stories kobolds tell about themselves; no one may ever know. It is enough that, for the kobolds, the myths and legends carry them forward. The truth, whatever it may be, is irrelevant to their daily survival.

The most famous of these stories claims that the kobold people descended directly from the dragons through some horrible trick. The nature and weight of this trick varies from teller to teller, but usually involves the jealous gods of other folk. Gnomes in particular feature prominently in these stories. Supposedly these jealous gods stole the dragon's power out of envy, forcing the once great wyrms into the pitifully weak shells of the kobold race. In order to restore their former glory the kobolds need to steal back their rightful power.

There are other, less well-known myths, which suggest other relationships between kobolds and the great wyrms. One says that the kobold people existed in misery and darkness until godlike dragons granted them magic, wisdom and literacy. Another states that the two radically different races started off from a common stock, but diverged when the dragons bathed in the fires at the heart of creation. Fearful that their cousins would ascend to the same power, the dragons sealed the fires of creation away in their own blood. The last of these alternate stories claim that the gods created the dragons as a way of tricking the kobold people out of their rightful inheritance. Only when the kobolds finally give up their worship of dragonkind can the 'great people' finally come into their own.

These four primary myths correspond to the four distinct approaches to life passed down to the kobolds from their four great ancestors. The explanation of events leading up to the four kobold ancients setting down their viewpoints varies, depending on who tells the tale. But all kobold tale spinners agree that thousands of years ago the four gathered for a great debate before the assembled people. When it was over, they fractured into four great clans, each lead by one of the speakers. To this day the four clans compete among themselves. A specific settlement may contain members from more than one clan, although most clans do not mix well.

Ebore's Clan

The youngest of the 'Great Old Speakers' was Ebore, the daughter of a great tribal chieftain. She advanced the now canonical theory that kobolds were direct

descendants of the dragons, deprived of their birthright by jealous gods. Ebore argued her point with passion backed up with a host of spells that demonstrated her close kinship with draconic power.

The power of Ebore's argument derives from the kobolds' feeling of helplessness in the face of great forces. They want to believe in a glorious past, as it implies that they might have a glorious future. It also places the blame for their current circumstances squarely on the shoulders of other people, an attractive concept when your race is used as slaves and cannon fodder as a matter of course.

Ebore's core story, that the gods of some other people stole the kobold's power, has proven remarkably elastic over the millennia. Ebore herself accused the gods of the elves; reasoning that they could only have come to their immense arcane might through underhanded means. Later scholars laid the blame on the gods of just about every other people imaginable, as suits the political and cultural situation at the time. Since kobolds most often find themselves in competition with gnomes for living space and resources, the gnomish gods have slowly gained ground as the 'primary perpetrators'. This lends a holy aspect to the economic and logistical conflicts that drive the two peoples to war. For their part, the gnomes adopted the kobolds'

Ebore's Clan Racial Modifications

The monster entry for kobolds in *Core Rulebook III* accurately represents the Ebore kobolds. These kobolds possess the following racial traits:

- † -4 Strength, +2 Dexterity, -2 Constitution
- † Small Size: +1 bonus to Armour Class, +1 bonus to attack rolls, +4 bonus on Hide checks, -4 penalty to grapple checks, lifting and carrying limit $\frac{3}{4}$ that of Medium characters
- † A kobold's base land speed is 30 ft.
- † Darkvision out to 60 ft.
- † Racial Skills: A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner) and Search checks
- † Racial Feats: A kobold character gains feats according to its character class
- † +1 natural armour bonus
- † Automatic Languages: Draconic. Bonus Languages: Common, Undercommon
- † Favoured Class: Sorcerer
- † Level adjustment: +0

Kobolds of this clan are sometimes called Eborites or Eborian kobolds.

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accusations as an elaborate joke played upon their yipping foes.

Ebore's is the most numerous of the clans, comprising 50% of the kobold population. It is also the most traditional. Families within the clan keep to themselves, avoiding the 'taint' of the other clans whenever possible. Settlements comprised mostly of Ebore clan will attack other kobolds, when possible, to stamp out heretics. Their settlements tend to be large, elaborately maintained fortifications with extensive magical and religious areas.

Culturally the Eborites rely extensively on magic to solve their problems. When it comes to lifting water, tilling earth or carving stone they would rather use a spell than a mechanism. Philosophically these kobolds believe that by practising magic they will eventually be able to reclaim their draconic birthright. They have a tendency to try to undertake works beyond their mundane means and need the extra power that magic provides.

Ebore also pioneered the 'magic stealing' spells and powers now associated with her people. These disciplines and spells developed as a by-product of her quest to recover the 'stolen power'. Her descendant's honed these basic principles to a razor's edge.

Matthias' Clan

Matthias was a great warrior and craftsman of his people. Legend claims that at full height he stood four feet tall and that his bronze scales could deflect elven arrows. His bright red eyes flickered just before he breathed fire on his dwarven foes. A few even claim that he knew a thousand recipes for toasted gnome, a unique method of preparation for each gnome he killed in battle.

Matthias argued that the kobold people were not descended from dragons. Instead he stated that in the misty days of prehistory five great dragons created a servant race in their own image. To this servant race they gave culture, language and magic and in return these dragons asked for undying service. In time certain members of this servant race became overbold and tried to steal the dragon's power. Angered by this betrayal the great dragons cast their servant race out of heaven and into the world of men. These banished servants became the kobold people.

The great warrior went on to state that in order for kobolds to re-attain their state of grace they needed to walk a two-fold path of knowledge and service. First they must train and study hard to gain the abilities

Matthias Clan Racial Modifications

Matthias Clan kobolds have the following racial attributes:

- † -4 Strength, +2 Dexterity, -2 Constitution
- † Small Size: +1 bonus to Armour Class, +1 bonus to attack rolls, +4 bonus on Hide checks, -4 penalty to grapple checks, lifting and carrying limit $\frac{3}{4}$ that of Medium characters
- † A kobold's base land speed is 30 ft.
- † Darkvision out to 60 ft.
- † Racial Skills: A kobold character has a +2 racial bonus on Craft (locksmithing), Craft (trapmaking) and Search checks
- † Racial Feats: A kobold character gains feats according to its character class
- † +1 natural armour bonus
- † Automatic Languages: Draconic. Bonus Languages: Common, Undercommon
- † Favoured Class: Fighter
- † Level adjustment: +0

Kobolds of this clan are sometimes called Matthites or Matthian kobolds.

they would have had in their 'pure' state, despite the corruption of the material world. Second they must submit themselves to uncomplaining service to the true descendants of the dragon gods, the chromatic dragons.

This approach, combining self-discipline with service, appealed to a large number of kobolds. Many felt that by bettering themselves they would be more able to deal with the hostile world. Others felt that by committing themselves to the service of a greater power they could gain advancement and protection. A few really believed that if they attained sufficient virtue they could ascend to heaven.

Matthias' clan spread quickly. It now encompasses almost 30% of all kobolds. This clan's settlements can be found in service to elder dragons deep within the mountains. Most have lost sight of their founder's original religious vision instead focusing on the practical aspects of survival.

In addition to his physical and martial techniques, Matthias advocated a wide array of mechanical tools that allowed the user to 'experience the sensation of dragonkind.' His initial devices were startlingly crude, but centuries of development have refined them into glorious weapons of destruction. Mechanical breath





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weapons, gliders and even surgically installed scales are all common within this clan's settlements.

Sigrun's Clan

Legends say that Sigrun's scales shone like the sun. Her eyes burned with the fire of a thousand stars and her voice could shatter mountains. This wise female appeared at the great conclave, spoke with incredible conviction and left with a quarter of the attendees. The same legends that speak so strongly of her power gloss over whether they believed her or just wanted to discover the source of her incredible power.

She stated that dragons and kobolds originated as the same race. At some point in the previous ages this master race strode the world like gods. For aeons they dominated the lesser races of dwarves, elves, gnomes and men. However, one day the race discovered a method to tap into the primal forces of creation. A civil war erupted. Eventually one part of the race cast down the other. The dragons were the victors. The race that lost dwindled and became kobolds.

Sigrun Clan Racial Modifications

Sigrun clan kobolds have the following racial attributes:

- † -4 Strength, +2 Dexterity, -2 Constitution
- † Small Size: +1 bonus to Armour Class, +1 bonus to attack rolls, +4 bonus on Hide checks, -4 penalty to grapple checks, lifting and carrying limit $\frac{3}{4}$ that of Medium characters.
- † A kobold's base land speed is 30 ft.
- † Darkvision out to 60 ft.
- † Racial Skills: A kobold character has a +2 racial bonus on Concentration, Craft (trapmaking) and Search checks
- † Racial Feats: A kobold character gains feats according to its character class
- † Sigrun Clan kobolds gain a +2 bonus to attack and damage rolls when making unarmed attacks
- † Automatic Languages: Draconic. Bonus Languages: Common, Undercommon
- † Favoured Class: Monk
- † Level adjustment: +0

Kobolds of this clan are sometimes called Sigrunans or Sigrun kobolds. Those that advance beyond 2nd level develop a gold tinge to their scales.

Sigrun went on to claim that the kobold people could reclaim their lost birthright. She proposed an esoteric discipline of ritualism, self-mortification and personal evolution. At the core of this discipline resides the idea that the blood of magical creatures, other planar beings and dragons contains immense intrinsic power. By activating this power, the practitioner can in turn activate his own dormant potential. Ritualistic practices and specific movements can also bring this 'inner power' forth.

This story appeals to the kobolds' innate sense of inferiority. In essence, it claims that although physically weak kobolds contain an innate potential to rival the gods. If they wish to activate this potential they can engage in specific acts that will, over time, cause them to become more powerful.

Sigrun's clan comprises perhaps 15% of the current kobold population. They keep to themselves unless they need blood for their magical evolution. Their settlements contain hundreds of kobolds, each one walking an individual path to perfection. All Sigrun settlements hold constant contests and tournaments at which practitioners can demonstrate their superiority.

Uwe's Clan

When Uwe stood up to speak at the conclave, the other kobolds almost laughed him off the stage. He managed to break two feet in height only in heeled boots. His black waist-coat, trousers, silver buttoned white shirt, and spectacles contrasted with the furs and linen of the other speakers. They say he looked more like a doll than a real person.

But his message rang though the great hall like a thunderclap. Uwe argued that the other three speakers subscribed to a single false belief. Kobolds were not descended from dragons. They were not dragons that failed to ascend into a new state of being. Nor were they somehow beholden to the draconic race for their livelihood, intelligence or grace.

Instead, Uwe laid out an ideology of hope and prosperity for his people. He said that they should turn their back on myths and legends. Rather than striving to capture some lost past, all of their racial energy should focus on creating a future. Kobolds should apply themselves to the here and now, using all of the tools at their disposal to secure a brighter day.

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According to Uwe's doctrine, all aspects of kobold culture should focus on developing prosperity. Diplomacy, magic, medicine, mechanics, science, religion and agriculture all played a part in the community. Although kobolds might ally themselves with dragons, they certainly did not have to do so if such an alliance represented a danger to the community's future.

Uwe's doctrine appealed to the pride of the kobold people. They wanted to believe that, no matter what, they were equal to the challenges the world presents. He suggested that though hard work and personal dedication they could be, without recourse to anything beyond themselves. Over time, this doctrine expanded to include the investigation and harnessing of a wide variety of natural forces.

Uwe's clan accounts for perhaps 5% of the current kobold population. These feisty kobolds build beautiful, architecturally complex strongholds near trade crossroads. There they work with a wide variety of other races to expand their knowledge. They try to

Uwe's Clan Racial Modifications

Uwe clan kobolds have the following racial attributes:

- † -4 Strength, -2 Constitution, +2 Intelligence, +2 Wisdom
- † Small Size: +1 bonus to Armour Class, +1 bonus to attack rolls, +4 bonus on Hide checks, -4 penalty to grapple checks, lifting and carrying limit $\frac{3}{4}$ that of Medium characters
- † A kobold's base land speed is 30 ft.
- † Darkvision out to 60 ft.
- † Racial Skills: A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner) and Search checks
- † Racial Feats: A kobold character gains feats according to its character class.
- † +1 natural armour bonus
- † Automatic Languages: Draconic. Bonus Languages: Common, Undercommon
- † Favoured Class: Druid
- † Level adjustment: +0

Kobolds of this clan are sometimes called Uwites or Uweian kobolds. Uwites tend to be small, even for kobolds, and dress well.

Exile Racial Modifications

Exile kobolds closely resemble those depicted in *Core Rulebook III*. They have the following racial attributes:

- † -4 Strength, +2 Dexterity, -2 Constitution
- † Small Size: +1 bonus to Armour Class, +1 bonus to attack rolls, +4 bonus on Hide checks, -4 penalty to grapple checks, lifting and carrying limit $\frac{3}{4}$ that of Medium characters
- † A kobold's base land speed is 30 ft.
- † Darkvision out to 60 ft.
- † Racial Skills: A kobold character has a +2 racial bonus on Craft (trapmaking), Hide, and Profession (miner) checks
- † Racial Feats: A kobold character gains feats according to its character class
- † +1 natural armour bonus
- † Automatic Languages: Common. Bonus Languages: Infernal, Undercommon
- † Favoured Class: Rogue
- † Level adjustment: +0

get along with the other clans, but their rejection of the so called 'dragon myth' means they have little in common with their kinsmen.

The Exiles

There are communities composed entirely of kobolds raised outside of the clan. These settlements come from kobolds banished from the main body of kobold society for crimes against their people.

Kobolds who grow up among exiles have little understanding of or appreciation for their racial culture. Instead they see the plenty of other races and compare that with their own squalor. As a result they live lives of constant envy. This makes them an easy target for corruption by dark forces. It also drives them to banditry, savagery and outright theft.

Kobold exile settlements often form in large cosmopolitan cities. These communities act like parasites, stealing whatever they need from their more prosperous neighbours. If they dwell above ground they will typically avoid any non-larcenous contact with their hosts. If the city has a sufficiently developed sewer system they take up residence there, making bargains with whoever else lives down there for mutual protection.



CHARACTER CONCEPTS

Kobold character concepts run from fierce little warriors to cunning rogues and fearsome magicians. Or perhaps that is fearful magicians and cutting rogues? In any event, the character concepts that follow provide rules based bonuses and penalties for each particular archetype or aspect of the kobold people.

Many of the concepts listed below are suitable for any small, evil race. Some could be used for any druid or sorcerer, although care would have to be taken to avoid unduly strengthening the character. These character concepts are generally somewhat stronger than those proposed in other *Quintessential* books to help make up for the weakness of the kobold race template.

Games Masters may want to consider a blanket application of character concepts to specific kobold encounters. For example, an entire group of kobold slayers might make an interesting fight. This allows the Games Master to spice up an encounter without creating a large amount of additional bookkeeping. Multi-character concept encounters require more work as the Games Master must keep track of more variables.

Each character can only take one character concept at first level. Character concepts that modify spell-casting do not grant spell casting abilities to character classes that cannot cast spells. Similarly, if a concept modifies an existing class ability it does not grant that ability to a character that does not qualify for it. If the character later qualifies for the ability he gains the modification.

BEAST SPEAKERS

When a single person becomes down and out they can always look to their peers for help. When an entire nation falls into misery, then individuals must come by other means of support. The solutions that each individual finds will vary depending on their background, emotional make-up and innate abilities.

For some, the idea of being alone in the night imbues terror. They look around and see the birds in the sky, the rats in the gutter and other crawling creatures. In the plight of such creatures they find a metaphor for their own suffering. In these creatures they find allies who might help them in their own plight.

The beast speaker spends his lifetime learning to communicate with magical beasts. He studies what they hunt, how they live, and why they do the things they do. When he interacts with these creatures his studies give him an edge. Magical beasts stay with him longer, work harder for him and obey his commands with a precision that others cannot match.

The further down the road of the beast-speaker the kobold walks, the less and less adept he becomes at dealing with other intelligent creatures. At the beginning of his career the beast speaker may just seem a little withdrawn and edgy. At the pinnacle of his craft the beast speaker may be almost indistinguishable from a beast himself.

Adventuring: The stereotypical beast speaker is a druid who spends all of his time interacting with the various dangerous beasts the character encounters. However, beast speakers may be of any class. Whatever profession he follows the beast speaker will focus most of his efforts on making friendly relations with local predators. With such allies the beast speaker can defuse potentially dangerous (or nuisance level) encounters, allowing the party to focus on its mission goal.

Roleplaying: Beast speakers generally avoid communicating with other intelligent creatures. This makes them silent, taciturn travelling companions. They are also a very fearful folk, believing that everyone around them is constantly plotting against them. The complex motivations of intelligent races baffle them; they prefer the simplicity of animals and beasts.

Benefits: A beast speaker of any class possesses a limited form of wild empathy. This ability allows the character to improve the attitude of an animal or magical beast. It functions just like a diplomacy check made to improve the attitude of a person. The beast speaker rolls 1d20 and adds his starting class level and his Charisma modifier to determine the wild empathy check result. The target must be within 30 feet and should be able to see the beast speaker. A wild empathy attempt takes 1 minute, but may take more or less depending on the circumstances. Attempts to influence magical beasts with an Intelligence score of 1 or 2 (such as a basilisk or a girallon) suffer from a -4 penalty.

A beast speaker who gains a level in a class with wild empathy as a class skill gains a +2 bonus to his check to influence an animal and a +4 bonus to his check to influence magical beasts. His wild empathy checks

are rolled on a d20 plus his character level plus his Charisma modifier.

Penalties: Beast speakers gradually lose their ability to communicate with anything other than animals and beasts. The character suffers a penalty equal to his character level to all Diplomacy checks.

BETRAYED

Kobolds often serve as the menial servants of great dragons and other powerful creatures. As such, even their leaders suffer constant abuse. This leads to a cascading effect as negativity steadily flows down the chain of command. Eventually, at the very bottom of the kobold roster much of this angst and pain expresses itself as the torment of the weak and helpless.

This betrayed has survived the experience of being at the bottom. His life started out with an endless stream of abuse, practical jokes and petty tyrannies. These steadily progressed into outright malice on the part of his fellow kobolds until he finally ran for his life.

This torment twisted something deep inside the character. He feels that his own people betrayed him. Everywhere he looks he sees the possibility of danger. Every person he meets holds the potential to harm him. In response he casts off all loyalty and courtesy, hoping only to make it though the day alive.

Adventuring: A betrayed character brings a level of razor-sharp paranoia to any adventuring party. He is always on the look out for the hidden danger, the ambush or the occult agenda. This paranoia can also frustrate his travelling companions as the betrayed constantly wonders why someone would help him, refusing to accept that perhaps they really are his friends.

Roleplaying: The betrayed is constantly on edge. He moves with the energy of a nervous jackrabbit. Staying still for more than a few moments may put him in danger, so he never sits down. Given the choice he walks with his back to the wall, sits in dark corners and never says anything to anyone. When he does speak cruel barbs tend to lace his words as he pre-emptively strikes at those around him.

Benefits: The betrayed takes paranoia to an art form. As such, he gains a +2 to Spot and Sense Motive checks. His nervous motion makes him difficult to strike as well, granting him an additional +1 dodge bonus to AC.



Penalties: Betrayed characters never really recover from the abuse they suffered in their youth. They receive a -1 penalty to all Will saves and a stacking -2 penalty to resist fear effects. Furthermore betrayed characters cannot be of good alignment.

BUILDER

Toil and misery make up the daily lives of most kobolds. They spend dawn until dusk working like slaves for their tribe. Food is made up of scant morsels and the occasional bit of festering meat.

Somehow the builder sees past the daily toil and grind. He does not think about the backbreaking effort of shifting hundreds of tons of rock. Days spent working in ice-cold mud does not bother him. The only thing he worries about is the finished product, the great work he toils for. When other kobolds complain about the work conditions he waxes poetic about the new living quarters or the brightness of the blades the new forge will make.

Builders form the happy core of the kobold people. When other kobolds are off playing politics or stabbing one another in the back, builders steadily work on making sure that the local latrine does not fill up. While maniacal sorcerers and deranged diabolists plot world domination, builders put in another underground mushroom farm for the pups.

Adventuring: Builders make unlikely but extremely effective adventurers. Their ability to see past the current travails to the long-term goal makes them effective planners. Builders also firmly believe that all problems can be solved by a sufficient application of hard work. Whatever their profession, builder





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characters epitomise the positive effects of a constant steady application of effort.

Roleplaying: Although not necessarily stiff, builders are definitely on the lawful side of whatever alignment they may be. They believe in working with others to accomplish great goals. Most feel, on a level that they cannot express, that groups of people working in synergy produce a whole that is greater than the sum of its parts. Builders also constantly tinker with their environment, seeking ways to improve the lives of those around them.

Benefits: At 1st level a builder gains a +2 bonus to any two Crafts or Professions of his choice. The builder has the option to forgo his bonus to double his Craft progress for the week.

Penalties: Builders are methodical to the point of obsession and must be of lawful alignment.

DEDICATED

Most kobolds harbour a reverence for dragons. In many this reverence stems from the constant tales they hear around the hearth-fire. For others, it comes from an emotional connection that they cannot fully comprehend. In some this reverence ignites into full-fledged worship, as though the dragons were gods.

The dedicated have devoted their lives to what they see as the divine birthright of dragons. They freely offer their lives, their property and everything else they may possess as offerings. Many dedicated undergo ritual scarring and horrendous physical trials to prove their loyalty.

Young dragons (especially those barely able to defend themselves) use the dedicated as guards and scouts. They lack the personal resources to defeat most challenges and so must be more cunning. Older dragons regard these pathetic wrenches with amusement. They use the dedicated as spies, servants and playthings.

Most dedicated come from Clan Matthias. Their family may have served a particular dragon for generations. Some may even have served a family of dragons, from egg to deathbed for time immemorial.

Adventuring: The dragon worshipping dedicated makes an uncomfortable adventuring companion. His intense focus on finding and serving a dragon can easily bring him into conflict with the rest of the group. On the other hand, his intimate understanding of draconic psychology and power also make him an

invaluable ally when dealing with the scaly beasts. If the dedicated transfers his fanatical loyalty to one of the adventuring party he may be a trustworthy companion, at least until the party finds itself sword to fang with a draconic foe.

Roleplaying: A dedicated feels that he is not a complete being without a dragon to serve. He constantly longs for a stronger force to bow down to. In a pinch he will serve a stronger humanoid or other intelligent creature rather than be alone. Once he enters service he will do everything in his power to assist and protect his new master. Depending on how independently minded he is, the dedicated may act on his own to 'serve the master' without consulting his overlord.

Benefits: The dedicated gains a +2 bonus to all Diplomacy and Sense Motive checks targeting dragons. He also gains a +1 bonus to his saving throws against any spell or special ability used by a dragon. Finally he may ignore fear effects for a number of rounds equal to his character level. This does not negate the effect, but does allow him to function normally while using this ability. Once the ability runs out, the fear effect (if it is still active) will be reasserted.

Penalties: A dedicated can only speak Draconic and can never learn another language. He has a -2 penalty to saving throws against enchantment spells.

DIABOLIST

The kobold people have a reputation for having magical blood. Even the most derisive tales admit that kobolds seem to wield an unusual amount of native arcane power. Kobold sorcerers even appear in comical tales, attesting to both their prevalence in encounters with kobolds and the general acceptance they have in kobold society.

A diabolist has taken this power to a place where only the most hardened psychopath would find humour. Recognising the immense power of kobold (and indeed all magical) blood, he chooses to walk a long and dark path, using the untapped magical power of his people as a bargaining chip for even more magical might.

Darkness gathers in the diabolist's eyes. Shadows cast by monstrosities lost in pre-history chill his heart. He watches and waits, preying on the weak among his own people. When other victims become available he uses them without hesitation. Among his own people he is a secret outcast, hiding his evil behind a façade of normality.



Adventuring: A diabolist makes a powerful if very dangerous companion. His unique knowledge of magic grants him immediate access to some remarkable abilities. However, the price of those abilities is the living souls of other intelligent/magically powerful creatures. If his companions do not mind that, then they may well have a useful ally.

Roleplaying: The constant spilling of blood has hardened the diabolist's heart. Whatever humanity he possessed has burned in the pyre of his quest for power. There is no limit a diabolist will not exceed, no taboo he will not break in his quest. Most diabolists develop the ability to pass as normal members of society, functioning without too much difficulty until their lust finally overtakes them.

Benefit: When a diabolist kills an intelligent being he may make a Spellcraft check (DC 20). If he succeeds he gains a 'negative charge' that may be used to activate one of the blood feats described in the Feats chapter of this book. If he kills a being that has spell-like abilities or favoured class (sorcerer) the DC lowers to 15. This charge lasts for one day. The diabolist can carry a number of charges equal to his character level. Attempting to gather more charges than he can safely carry inflicts a negative level on the diabolist.

Penalties: A diabolist is incapable of empathy with living creatures. As such, he suffers from a -2 penalty to all Charisma based skill checks. He suffers an additional -1 penalty per negative charge to all of his Wisdom based skills. If the diabolist is carrying a charge he radiates a strong aura of evil. Finally, the diabolist must be of evil alignment. Most are chaotic evil.

DRAGON DREAMER

To some the majesty of the dragons inspires fear. In others it lifts up their spirits with awe and wonder. For many just catching a glimpse of a dragon is a life-changing event, a close brush with primal powers undreamed of in mundane life.

The dragon dreamer had such an experience at some point in his life. But rather than feeling fear or awe, the dragon dreamer felt a curious kinship with the creature. In its effortless power he saw his own dreams and aspirations. In its fearsome appearance he saw a mirror of his own face, or at least the true face of his soul. These feelings lead the dreamer to seek out and unleash his 'inner dragon'; a lifelong pursuit that leaves many destitute and alone.

Most dragon dreamers engage in esoteric mystical practices intended to bring forth their inner power. Many also practice physical disciplines that serve to prepare their bodies for the 'great hatching'. These disciplines give them many remarkable abilities. Unfortunately, the dreamer always compares himself with beings that rival the gods. No matter how he develops he can never feel satisfied with his own progress.

Most kobold dragon dreamers come from Clan Sigrun.

Adventuring: A dragon dreamer is a steadfast companion. He unflinchingly faces dangers that would drive others into a screaming panic. The constant training demanded by his calling give him impressive combat prowess as well as useful physical skills. In a party he usually backs up both the fighters and the rogues, while occasionally providing a unique contribution of his own.

Roleplaying: The dreamer possesses both unusual levels of creative vision and intellectual discipline. He ignores the barbs and jibes of those who do not understand his path. This deep focus on his own powers also promotes a very detached perspective. The dreamer can seem to ignore the mundane world, deriving all of the strength he needs from his dreams.

Benefits: A dreamer's favoured class is monk. If his favoured class is already monk (or if he can have any class as his favoured class) the dreamer does +1 damage with his unarmed attacks. If the dreamer gains any of the 'dragon' feats he uses their abilities with a +1 effective level bonus.



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Penalties: The dreamer relies on his body's natural weapons and armour. He may not be proficient with any type of weapon, armour or shields.

DRAGON SPEAKER

They say that the voice of a dragon carries the wisdom of ages. It can reach into someone's soul to unlock secrets that person did not even know existed. Some say that to trade words with a dragon is to court disaster of the highest order.

For whatever reason, the dragon speaker embodies these tales. Something about his voice, his eyes, his mannerisms and his way of structuring words gives him an almost unnatural control over others. This seems to be an inborn gift that manifests whenever the speaker needs it. It allows him to hold whole crowds spellbound with his honeyed words.

Unfortunately this gift does not guarantee either empathy or morality on the part of the speaker. A speaker's innate gift for controlling others often leads him into debauchery and bullying. He can talk anyone into anything and after all, why should he work for himself?

Often a dragon speaker will slowly poison a community until it finally falls under his sway. Or he may simply seduce people to his side with promises of wealth and power, discarding them after he finally drains them dry.

Adventuring: A dragon speaker is a remarkably charismatic creature, gifted with the magical talent of persuasion. His honeyed voice will win with persuasion what cannot be taken by force. This makes him a valuable addition to any party but that same charm can easily land the party in hot water.

Roleplaying: The dragon speaker long ago learned that he could talk his way out of anything. This leads him to be both reckless and bold. After all, there are no consequences to any of his actions. Most speakers rely on others, which inhibits the development of their own strength. A dragon speaker always seems to know the right way to approach someone, no matter what the situation.

Benefit: A dragon speaker may expend an arcane spell slot to give himself a bonus to any Charisma based skill check. The bonus generated is equal to twice the spell's level or +1 for zero level spells.

Penalties: The dragon speaker becomes accustomed to hiding behind his magical voice. He has a -2 penalty on checks to resist fear and a -1 penalty to attacks with melee weapons.

DRAGON TAKER

Envy is a strange thing. In some it inspires a kind of sickly admiration. In other hearts it turns into bitterness or even self-loathing. Sometimes though envy turns into rage, rage transforms into hate and then in turn into dedicated action.

A dragon taker once felt the same envy that all kobolds feel towards dragons. It festered like a wound in his heart. Eventually that festering burst forth into a blazing inferno of rage. In that moment the dragon taker dedicated himself to an impossible dream; what he could not have he would utterly destroy.

The dragon taker will not rest until he exterminates all of dragon-kind. Every one of the great beasts will fall to his passion. He wants to bathe in an endless stream of draconic blood, to crush their eggs beneath his booted heel.

Pursuing this goal may lead the dragon taker down many paths. He may study the ways of the warrior, hoping that gleaming steel can purge his lust for blood. He may master the arcane arts in the belief that forbidden powers will grant his wish. Many walk into the shadows with the firm conviction that the only way they can kill such beasts is if the dragon does not see them coming. A few dedicate themselves to long forgotten gods in the fervent hope that divine power will finally strike down their hated foes.

Adventuring: Other than being obsessed with the death of dragons, a dragon taker makes an excellent companion. The scope of his ambition gives him a razor sharp focus. He pursues his path with fanatical devotion, studying and training in every free moment. He can be relied upon to fulfil his role to the absolute best of his abilities. Of course he can also be relied on to immediately charge into the den of any dragon he hears about.

Roleplaying: A dragon taker is a being with a mission. This mission drives him to excel in his chosen field. He also exhaustively studies dragons and draconic lore. He is not stupid, but he is almost pathologically obsessed with killing dragons. This obsession can lead him into serious trouble, as he regards every wyrm he encounters as his rightful prey.

Benefits: Knowledge (arcana) is a class skill for the dragon taker. He may take 10 on any Knowledge (arcana) check to identify the abilities of a dragon. The dragon taker gains a +2 bonus to his saving throw to resist a dragon's frightful presence.

Penalties: A dragon taker must attack any dragon he encounters, regardless of the circumstances. If other kobolds know that he is a taker they immediately become hostile. The only exception to this is kobolds from Clan Uwe.

GUARDIAN

Kobolds stand alone against the mighty forces of the world. No matter what they tell themselves they are badly outnumbered, out equipped and often out fought. Those that bind themselves to dragons find that their patrons find them just as expendable as the rest of the world does.

Somewhere in the past the guardian finally drew a line. He decided that if no one else would stand up for his people he would. He would no longer retreat, no longer snivel before those more powerful than he, no longer just lie down and die. Instead he would develop his own strength, and that of his fellow kobolds, into a razor sharp blade against the hated world. Even if he cannot win the very act of trying blesses his inevitable death with dignity.

The guardian forms the backbone of a kobold army. When everyone else settles down to rest after a day of toil he picks up a spear to practice. He will spend days walking the boundaries of his lands so that he knows every nook and crevice. When attackers come the guardian holds the line, inspiring his weaker cousins by his example and bravery.



Adventuring: A guardian often leaves his clan and tribe for a few years. During this time he travels the world, exploring and learning the tactics of other races. He may serve as a mercenary or a wanderer. As part of his studies he tries to pick up magical tools that will help him when he finally does return. The guardian is a cautious adventurer, always weighing the risk to his own life against the benefit to his people.

Roleplaying: Bravery and dedication form the backbone of a guardian's conscious awareness and he never willingly backs down. At the same time the guardian realises that he must preserve his own life if he wants to protect his people. Reckless bravery has no place in his tactics.

Benefits: Unlike warriors of other races, a kobold guardian cannot rely on the martial training of his peers to enhance his combat skills. Instead he hones his own knowledge of tactics and strategy to a fine edge. He gains Knowledge (history) as a class skill. Furthermore he gains a +4 competency bonus to his Knowledge (history) checks to use the tactical options presented in the Tricks of the Race chapter.

Penalties: The guardian is unable to fit into normal kobold society. He cannot be evil and has a -2 circumstance penalty to Diplomacy checks when dealing with evil kobolds.

HARRIER

Wise men claim that the best defence is a good offence. For a small race like kobolds this saying carries special weight. They cannot win pitched battles against larger, stronger foes. Instead they must rely on trickery, deception and strategic strikes against their potential attacker's ability to make war. Humans may stand four feet taller than the average kobold, but they cannot fight if they have not eaten in a week.

Inflicting damage on the enemy's ability to make war requires both special training and ruthlessness. Both of these allow the harrier to slip behind enemy lines to poison wells, destroy artisan's shops, murder farmers in their beds and engage in other such activities. The harrier may work alone or with a small group. He will generally be away from the tribe for months at a time, working deep in hostile territory.

A harrier's training starts young, when he first demonstrates the remarkable aptitude for stealth required for survival. When the other pups play or work he practices sneaking past guards. As they learn the esoteric rules of the kobold people he masters the



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use of short-bow and cutting knife. He and his fellows cease to exist in common society, surfacing only when the tribe has need of their special services.

Adventuring: A harrier makes an excellent addition to any adventuring party. He is a highly skilled rogue with excellent ranged combat skills. However, he is also a kobold on a mission. The harrier may be as much a liability as help in any civilised setting. His dedication to weakening the civilised opponents of his race may lead him to acts of sabotage and terror against innocents who accidentally fall in his path.

Roleplaying: The lonely nature of a harrier's work generally makes him eager for company. His training and background make him wary of other species. If he believes that his companions will not bring harm to his tribe the harrier may eventually come to trust them. However, his habitual distrust of anyone who is not a kobold will eventually lead him to turn his back on his erstwhile companions.

Benefits: The harrier gains a +2 bonus to Craft (trapmaking), Hide, Listen and Move Silently. He gains a +1 attack bonus when using ranged weapons to attack a Medium or greater size target.

Penalties: A harrier's favoured class is rogue. He cannot take levels in a base class other than rogue or fighter. He may only take levels in prestige classes that require either Hide or Move Silently as prerequisites.

MERCENARY

Kobolds live a wretched existence made bearable only by their own pride and love of life. Most kobolds escape from this misery though religious frenzies. Others happily engage in back breaking labour to take their minds off their troubles. Many have learned a truth known by many other intelligent peoples. Money may not be able to buy happiness but it certainly makes misery much more comfortable.

A mercenary firmly believes in comfort. In order to get this comfort he needs gold...lots and lots of gold. To meet his need the mercenary sells his services to the highest bidder. So long as the coins keep flowing the mercenary remains loyal. The moment the river stops he goes out to find a richer master.

The primary commodity of a mercenary is his personal skills. He may be a powerful magician or a talented thief. Whatever these skills are, he works to keep them as highly developed as possible. If he cannot perform, the stream of gold he depends on will vanish, dumping

him back into the squalor he has striven so desperately to rise above.

Beyond this focus on maintaining marketable skills, a mercenary is often remarkably lazy. He does what he is paid to do. After that the mercenary could not care less about what goes on around him.

Adventuring: No mercenary does well at first. It takes a long time to develop a reputation, contacts and a steady line of patrons. In those first years a mercenary will often work with an adventuring group or other such band, hoping that the work will bring in a steady income.

Roleplaying: A mercenary is motivated by greed. Many people will take up the mercenary way occasionally, but only the greediest dedicate their lives to it. His only loyalty is to the golden coins that buy his pleasures. As such, a mercenary can always be trusted to follow the path of least resistance to the greatest profit, but cannot be trusted with trifles like truth or justice.

Benefits: A mercenary gains a +1 competence bonus to checks involving one attribute of his choice. If he chooses Strength he gains a +1 competence bonus to attack but not damage rolls with melee weapons. If he chooses Dexterity he gains a +1 competence bonus to attack rolls with ranged weapons.

Penalties: The mercenary must make a Will save (DC 15) to resist taking a bribe. Once he accepts the bribe he must do his best to live up to the letter of the agreement.

MIMIC

Despite their best intentions and greatest efforts most kobolds cannot master even the most basic of draconic abilities. They lack the inborn talent, native drive and personal ambition required for such mastery. Instead they look at their rare fellows who can in fact do such things and wonder if there might not be an easier way.

The great Matthias offered an answer to such people. He designed a wide variety of gadgets that simulate draconic powers, giving his faithful everything from gliding flight to fiery breath with a minimum of work and hassle. Anyone who wished too could taste, however briefly, what it might be like to wield real power.

At some point in the past the mimic became addicted to this taste of power. Just using one or the other tool

could not satisfy his need. He spent every waking moment mastering the nuances of these various devices. Now he can use them easily, as though they were an extension of his own flesh.

Such training carries with it a heavy price. The kobold now relies on his gadgetry. He will not walk when he can fly. He does not fight with his hands, but with the lashing dragon-tail whip. His eyes, narrowed from long concentration, cannot guide an arrow although he has mastered the art of using a breath bag.

Adventuring: A mimic makes an odd companion. Much like a gnome gadgeteer or magical artificer the mimic relies extensively on his equipment. So long as it is in good working order he has remarkable powers. Unfortunately most of his tools are either delicate or highly situational in their use.

Roleplaying: When faced with a trying situation a mimic looks first to his vast array of gadgets to solve his problem. If his gadgets cannot deal with the situation, then he tries to make the situation fit a gadget. This can have disastrous results. The mimic is also very proud of how ‘far’ he has come down the road towards ‘dragonhood’. He laughs at those who struggle to acquire scraps of personal power while he walks the easy path with mechanical assistance.

Benefits: The mimic may treat dragon weapons (listed in the Kobold Tools section) as though they were martial weapons. He does not suffer from any penalties when using miscellaneous dragon tools.

Penalties: A mimic has a –2 penalty to attack and damage rolls with non-draconic weapons. He has no idea how to fight with such tools. This penalty does not apply to unarmed attacks.

PAWN

Sometimes just being from a down and out race is not enough. Considered sword fodder and being laughed at by nearly every other sentient being does not quite seem to be enough to balance out what others call the ‘scale of karmic justice’. Sometimes the great powers of the universe get involved as well by picking a plaything up out of the scrap-heap of life.

A pawn somehow came to the maniacal attention of these higher powers. Primal forces of good and evil use him as a battleground, a moral test case through which to demonstrate their superiority. They have granted the poor pawn amazing powers. Then they throw him to the wolves, tormenting him with personal and ethical

quandaries until he either goes mad or dies trying. Once the pawn finally expires the primal forces reveal his life to the ‘wise’ of the world as a point of debate for centuries to come.

This constant bullying makes the pawn’s life a living hell. The forces of darkness and light lurk around every corner, waiting to spring yet another nasty surprise on him. About the only compensation is that he has access to both holy and unholy power. Whether this is a blessing or a curse depends on how fast he is on his feet.

Adventuring: Having a pawn in an adventuring party guarantees an interesting ride. Wherever the pawn goes, trouble of some sort or another certainly follows. Ancient artefacts, dire curses and random oddities constantly come to light around him. Many stout parties keep a pawn around just for his value as a finder of interesting experiences, although more dedicated groups will throw one out rather than be distracted by his strangeness.

Roleplaying: How a pawn feels about being the most current battleground between darkness and light depends on his own background. Some find it amusing. Others take a very resigned approach. Many hope that they can somehow buy off both sides for a moment’s peace. Most take up a religious vocation just to have some defence against the constant barrage of peculiarities that plague them.

Benefit: The pawn may choose to channel either positive or negative energy (turning or rebuking undead) regardless of his alignment. Each time he switches energy type he accrues a –2 luck penalty to one type of roll or check of the Games Master’s choice. These penalties may be negated by a *remove curse* spell. Each casting of *remove curse* negates one –2 penalty.

Penalties: The pawn must be neutral with respect to good and evil. If he ever becomes good or evil he permanently loses the pawn character concept benefit. A pawn has a –1 luck penalty to resist any spell or effect with either the good or evil descriptor.

RAPSCALLION

Some religious texts say that each individual must take their allocated amount of suffering and bear it with stoicism and silence. The world shows its bleak face to mortals, only occasionally smiling on them with rare moments of good fortune. Only the gods can



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ever be truly happy; mortals must accept their transient moments of joy.

The rascalion knows that the writers of such texts just need to loosen up a little bit. Life is about laughter. Humour exists everywhere for those who know how to look for it. If something is not funny, an honest person with fast wits can probably make it so. Should the honest person fail, well, the dishonest person has a few more ticks up his sleeve.

Where the builder responds to the toil of life with work and the slayer with rage, the rascalion treats the whole world as one big joke. From his point of view people must make a choice. They can either be a part of the joke or be the butt of it. Having asked himself which of the two he would rather be, the rascalion dedicates his life to making sure he is never the butt. After all, who wants to be laughed at!

His carefree nature, or potentially his constant practical jokes, marks the rascalion as radically different from his glum companions. Often he finds that he has more in common with the kobold's natural enemies than with his own littermates. This realisation just leads him further down the path of chaos until eventually he falls into total anarchy.

Adventuring: A rascalion always has a quip on his lips and a joke ready for the telling. Even in the most dire of situations he can find some kind of humour. Of course, the rascalion also lacks anything remotely resembling discipline or focus. Although he makes an interesting addition to any party keeping him in check may be more than most intelligent creatures wish to take on.

Roleplaying: Life is a joke, death doubly so. Everything the rascalion does, thinks, wants, or needs derives from that statement. Nothing truly matters. If his tormentors are gods or the indifferent forces of fate then the rascalion will just have to find some way to turn the joke around on the whole world.

Benefits: A rascalion embodies the forces of chaos in the world. He gains +2 to Hide, Sleight of Hand and Move Silently.

Penalties: The rascalion must be of chaotic alignment. If he ever becomes non-chaotic he permanently loses his bonuses and powers.



RAT BROTHER

Other creatures refer to the kobold as vermin, as an infestation to clear out of an area before they can put it to a profitable use. They often comment on the kobold's willingness to dwell with real vermin. Kobold lairs seem overrun with centipedes, rats, spiders and worse. Not all of these creatures are the small kind either. Many kobold warrens contain vermin perfectly capable of eating most of the tribe.

What the legions of kobold oppressors do not understand is that kobolds have a deep empathy with such creatures. In fact, the two groups share many of the same problems. Food is scarce, they come under attack from intelligent races all the time and no one gives them anything other than trouble.

A rat brother takes this racial empathy to a whole new level. He not only feels sympathy for vermin; he loves them. Where other kobolds tolerate their presence, he goes out of his way to help them out. In return these vicious creatures respond with an unusual level of empathy in return. They fetch and carry, run and guard for him as though they were intelligent animals rather than fierce killing machines.

This relationship with vermin makes the rat brother a valuable member of any kobold community. He can train spiders and centipedes to guard doors and valuables. He can walk unafraid in the local giant ant colony and convince giant wasps to watch the skies. In return the community usually offers him a place of prestige and power, attending to his basic needs.

Adventuring: The path of the druid offers the most benefit to a rat brother. The druid's intense focus on spells and abilities to assist the natural world nicely complement his native abilities. This training in turn

makes the rat brother an able adventurer. He can heal, communicate with animals, and maintain a large array of dangerous pets. Of course his presence means that the party must put up with carrying around a vast horde of spiders and rats.

Roleplaying: A rat brother maintains a deep focus on the world of vermin. He sees something beautiful in the slow gnawing of maggots and the rapid scurrying of the scorpion. This focus leaves him unable to relate normally with other creatures. He feels almost no empathy for the plight of others.

Benefits: The rat brother may train vermin as though they were animals with Intelligence 2. This allows each vermin to learn up to 6 tricks. Additionally the rat brother may train a rat swarm as though it was a single animal. A rat brother druid or ranger has vermin rather than an animal companion.

Penalties: If the rat brother has wild empathy he may use it on vermin but not on animals. He receives a -4 penalty to train any animal using the Animal Handling skill. The rat brother also suffers from a -1 penalty to any spell DC or skill check based off of his Charisma attribute.

SAPPER

Although not all kobolds live in warrens deep underground, they are most famous for such habitats. Indeed young adventuring parties cannot be considered blooded until they invade some poor kobold warren and put its residents to the sword. Where exactly all of these warrens come from has never been revealed... until now.

All kobolds like to dig. Many would rather work on a tunnel than face yet another day up on the surface running for their lives. However it takes a special sort of mania to really become a good digger. Such a person must have both a love of labour and a pure enjoyment derived from the feel of stone fracturing under a pick. They also have to be willing to work far into the night, when other kobolds are sleeping off the effects of the night's storytelling.

A kobold with this unique blend of mania and joy becomes a sapper. He learns the secrets of stone and soil from others of his furtive kind. A handful of sappers can dig faster than an army of other kobolds, cutting miles of passages in the time it would take others to cut furlongs. Occasionally another sapper joins the team, using his flashing pick to communicate everything he has to say.

Adventuring: A sapper rarely takes the time to go out and adventure. His primary interest lies in a well-made tunnel or good packed earth. When he does leave the ground he always seems slightly twitchy. However, a sapper's unique ability to cut through the earth makes him an invaluable addition to many criminal and military enterprises. A group of kobold sappers can undermine even the strongest fortress in a matter of weeks, or cut into an otherwise inaccessible vault in hours.

Roleplaying: The first and only question that a sapper asks is 'When can we start digging?' When not digging the sapper plans what he will dig next, thinks about what mistakes he made on the last dig and plays with new ways to swing his pick to get just a bit more impact. If someone takes his pick away the sapper will dig with whatever improvised tools become available, or with his hands if nothing better presents itself.

Benefits: A sapper gains a +2 bonus to Profession (miner) checks. Additionally he gains the ability to burrow through soil at a rate of 5 feet per minute if he wishes to leave a tunnel or 5 feet per round if he does not wish for others to follow him. He can burrow through soft stone at a much slower rate (5 feet per half hour with a tunnel or 5 feet per 10 minutes without one). The sapper must come up with some way to breathe if he wishes to stay in the ground for an extended period of time.

Penalties: The sapper leaves his tunnel network less than other kobolds. He is blinded by daylight or within the radius of a *daylight* spell.

SLAYER

Kobolds always go into battle first, always absorb the brunt of every attack and are constantly kicked out of every decent dwelling place, grinding many of them down into misery and despair. Their size and lack of physical strength makes it difficult for them to fight back against the other folk. They cannot match arms with the orcs, or wits with the gnomes.

In the slayer this crushing despair ignites a deadly anger. He makes up for his physical weakness with ferocious rage rivalling that of a rabid animal. Where other kobolds rely on trickery and stealth, the slayer charges into direct battle. His wild eyes and insane laughter often unsettle intelligent foes. While consumed with rage the slayer can absorb incredible amounts of physical punishment, going so far as to crawl up an impaling weapon to bite the hand of his killer.



CHARACTER CONCEPTS

Other kobolds tend to avoid the slayer until battle draws near. The slayer's unpredictable rages make him an uncomfortable companion in the close-knit world of the clans. That same rage makes him invaluable on the front lines; tactically pinning his opponents while less enraged kobolds ensure the survival of the tribe.

Adventuring: A slayer fills the role of the barbarian in a party: shock trooper. He attacks the largest thing in sight and holds it in place while other folks pour damage into it. The fact that he can inflict impressive damage on his own just adds to his value.

Roleplaying: At the core of a slayer's heart there burns an ember of pure, insane rage. He can keep that rage in check through force of will if he wants to, but doing so makes him seem flat and emotionless. In truth he feels everything that happens, and responds to it all with blistering anger. Sometimes a slayer will strap his muzzle shut so that he can keep the invective in his mouth.

Benefits: The slayer has given his life to the cause of mayhem. He gains a +1 bonus to his saves vs. fear. Once per day he may go into a frenzy that grants him +4 Con for a number of rounds equal to his new Con modifier. When this ability fades he becomes *exhausted* and must rest normally. A barbarian slayer may not use this benefit but may rage one additional time per day.

Penalties: A slayer cannot read or write. He cannot spend skill points on Knowledge skills even if those skills would be class skills for him.

TRAPPER

For every kobold that gives up hope or turns to mysticism there is one that tries to assess the world to see how he can best find advantage. In doing so he faces a wide range of personal challenges including his lack of strength, his physical size, and the relentless toil of his lifestyle.

On the other hand, being small and sneaky carries a few advantages as well. In fact, a fast kobold can turn his opponent's size to his own advantage.

This skill leads the trapper to learn how to quickly set and disarm a wide variety of simple mechanical traps. Most of these traps use tripwires and small blades to hamstring the opponent. A few carry poison or even magical potions. The trapper spends countless hours learning how to set and disarm his traps, so that he can put them together with blinding speed if necessary.



Adventuring: A trapper typically learns a wide variety of skills in addition to making and setting traps. Thus he can work well with a party that needs a light fighter and scout, much like any other rogue. He particularly excels in set piece battles and night skirmishing.

Roleplaying: The trapper has a mechanical mind. He can identify places to spring out from in ambush and bottlenecks he can use to narrow down the odds in battle. He also loves gadgets of all kinds. Anyone searching through his pouches will find an amazing array of small blades, wires and springs.

Benefits: As a full round action that provokes an attack of opportunity a trapper may make a Craft (trapmaking) check to set up an improvised trap in a 5 feet square. Any creature moving into or through the square must make a Reflex save (DC 10 + trapper's Int + ½ trapper's level) or take 1d6 slashing damage. A trapper that has the sneak attack ability may add that damage to the trap's base damage. The character may set up to one trap per three character levels. Taking down a trap is a full round action.

Penalties: The trapper's focus on trap making leaves him little time to learn other skills. He receives two fewer skill points per level.

PRESTIGE CLASSES

Kobolds, like any other people, have a long tradition of martial and mystical arts. Some of these arts represent unique aberrations of the kobold racial psyche. Others could develop in any culture that holds dragons up as objects of reverence. The most generally applicable prestige classes evolved out of the kobolds' need to protect themselves from physically superior opponents. These could develop in any culture of small folk.

The majority of these prestige classes have ties with specific clans or cults within kobold culture. Each class therefore represents more than just an archetype or a path of knowledge. They also carry with them unique social and cultural contacts, responsibilities and privileges. Where possible these 'social' aspects are broken out of the primary class description.

AWAKENER

Alone? I am never alone. You see their eyes? Their eyes that burn with such fire? That is my fire. That is my life, in them, feeding them. As you will feed them. Yes, as you will feed them!

All kobolds believe in their 'magical heritage'. They accept that even the least of them has within himself the potential to spontaneously wield arcane forces greater than anything the elven wizards could imagine. Magic boils in their veins, a legacy of power that will one day help them rise to greatness.

An awakener knows this to be true. He knows the terrible arcane might inherent in the kobold people. He has tasted it, felt the red rush of it over his hands. For an awakener seeks out the keys to unlock that power. With each barrier that falls he sees more and more of the possibilities dormant in his people.

Most awakeners stumble into their profession by accident. Like most kobold magicians they start out by studying the power of blood to supplement their developing arcane power. Over time this study becomes an obsession. From there it is a short step onto the path of the awakener, where the blood becomes all. Once on the path, an awakener might seek out others of his own kind to exchange knowledge. More often he hoards his new-found wisdom. This is fortunate for the free people of the world. A cabal of awakeners, sharing

power and supporting one another, would present a serious threat to other races.

The awakener's strengthened ability to activate and raise the power of magical blood gives him a unique commodity for trade. He can provide other kobolds, which may not have quite enough magic to become sorcerers, with a taste of arcane power. The awakener can also revoke that taste at his whim. A particularly hardened awakener operates much like a drug dealer, giving the wretched a little taste of glory before snatching it from them. The price for continued access steadily climbs until the addict would sell his soul for another moment of power.

Hit Die: d6

Requirements

To qualify to become an awakener the character must fulfil all of the following criteria.

Alignment: Non-good

Skills: Knowledge (Arcane) 8 ranks

Feats: Blood of Power

Spellcasting: Must be able to cast 2nd level arcane spells

Class Skills

The awakener's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (arcane) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the awakener.

Weapon and Armour Proficiency: An awakener gains no new weapon or armour proficiencies. Like all arcane spellcasters the awakener suffers from the possibility of spell failure while wearing armour.

Spells per Day: The awakener's magical power continues to grow as he gains levels. Thus when every odd numbered awakener level is gained the character gains new spells per day as if he had also gained a level in the arcane spell casting class he belonged to before he became an awakener. He does not gain any other benefits that a caster of that class would have gained (improved saves, bonus feats, etc.) This essentially



PRESTIGE CLASSES

The Awakener

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Blood Gift	+1 existing class level
2	+1	+0	+0	+3	Power of the Blood	
3	+1	+1	+1	+3		+1 existing class level
4	+2	+1	+1	+4	Blood Light	
5	+2	+1	+1	+4		+1 existing class level
6	+3	+2	+2	+5	Secrets Whispered in Silence	
7	+3	+2	+2	+5		+1 existing class level
8	+4	+2	+2	+6	Raising Red Fire	
9	+4	+3	+3	+6		+1 existing class level
10	+5	+3	+3	+7	Conflux of the Heart	

means that he adds one half (rounded up) of his awakener levels to the level of one of his arcane spell casting classes. For example Eric a 9th level wizard/4th level awakener casts spells as an 11th level wizard.

Blood Gift (Ex): At 1st level the awakener gains the ability to ‘neutrally’ activate blood a number of times per day equal to his awakener class level. This produces a pure effect, untouched by the taint of any other power.

Power of the Blood (Ex): At 2nd level the awakener subtracts ½ his awakener level from the hit point cost (minimum one) to activate blood or raise power. This effect is cumulative with the effect of items or spells that reduce the hit point cost of either action.

Blood Light (Sp): At 4th level the awakener can, as a standard action, see through the eyes of a creature currently under the influence of blood he has raised (see Blood of Power chapter). The target must be within 1 mile per character level of the awakener. If the target is unwilling he may make a Will save (DC 10 + ½ the awakener’s character level + the awakener’s Cha modifier) at a –4 penalty. Maintaining this effect requires concentration. While under the influence of *blood light* the target’s eyes glow bright red.

Secrets Whispered in Silence (Sp): At 6th level the awakener can, as a standard action, speak into the mind of a creature currently under the influence of blood he has raised. The target must be within 1 mile per character level of the awakener. If the target is unwilling he may make a Will save (DC 10 + ½ the awakener’s character level + the awakener’s Cha modifier) at a –4 penalty. Maintaining this effect requires concentration. While under the influence of *secrets whispered in silence* the target’s eyes glow bright red.

Raising Red Fire (Ex): At 8th level the awakener masters the many powers of blood magic. All of the effects he grants by activating blood or raising power have their DC to resist increased by +2 and their effect increased by 1½ times. Variable and numeric effects are both effected by this ability. Any target under the influence of blood activated by an awakener with this ability has a faint red aura visible to the naked eye.

Conflux of the Heart (Ex): At 10th level the awakener learns to blur the boundaries between the various powers of blood magic. He can use arcane spells as a channel to awaken either positive or negative energy tainted effects in living targets.

BROTHER OF DRAGONS

I see the weakness in your stance. Stand down boy. I was killing people before your father and mother met in the dung-covered fields of your home. More blood will not add anything to my day, or to the truth that I seek.

Popular ballads paint the kobolds as either skulking sorcerers or hapless rogues. They claim that all kobolds flee from open battle. Some kobolds even believe these tales about themselves until someone shows them otherwise.

A brother of dragons usually starts out life as a dreamer and a warrior. When he hears the stories of dragons told around the kobold hearth-fires the would-be brother dreams of the day when he might wield such power. He trains diligently with the hopes that someday, somehow he can awaken his own draconic strength.

Over time this desire to awaken draconic strength wanes. The would-be brother walks the path of arms, not magic. He masters the use of weapons. He learns the riddle of steel and the song of war. Eventually the brother learns that his power lies in destruction, not in magic or knowledge.

Once he comes to this realisation other brothers of dragons seek him out. They provide him with an opportunity; he can learn the secrets of their arts or continue along his lonely path. If he survives the test, their power will become his own. If he fails, then his death will not be mourned. Few demonstrate the strength of mind, body and spirit required to master the ultimate techniques.

A brother of dragons serves as a protector and champion for the village in which he resides. Other kobolds turn to him in times of trouble hoping for succour. They also realise that the brother's first loyalty lays with his own kind and his second with the art of war itself...everyone else comes a distant third.

Hit Die: d8

Requirements

To qualify to become a brother of dragons the character must fulfil all of the following criteria.

Base Attack Bonus: +7

Skills: Knowledge (arcane) 5 ranks

Special: Must survive a test given to him by a group of five other brothers of dragons who among them must know all five of the dragon styles.

Class Skills

The brother of dragons class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge (arcane) (Int), Listen (Wis), Profession (Wis), Spot (Wis), Swim (Str) and Tumble (Dex). See *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

The Brother of the Dragons

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	1 st Dragon Style
2	+2	+3	+0	+0	Refined Dragon Style
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	2 nd Dragon Style, Refined Dragon Style
5	+5	+4	+1	+1	
6	+6	+5	+2	+2	Refined Dragon Style
7	+7	+5	+2	+2	3 rd Dragon Style
8	+8	+6	+2	+2	Refined Dragon Style
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	4 th Dragon Style, Refined Dragon Style

Class Features

All of the following are class features of the brother of dragons.

Weapon and Armour Proficiency: A brother of dragons is proficient with all simple and martial weapons. A brother of dragons is also proficient with light armour, medium armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 lbs. of armour and equipment carried.

Dragon Style (Ex): At 1st, 4th, 7th and 10th levels the brother of dragons may choose one of the following combat styles. He gains the bonuses for knowing the style regardless of what weapon or combat manoeuvres he chooses. Style bonuses apply to both melee and ranged combat. However, damage bonuses may only be applied if the target is within 30 feet of the brother of dragons.

Black Dragon Style: An initiate of the black dragon style learns to use cover as an offensive weapon, creating openings where none previously existed. He gains +2 to attack and damage rolls when he has any form of concealment. The black dragon stylist also gains a +2 bonus to Swim skill checks.

Blue Dragon Style: An initiate of the blue dragon style learns to use terrain to his advantage. He does not suffer from hampered movement in any environment that he has studied for more than one hour. Furthermore he gains a +2 bonus to attack and damage rolls against any target that has suffered hampered movement during the preceding round.

Green Dragon Style: An initiate of the green dragon style learns to use sudden attacks and impossible speed



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to his advantage. He gains a +2 bonus to his Initiative check and does +2 damage to any target that has a lower Initiative result than his own. The green dragon stylist always acts before any other character at his initiative point, even if someone has readied an action to respond to his action.

Red Dragon Style: An initiate of the red dragon style learns to use intimidation to back up physical force. He gains a +2 bonus to his Intimidation checks and may Intimidation to demoralise an opponent as a free action once per round. If he successfully demoralises a foe he gains a +2 bonus to all damage rolls against the target that round.

White Dragon Style: An initiate of the white dragon style learns how to cause others to react from instinct rather than intellect. He gains a +2 bonus on Bluff and Sense Motive checks. He gains the Improved Feint feat even if he does not have the normal prerequisites for that feat. Furthermore if the brother successfully feints in combat his target becomes flatfooted for the entire round.

Refined dragon style (Ex): At 2nd, 4th, 6th, 8th and 10th levels the brother of dragons refines his existing combat styles. He may add +1 to the bonuses granted him by any single style that he knows.

COMMANDER OF THE DAMNED

Cowards! Come back! You did not expect one such as I to wield such power, yes! Do not scream! No! I need you. They need you. They are bored you see. Bored with my friends. Bored with me. But you will make a fine new feast of terror!

Most kobolds realise that they are fundamentally alone in the universe. No one will help them. No one cares what happens to them. Powerful forces will use them as sword-fodder until nothing remains... unless the kobold discovers an edge.

A kobold with an edge might be able to bargain with someone greater than he. He might be able to strike a deal with powers that could help him to rise above the common lot. His new friends could stand beside him as equals. Or maybe even servants. Then the downtrodden could become the master!

Such thoughts fill the mind of a creature that would become a commander of the damned. He spends the first years of his career searching desperately for some way to improve his lot in life. The would-be commander tries the path of magic, hoping that somehow his power will make a difference. Unfortunately it does not. A kobold magician is still a kobold, still a pawn in the scheme of the greater powers.

Until one day the kobold manages to call up something with enough power to strike a bargain. Then he calls up another, and another, and another. Eventually the commander of the damned finds himself tangled in a web of bargains that extend all the way into the depths of hell. Every time he tugs at the web a host of 'servants' issue forth; but some day he will have to pay the ultimate price.

Commanders of the damned generally lord their power over other kobolds. They take over a tribe, turning the various members as sacrifices for their servants.

In return for accepting a predator in their midst the tribe gains a powerful protector and the eventual satisfaction of seeing the commander dragged off into the abyss.

Hit Die: d4

Requirements

To qualify to become a commander of the damned the character must fulfil all of the following criteria.

Alignment: Any evil

Skills: Knowledge (planes) 8 ranks

Spellcasting: Must be able to cast 3rd level arcane spells of the conjuration school

Special: Must be able to speak Abyssal or Infernal



The Commander of the Damned

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Invocation of Darkness +1, Sworn to the Night	+1 existing class level
2	+1	+0	+0	+3	Invocation of Darkness +2, Rite of the Sorcerer	
3	+1	+1	+1	+3		+1 existing class level
4	+2	+1	+1	+4	Invocation of Darkness +3	
5	+2	+1	+1	+4	Circle of Blood	+1 existing class level
6	+3	+2	+2	+5	Invocation of Darkness +4	
7	+3	+2	+2	+5	The Great Bargain	+1 existing class level
8	+4	+2	+2	+6	Invocation of Darkness +5	
9	+4	+3	+3	+6		+1 existing class level
10	+5	+3	+3	+7	Invocation of Darkness +6, The Final Price	

Class Skills

The commander of the damned's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcane or the planes, taken individually) (Int), Profession (Wis) and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the commander of the damned.

Weapon and Armour Proficiency: A commander of the damned gains no new weapon or armour proficiencies. Like all arcane spellcasters the awakener suffers from the possibility of spell failure while wearing armour.

Spells per Day: The commander of the damned's magical power continues to grow as he gains levels. Thus when every odd numbered commander of the damned level is gained the character gains new spells per day as if he had also gained a level in an arcane spell casting class he belonged to before he became a commander of the damned. He does not gain any other benefits that a caster of that class would have gained (improved saves, bonus feats, etc.) This essentially means that he adds one half (rounded up) of his commander of the damned levels to the level of one of his arcane spell casting classes. For example Argyle a 7th level sorcerer/8th level commander of the damned casts spells as an 11th level sorcerer.

Invocation of darkness (Su): At 1st level the commander of the damned develops his signature ability. He may add +1 to the number of lower level creatures summoned by any of the *summon monster* spells. Thus when casting a *summon monster III* spell he could summon one creature off of the 3rd level list, 1d3+1 creatures from the 2nd level list, or 1d4+2 from the 1st level list. This bonus increases as the commander of the damned extends his knowledge of dark magic: it becomes +2 at 2nd level, +3 at 4th, +4 at 6th, +5 at 8th and +6 at 10th.

Sworn to the Night (Ex): At 1st level the commander of the damned must choose one alignment (lawful evil, neutral evil or chaotic evil). His class abilities only affect summoning spells that call up creatures with that alignment. The commander may not choose an alignment in conflict with his own. Thus, a lawful evil commander could choose to apply his class abilities to either lawful evil or neutral evil summonings, but not to chaotic evil. Once *sworn to the night* the commander cannot change his allegiance.

Rite of the Sorcerer (Ex): At 2nd level the commander learns the hideous blood rites that strengthen creatures of evil. By sacrificing 2 hit points per level of the spell cast, the commander maximises the hit points of the creatures summoned. For example, if a 4th level commander casts *summon monster V* he may expend 10 hit points to cause all of the summoned creatures to have maximum hit points. Using this ability increases the casting time of the *summon monster* spells to two rounds.

Circle of Blood (Ex): At 5th level the commander of the damned masters the art of binding summoned creatures. By sacrificing 2 hit points per level of the



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spell cast the commander causes the duration of any summon monster spell to extend indefinitely. He may choose to end the spell at any time. While the spell is in effect he cannot regain the hit points invested to keep the magic active. When the spell ends he may heal the damage normally.

The Great Bargain (Sp): At 7th level the commander seals a fearsome pact with his ‘servants’. In return for further magical knowledge he gives them the ability to draw off of his own life force in times of need. Any creature bound in a *circle of blood* by the commander may, as a standard action, draw hit points from the commander. Each hit point drawn from the commander heals the servant four hit points. The commander may deny the servant access by making a Will save (DC 14 + servant’s Cha modifier).

The Final Price (Su): At 10th level the commander faces the ultimate truth of his own damnation. In a last ditch effort to stave off the inevitable he learns how to channel the life force of other creatures into his ‘servants’. Whenever the commander personally kills a target he gains a number of ‘hit points’ equal to the target’s character level or Hit Dice. These hit points replace his own when called upon by his servants though *the great bargain*.



COMMANDER OF THE PEOPLE

We can defeat them my brothers! Yes, they are stronger than us. Yes, they have weapons of steel and armour of iron. But we have numbers and heart. They chose to attack us here in our homes. Even if we must die, let it be such a death as will be worthy of remembrance!

Kobolds are weak, divided and leaderless. Their so-called chieftains pursue paths of personal gain to the detriment of their followers. The time of the great clans came to an end when the four great founders passed away into legend. Living in the past cannot solve the problems of the present.

For the commander of the people now is not the time to retreat into stories. The past may illuminate the present, but it does not determine it. In order for the

kobold people to rise above their miserable lot they must find unity of purpose. This unity can only come from a person with vision and an unshakeable belief in the worthiness of his own cause.

To become a commander of the people the kobold must survive martial training and exposure to outside cultures. He also needs to see first hand the weakness of the current clan system. Finally, the commander must somehow come to the belief that, despite all of the odds stacked against them, the kobold people as a whole can thrive by working together. He spends the rest of his days learning how to lead his people to that brighter future.

A kobold village blessed with a commander of the people tends to have a clean and prosperous look to it. Its inhabitants move about their business with vigour, secure in the knowledge that what they do means something. The commander provides his community with vision and purpose that communicates itself into everything it does.

Hit Die: d8

Requirements

To qualify to become a commander of the people the character must fulfil all of the following criteria.

Alignment: Non-evil

Skills: Diplomacy 8 ranks, Knowledge (history) 8 ranks

Special: Must be proficient with all martial weapons

Class Skills

The commander of the people’s class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int) and Swim (Str). See *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the commander of the people.

Weapon and Armour Proficiency: A commander of the people is proficient with all simple and martial weapons. A commander of the people is also proficient

Commander of the People

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Hope for the Hopeless
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	Courage for the Coward
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Honour for the Rogue
6	+6	+5	+2	+2	
7	+7	+5	+2	+2	Wisdom for the Fool
8	+8	+6	+2	+2	
9	+9	+6	+3	+3	Strength for the Weak
10	+10	+7	+3	+3	Power for the People

with all types of armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Hope for the Hopeless (Ex): At 1st level the commander of the people's hopeful outlook helps to boost the spirit of everyone around him. Any friendly character within 60 feet of the commander may make a second save at the original DC to resist any effect that applies a morale penalty. The friendly character must be able to see the commander for this ability to function.

Courage for the Coward (Ex): At 3rd level the commander hones his courageous spirit into a weapon. The commander gains a +2 morale bonus to attack rolls against any creature that has a frightful presence or other innate ability to generate fear. All of his allies within a 60 foot radius who are within line of sight gain a +1 morale bonus to attack rolls against the same targets. This bonus lasts as long as the commander remains in sight and conscious.

Honour for the Rogue (Ex): At 5th level the commander's belief in the innate potential of others causes them to try to live up to his expectations. All of the commander's allies within a 60 foot radius who are within line of sight gain a +1 morale bonus to their AC. This bonus lasts as long as the commander remains in sight and conscious. The commander himself gains a +2 morale bonus to Diplomacy rolls.

Wisdom for the Fool (Ex): At 7th level the commander's wisdom becomes almost legendary. A number of times per day equal to his commander level he may 'offer advice' to any single person within 30 feet as a standard action. This person receives a morale bonus on all saves, attack rolls and skill checks equal to the commander's Wisdom modifier for the next hour.

Strength for the Weak (Ex): At 9th level the commander's presence inspires everyone around him. All of the commander's allies within 60 feet who are within line of sight and have a racial penalty to Strength gain a +2 morale bonus to their Dexterity. This bonus lasts as long as the commander remains in sight and conscious.

Power for the People (Ex): At 10th level the commander's presence on the field of battle can decisively turn the engagement. All of the commander's allies within 60 feet gain a bonus equal to the commander's Charisma modifier to attack and damage rolls against any target that either gains a dodge bonus against them or who has a racial bonus to attack rolls targeting them. This bonus lasts as long as the commander remains in sight and conscious.

DRAGON MAKER

You see me? I'm flying! I have mastered flight, and dancing! The air is mine, as is the earth below and the seas beneath! Wherever my brothers the dragons go, I go! Whatever they do, I can do as well! Fear me, oh mortal man!

All kobolds hope to someday transform into a mighty dragon. For most this dream remains the stuff of fantasy, an illusion they cling to for comfort. For an inventive handful, especially from Matthias' Clan, the dream can become a reality. Through diligent training these rare kobolds learn how to get the most out of the 'Great Matthias's' many tools.

A dragon maker comes from the brightest and most dedicated of the kobold folk. His early exposure to one of the many 'dragon tools' gives him a taste for draconic power. This taste in turn fuels his curiosity. First he learns how to use as many of the tools as possible, giving himself the ability to fly, to breath fire and to inspire terror in those around him. Then he starts



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The Dragon Maker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Master of the Dragon's Heart +2, Maximise Draconic Weapons (1)
2	+1	+0	+3	+0	Enhance Draconic Weapons (1)
3	+1	+1	+3	+1	Master of the Dragon's Heart +4, Maximise Draconic Weapons (2)
4	+2	+1	+4	+1	Enhance Draconic Weapons (2)
5	+2	+1	+4	+1	Mind of the Dragon, Master of the Dragon's Heart +6, Maximise Draconic Weapons (3)

to tinker with the traditional designs to make them even more effective.

Once he begins tinkering the other dragon makers start to take notice. The budding dragon maker will eventually be invited to one of the great yearly competitions held in secret places far from unfriendly eyes. There the dragon makers examine the latest innovations in emulating dragons through technology. They also compete with one another in a wide variety of contests to prove their skills. The Matthites consider receiving an invitation to one of these events to be a great honour; to actually win a competition grants the winner status equal to that of a tribal chieftain.

A community with a dragon maker has ready access to finely crafted draconic tools. Even the weakest of the tribe will have a trick or two. The warriors will almost certainly have draconic weapons, while the tribe's chieftain may have draconic weapons, armour and a handful of nasty tricks to play on those who oppose him. In some cases the dragon maker shares the fruits of his research freely. In others he will barter his goods for services and even servitude from his fellows.

Hit Die: d6

Requirements

To qualify to become a dragon maker the character must fulfil all of the following criteria.

Skills: Craft (Draconic Tools) 9 ranks

Special: Proficient with at least two exotic dragon weapons

Class Skills

The dragon maker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Listen (Wis), Sleight of Hand (Dex), Profession (Wis), Search (Int), Swim (Str) and Tumble (Dex). See *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the dragon maker.

Weapon and Armour Proficiency: A dragon maker is proficient with all exotic dragon weapons. A dragon maker gains no proficiency with any armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Master of the Dragon's Heart: At 1st level the dragon maker may add a +2 bonus to his Craft (Draconic Tools) skill checks. He also adds a +2 circumstance bonus to any skill check required to safely use a Draconic Tool. At 3rd level these bonuses increase to +4. At 5th level they increase to +6.

Maximise Draconic Weapons: At 1st level the dragon maker masters the use of draconic weapons. One time per day, after making a successful attack, he may choose to inflict maximum damage with a draconic weapon. This ability only affects the base damage done by the weapon, not the bonus damage resulting from a successful critical hit or any special damage inflicted by the attack (i.e. sneak attack damage). At 3rd level the dragon maker can maximise an attack twice per day. At 5th level he can maximise an attack up to three times per day.

Enhance Draconic Weapons: At 2nd level the dragon maker becomes particularly adept at striking with draconic weapons. The threat range of any draconic weapon he uses expands by 1 (so that a threat range of 19-20 becomes 18-20). This ability does not stack with other abilities that increase threat range. At 4th level the dragon maker expands the threat range of all draconic weapons he wields by 2.

Mind of the Dragon (Ex): At 5th level the dragon maker attains an almost mystical level of perfection with his draconic tools. He can take 10 on any skill

check required to successfully use or avoid damage while using a draconic tool or weapon.

DRAGON SHADOW

Shadows and darkness are our allies. Why should we fight the way others want us to? Why should we stand in front of them where they have all of the advantages? I do not know about you, but I fight to win. And if that means cutting someone's throat in the middle of the night while his friends sleep then so be it.

Many of the other races comment that, for as small and pathetic a people as they are kobolds seem to be more inclined to pursue power than subtlety. They laugh openly about the little people's efforts to become powerful magicians and respected warriors. Why, when they have such an obvious calling to the shadows, should they waste their time like that?

The kobold that will eventually walk the path of the dragon shadow takes this mockery to heart. He looks with contempt at his fellow kobolds with their mysticism and their whirling gadgets. He sees the foolishness in thinking that someone who is less than two feet tall can go blade to blade with a stout human warrior. Instead he chooses to find comfort in the darkness, where all creatures are equal. In the shadows survival depends more on speed than strength; speed that the kobold wields in abundance.

In the shadows he finds other kobolds who came before. Dwelling on the fringes of their own society, these kobolds live in the 'shadow of the dragon'. They take what they need from kobold and surface dweller alike. They search for their own truth, a truth that does not always involve mysticism or magic.

In that search, a handful discover something wonderful; there is truth in the legends about kobolds having draconic blood. Away from the misinterpretations and pressures of the clans, the dragon shadow develops a unique perspective on and access to his racial heritage.

Hit Die: d6

Requirements

To qualify to become a dragon shadow the character must fulfil all of the following criteria.

Skills: Hide 12 ranks, Move Silently 8 ranks

Feats: Deft Hands, Stealthy

Class Skills

The dragon shadow's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Open Locks (Int), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex). See *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier

Class Features

All of the following are class features of the dragon shadow.

Weapon and Armour Proficiency: A dragon shadow gains no new weapon or armour proficiencies.

The Dragon Shadow

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak Attack +1d6, talon of shadows
2	+1	+0	+3	+0	Quick Craft Poison
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	Shadow Wing (50 ft.), Sneak Attack +2d6
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	Shadow Wing (100 ft.)
7	+5	+2	+5	+2	Sneak Attack +3d6
8	+6	+2	+6	+2	Shadow Wing (150 ft.)
9	+6	+3	+6	+3	Dragon's Gaze
10	+7	+3	+7	+3	Shadow Wing (200 ft.), Sneak Attack +4d6, Whisper of the Dragon



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Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every third level (1st, 4th, 7th and 10th). If the dragon shadow gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Talon of Shadows (Ex): At 1st level the dragon shadow learns the first secret that the shadows have to teach; how to destroy the things that others hold dear. The dragon shadow adds his sneak attack damage to any attack against an unprotected object and may add his sneak attack damage to a sunder attack if he would ordinarily get that damage when attacking the target.

Quick Craft Poison (Ex): At 2nd level the dragon shadow learns how to transform his own blood and other fluids into deadly poisons. When making poisons he may count daily progress in terms of silver pieces per day rather than copper pieces.

Shadow Wing (Su): At 4th level the dragon shadow's freedom from the hindrances of his own culture starts to pay off. He develops the uncanny ability to glide without recourse to tools. For every 10 feet in height he drops he can cover 50 feet horizontally. This ratio increases to 10/100 feet at 6th level, 10/150 feet at 8th level, and 10/200 feet at 10th level. When the dragon shadow finally lands he must make a Tumble check or take damage as if he fell the entire vertical distance. The DC is 5 + 2 for every 10 feet of vertical travel.

Dragon's Gaze (Su): At 9th level the dragon shadow doubles his darkvision range. He can also see through magical darkness and gains a +4 on Survival rolls to track living creatures if the tracks are less than one hour old.

Whisper of the Dragon (Ex): At 10th level the dragon shadow can spit poison as though he had a 'dragon breather: black' (see Kobold Tools) in his throat. He

is automatically proficient with this weapon, and has double the normal range increment: 40 feet rather than 20 feet. Additionally the dragon shadow does not need to make a Concentration check to avoid poisoning himself.

DRAGON'S CHILD

Sigrun taught us the truth. We are more than we believe, more than the others can ever dream. Reach deep within yourself to find the inner dragon in us all.

The great Sigrun told her people that through proper discipline they could tap into the primal forces of creation, reclaiming their divine birthright. These disciplines, according to the great founder, will teach the kobold to first ascend to the heights once known by his forefathers, then move onward to the peaks stolen from them by the dragons themselves.

A kobold that will eventually become a dragon's child believes this story with an absolute, unshakeable faith. He practices the beginning exercises every day. He meditates long into the night. When others grumble about a lack of food or play to relieve the tedium, he concentrates on his goal. Over time this single-minded dedication begins to pay off. He can move faster and strike harder than his fellows. His scales take on a golden sheen as his 'inner dragon' comes forth.

Eventually his dedication brings him to the attention of one of the dragon's children, kobolds who are far along Sigrun's path. One of these masters will approach the learner with an offer of aid. If the prospective dragon child refuses the offer he is deemed worthy of the great secrets. If he accepts it the master walks away, vowing to return only when the seeker is sure enough of his purpose to hold to his own course.

A dragon's child serves his community as a living personification of what kobolds can become. His

The Dragon's Child

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Hardening the Scales +1
2	+1	+3	+3	+3	The Eyes that See
3	+2	+3	+3	+3	Hardening the Scales +2
4	+3	+4	+4	+4	The Heart that Hears
5	+3	+4	+4	+4	Hardening the Scales +3
6	+4	+5	+5	+5	The Mind that Knows
7	+5	+5	+5	+5	Hardening the Scales +4
8	+6	+6	+6	+6	The Spirit that Guides
9	+6	+6	+6	+6	Hardening the Scales +5
10	+7	+7	+7	+7	Ascendant Spirit

presence reminds others that they too can strive for perfection... and achieve it.

Hit Die: d8

Requirements

To qualify to become a dragon's child the character must fulfil all of the following criteria.

Alignment: Any lawful

Base Attack Bonus: +5

Skills: Knowledge (arcana) 6 ranks

Feats: Improved Unarmed Strike, Stunning Fist, Weapon Finesse, Weapon Focus (grapple)

Class Skills

The dragon's child class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex). See *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the dragon's child.

Weapon and Armour Proficiency: A dragon's child gains no new weapon or armour proficiencies.

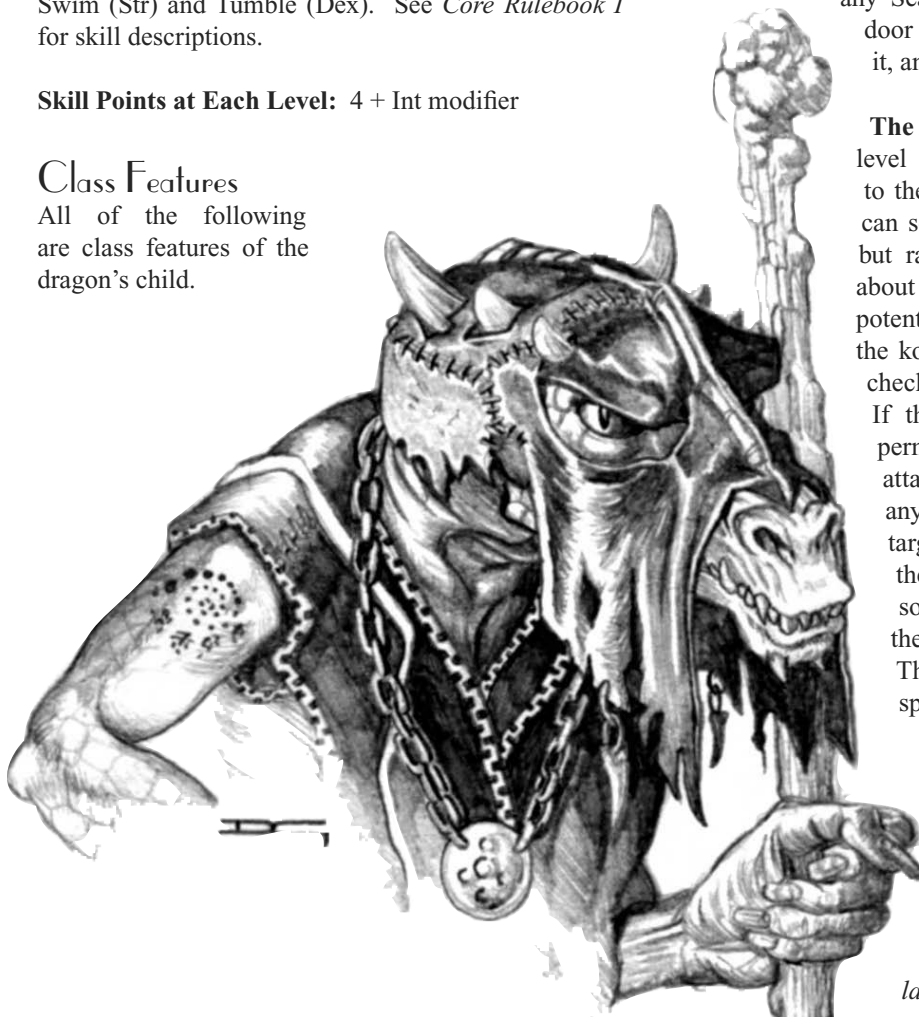
Hardening the Scales (Ex): At 1st level the dragon's child begins the process of hardening his outer body so that his inner self can emerge. He gains a +1 natural armour bonus. This bonus increases every two levels (+2 at 3rd, +3 at 5th, +4 at 7th, +5 at 9th). The bonus does stack with the kobold's racial natural armour bonus, if applicable.

The Eyes That See (Sp): At 2nd level the dragon's child can unleash the 'spirit of his inner dragon' in an offensive manner. In order to use this ability the dragon child targets one intelligent creature in a 60 foot range within line of sight. The target and the dragon's child make a contested Concentration skill check. The character that fails the check is dazed for 1d4+1 rounds.

The Heart that Hears (Ex): At 4th level the dragon's child develops a clear inner 'vision' of the world around him. He may substitute Spot for Search in any Search check, may detect a secret door or trap by passing within 5 feet of it, and gains tremorsense to 5 feet.

The Mind that Knows (Ex): At 6th level the dragon's child gains access to the innermost thoughts of those he can see. This ability is not telepathy, but rather a keenly focused intuition about that individual's motivation and potential actions. As a standard action the kobold may make a Sense Motive check contested by the target's Bluff. If the kobold succeeds he gains a permanent +4 insight bonus to attacks directed at the target and on any skill check contested with the target. At the Game Master's option the dragon's child may also gain some discrete information about the target's immediate intentions. This ability can only be used on a specific target once per day.

The Spirit that Guides (Sp): At 8th level the dragon's child develops an intense spiritual awareness of the world. He can use the following abilities at will: *detect chaos*, *detect evil*, *detect good*, *detect law* and *detect magic*. Unlike the



PRESTIGE CLASSES

spells of the same name the dragon's child does not need line of sight on a target to use this ability and can (after three rounds of concentration) localise an invisible creature.

Ascendant Spirit (Su): At 10th level the dragon's child taps into the deepest reaches of the kobold's racial power. His creature type changes from humanoid to dragon. He stops ageing and cannot be affected by spells targeting humanoid creatures. Furthermore he develops a frightful presence with a radius of 240 feet. This presence affects any creature with fewer HD than the dragon's child has character levels. A potentially affected creature that succeeds on a Will save (DC 10 + ½ dragon's child's character level + dragon's child's Cha modifier) remains immune to the child's presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more become shaken for 4d6 rounds. Dragons are immune to this effect.

MASTER OF THE PIT

They laughed at us. Yes. Yes they did. But we remember. Oh yes we do. Now, go spin your web my pretty. They are coming. You can taste their flesh while I taste their screams.

Despite what everyone says the kobolds are not the lowest of the low. Spiders, scorpions, centipedes and other vermin do, in fact, usually rate lower in the grand scheme of things. Some kobolds take advantage of this, tormenting the vermin as they are tormented.

A kobold that would become a master of the pit does not take this easy route. Instead he looks down at his feet and sees a wealth of possibilities. In the scuttling horde he finds allies in his long fight, and friends who can assist him against an uncaring world. As he grows and matures his ability to communicate with these foul

creatures borders on the miraculous. Eventually he starts to deal with larger and larger versions of his little fiends, until finally he works with creatures so large that they dwarf human houses.

There are no organisations or groups that train a prospective master of the pit. Each must learn his mastery on his own, taking risks with dangerous creatures that might turn on him at any moment. If he survives he advances. If he fails then he becomes food for his friends.

A kobold tribe with a master of the pit in residence gains an uneasy alliance with some of the most dangerous creatures imaginable. Although they may lose the occasional pup or elder, most tribes consider the danger worth the reward. Having a host of giant spiders appear in the middle of a conflict with local farmers turns the tides of battle quite nicely.

Hit Die: d6

Requirements

To qualify to become a master of the pit the character must fulfil all of the following criteria.

Alignment: At least one neutral component

Skills: Handle Animal 9 ranks, Survival 9 ranks

Spellcasting: Ability to cast conjuration spells

Class Skills

The master of the pit's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language (Int) and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

The Master of the Pit

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Spider's Gambit, Vermin Empathy	+1 existing class level
2	+1	+0	+0	+3	Vermin Friend	
3	+1	+1	+1	+3	Inherit trick – Build	+1 existing class level
4	+2	+1	+1	+4	Master of the Pit	
5	+2	+1	+1	+4	Inherit trick – Consume	+1 existing class level
6	+3	+2	+2	+5	Bind Vermin	
7	+3	+2	+2	+5	Inherit trick – Heel	+1 existing class level
8	+4	+2	+2	+6	Bloody Venom	
9	+4	+3	+3	+6	Inherit trick – Attack	+1 existing class level
10	+5	+3	+3	+7	Lord of the Pit	

Class Features

All of the following are class features of the master of the pit.

Weapon and Armour Proficiency: A master of the pit gains no new weapon or armour proficiencies.

Spells per Day: The master of the pit's magical power continues to grow as he gains levels. Thus when every odd numbered master of the pit level is gained the character gains new spells per day as if he had also gained a level in the arcane or divine spell casting class he belonged to before he became a master of the pit. He does not gain any other benefits that a caster of that class would have gained (improved saves, bonus feats, etc.) This essentially means that he adds one half (rounded up) of his master of the pit levels to the level of one of his arcane or divine spell casting classes. For example, Gunther, a 6th level cleric/8th level master of the pit casts spells as a 10th level cleric.

Spider's Gambit (Su): At 1st level the master of the pit may summon vermin with *summon monster* or *summon nature's ally* spells. Vermin summoned in this fashion gain a +1 bonus Armour Class.

Vermin Empathy (Ex): At 1st level the master of the pit gains vermin empathy, an ability similar to wild empathy but targeting vermin. This ability functions just like a Diplomacy check made to improve the attitude of a person (see *Core Rulebook I*). The master of the pit rolls 1d20 and adds his master of the pit level and his Charisma modifier to determine the vermin empathy check result. If the character has levels in a class that grants wild empathy he may add his levels in that class to his master of the pit levels for this roll. If the character can already use wild empathy on vermin then he gains a further +2 bonus to his vermin empathy roll.

Vermin Friend (Ex): At 2nd level the master has extended his intrinsic empathy with vermin to the point where they will not attack unless provoked. If the master attacks vermin it will fight back, but otherwise vermin never react in anything worse than a neutral manner.

Inherit trick (Ex): Starting a 3rd level when the master of the pit makes an Animal Handling skill check to handle

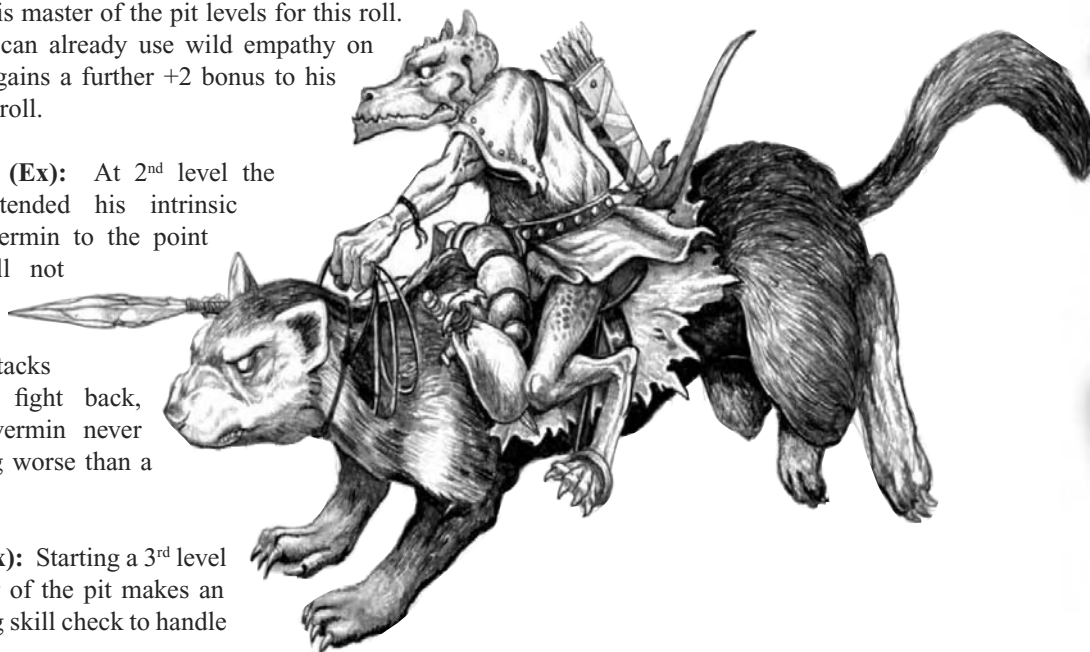
or push vermin, all of his vermin are considered to know a small set of tricks. At 3rd level all of his vermin 'know' the build trick in addition to any other tricks they may know. At 5th they 'learn' consume, at 7th heel and at 9th attack. The master does not have to push them to get them to perform these tricks, regardless of their level of intelligence or training.

Master of the Pit (Ex): At 4th level the master continues to extend his empathy with the lowest of all creatures. He can handle (using Animal Handling) multiple vermin at once, up to ½ his master of the pit level.

Bind Vermin (Ex): At 6th level the master of the pit's empathy has developed to the point where using vermin empathy is a free action. Furthermore he can handle vermin as a free action, or push them as a move action.

Bloody Venom (Ex): At 8th level the master of the pit becomes immune to venom. Not only is he immune, but his blood has actually become quite dangerous to other creatures. Any creature striking the master of the pit with a melee attack must make a Fortitude save (DC 10 + ½ the master of the pit's character level + the master of the pit's Con modifier) or suffer from a 1 Con poison damage + 1d4 Con after 10 rounds.

Lord of the Pit (Su): At 10th level the master of the pit gains the ability to command vermin using the same rules, as a cleric turns undead. The master of the pit may perform this action a number of times per day equal to 3 + his Charisma modifier.



TRICKS OF THE TRADE

Kobolds are not particularly fast, strong or even remarkably agile. Therefore, in order to overcome the challenges the world throws at them they must be particularly vicious and cunning. They must find new ways to apply old skills and use force of numbers to their own advantage.

The tricks listed here can be used by anyone with enough dedication and need. However, like the character concepts, they may be somewhat out of balance when used by more powerful races. In particular some of the new uses for old skills may be appropriate for any organized race that regularly faces situations involving armed conflict.

NEW USES FOR OLD SKILLS

The skills listed in *Core Rulebook I* present the reader with a list of possible uses. Although these uses cover the basic adventuring needs they do not begin to touch on the tactical needs of the smaller races. Since these races generally cannot win by force, they must use trickery and deception instead. The skill uses given below extend this concept, as well as providing new uses for the Handle Animal skill.

When incorporating these tricks into an encounter the Games Master will generally specify a single kobold as the 'actor'. This kobold will typically have the highest rank in the appropriate skill. Others will provide assistance if necessary, using the rules for assisting actions in *Core Rulebook I*.

Bluff

The bluff skill allows the user to make another person believe something that may or may not be true. *Core Rulebook I* discusses this ability both in terms of lying to others and in feinting in combat. However, there are other tricks one can use involving deception that can help to turn the tides of battle in favour of the sneaky opponent.

Distraction: One of the nastiest things a character can do to another is distract him in the middle of a fight. Through a combination of taunts, sounds and movements the character using this trick tries to break his opponent's focus on the task at hand. Using Bluff in this way is a standard action that does not provoke

an attack of opportunity. The opponent resists with an opposed Sense Motive check. If he fails, then the target suffers from a -2 circumstance penalty to attack rolls for one round.

Open the Gate: In order to use this dangerous trick the character creates a 'fake' opening in his defences. This draws the opponent's weapon out of line, allowing one of the character's companions to follow up with a devastating strike. The character makes a Bluff check opposed by the target's Sense Motive check. If the target fails then the next successful melee attack on him gains a +2 circumstance bonus to damage. If the target succeeds he gains a +2 circumstance bonus to attack rolls targeting the character. Both of these effects last until the next round.

Projection: Although it seems somewhat contradictory, small creatures can project a fierce presence when they wish to. They can also move remarkably fast. By combining these two attributes with deceptive footwork a character can cause targets to react as if threatened even when he is not in range. The target must be within 10 feet. In order to use this trick the character makes a Bluff check opposed by the target's Sense Motive check. If the target fails, the character is considered to fill all three contiguous squares adjacent to the target for flanking purposes.

Craft (draconic)

Craft (draconic) is a new trade for the craft skill. This allows the character to craft any of the draconic weapons or tools listed in the Kobold Tools chapter (pg. 35) or others devised by the Games Master.

The craft DC for dragon devices are as follows:

Item	Craft Skill	Craft DC
Dragon Weapons	Draconic	15
Dragon Breather	Draconic	20
Wing Glider	Draconic	20
Dragon Feet	Draconic	18
Aura Box, Voice Carrier, Voice Resonator	Draconic	18
Dragon Cloak	Draconic or Weaving	18

Handle Animal

Domestic animals form a vital part of every intelligent, pre-industrial society. They provide assistance, extra labour and sustenance when times get lean. For a small race like kobolds these animal servants are exceptionally important. The small races rely heavily



on their animal friends for raw strength in order to help get around their own limitations. Even a single well-trained dog can carry more rock than a hard working kobold or gnome.

Pushing and Training Vermin: It is possible, although difficult, to ‘train’ vermin. Given the plethora of easier options available most people do not spend the time and effort required. However, kobolds in particular seem to find great joy in bringing these creatures into the fold.

All handle animal checks to train vermin suffer a -4 circumstance penalty. Unintelligent vermin cannot learn tricks but can be pushed. Intelligent vermin (Int 1 or 2) can learn one less trick than an animal of comparable intellectual ability.

New Tricks: In order to adapt animals to use in an ambush or as guardians and labourers, kobolds developed the following additional training tricks:

Build (DC 15): In order to learn this trick the animal must have some natural ability to construct a lair. Examples of such ability include; building nests, digging burrows and spinning webs. When asked

to execute this trick the animal builds a normal lair centred on the point indicated by the character. Kobolds typically teach this trick to spiders and scorpions.

Climb In (DC 20): This trick can only be taught to a Tiny or Fine animal. The animal moves into the target’s square and then makes a touch attack. If the attack succeeds the animal has crawled under the target’s armour. It can make attacks as if the target were flat-footed. Executing a climb in attack does provoke an attack of opportunity.

Consume (DC 20): The animal attacks a helpless foe the character designates. Both the animal and the character must be able to see the target. The target suffers a coup de grace attack. If it dies, then the animal begins to consume the body. It will not move from its target until it has eaten its fill.

Dig (DC 15): In order to learn this trick the animal must be physically able to dig. It will immediately begin digging at the place indicated by the character. The animal will break off digging if attacked.



TRICKS OF THE TRADE

Display (DC 20): The animal flares into an aggressive display. It makes an Intimidation check against one target within 30 feet.

Entangle (DC 15): In order to learn this trick the animal must have the ability to spin webs. The character designates one helpless target for entanglement. The animal will attempt to bind the target in webs. If attacked it will attack back normally.

Stalk (DC 20): The animal attempts to follow a designated target. It will follow the target until attacked or the target stops moving for a significant length of time. An intelligent animal (Int 2) can be given a second order as a 'follow-up' action to the stalking order.

Warn (DC 20): The animal is trained to react strongly in the presence of a particular stimulus. This stimulus must be chosen when the handler trains the animal. Whenever the animal detects the stimulus (i.e. a substance, a particular race, etc.) it engages in a specific noticeable behaviour.

New Purposes: Kobolds have developed the following general purposes specifically to meet their unique needs.

Ambush (DC 20): An animal trained to ambush knows the tricks attack, build, come, consume, guard and stalk. Training an animal for ambushing takes six weeks.

Miner (DC 15): An animal trained to mine knows the tricks come, dig, heel, stay, warn (bad air) and work. Training an animal for mining takes six weeks.

Heal

An intimate knowledge of the healing arts bring with it knowledge of how to break as well as mend. Given time and concentration a master healer is just as deadly as the most dangerous assassin.

Increase Coup De Grace Damage: By taking a full round action and making a Heal check (DC 15) the character inflicts maximum weapon damage with a

coup de grace attack. This affects the normal and critical damage inflicted by the weapon, but not sneak attack or other forms of additional damage. In effect this extends the coup de grace attack to two full round actions. This skill use may not be stacked with other uses of the same skill to increase coup de grace damage.

Increase Sneak Attack Damage: By taking a full round action and making a Heal check (DC 20) the character deals maximum sneak attack damage with a coup de grace attack. This affects only the sneak attack damage. All other damage (weapon, magic, etc) is rolled normally. In effect this extends the coup de grace attack to two full round actions. This skill use may not be stacked with other uses of the same skill to increase coup de grace damage.

Intimidate

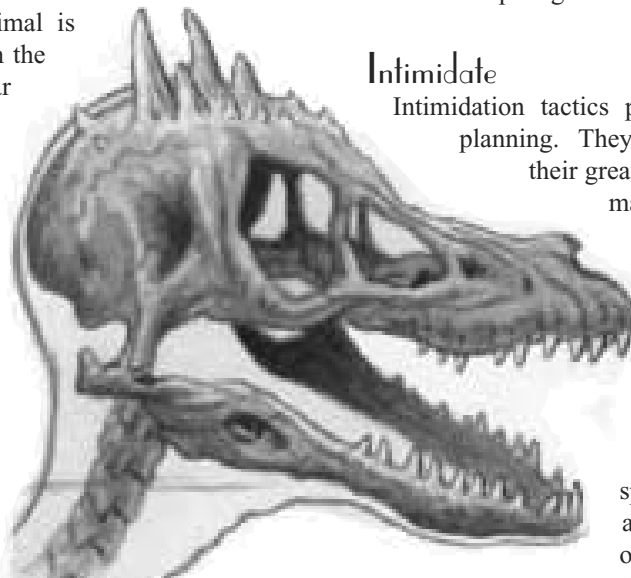
Intimidation tactics play a large role in kobold planning. They recognise that fear is one of their greatest weapons; a frightened foe makes mistakes that they can capitalise on.

Break Spirit: Once a target becomes shaken by a demoralise opponent check continued applications of similar techniques can break his spirit. On the round after a successful demoralise opponent check the character makes a second Intimidate check.

If he succeeds, the target becomes frightened for a number of rounds equal to the character's Charisma modifier.

Check Motion: The character can use intimidation tactics to cause someone to stop moving. In order to do this the character must ready a standard action. He may choose to target a specific 10 foot radius area or an individual. When someone moves into the designated area, or if the target moves, the character makes an Intimidate check opposed by a modified level check (1d20 + target's character level or hit dice + target's wisdom bonus + target's modifiers to saves against fear). If the target fails he cannot move into the contested squares (or out of his starting square if he is an individual target). His movement action ends.

Group Display: One kobold is not a particularly fierce sight. A dozen kobolds all screaming, weaving around and brandishing weapons has a far greater



effect. The group must select a single character as the 'lead' character. All of the other characters make an Intimidate check (DC 10). For every assisting character within line of sight of the leader's target, the leader gets a +2 bonus to his Intimidate check. Participating in a group display is a standard action that does provoke an attack of opportunity.

Knowledge (geography)

One of the great 'tricks' of warfare is to turn the local land against the opponent. In order to do that the character must know the land better than his opponents; indeed, he must know it as intimately as he knows his own skin.

Double Back: Someone who knows all of the local routes and byways can often slip around a faster, larger party. In any situation where the map is sketchy or does not provide details about every possible path between two points, have the two groups make a contested Knowledge (geography) skill check. Whichever of the two succeeds arrives at the target location first.

Knowledge (history)

The Knowledge (history) skill includes a detailed study of the arts of war. This study opens up strategic and tactical options that other, less knowledgeable warriors might miss.

Analyse Capacity: By spending a full round action to watch a group in combat the character can get a very good grip on their tactical capability. At the end of the action the character makes a Knowledge (history) check (DC 15). If he succeeds, the character knows whether or not his current force stands a good (90%), fair (70%), risky (50%) or abysmal (30% or less) chance of overcoming the opposition. He also gets a general feel for the tactical role of the member of the group he faces (i.e. fighter, healer or spellcaster).

Spot Tactical Advantage: By spending a full round action to direct his companions the character can coordinate their motion for greater tactical advantage. At the end of every action he makes a Knowledge (history) check (DC 10). If he succeeds then he can give a +1 morale bonus to attack and damage to a friendly target within 60 feet. The friendly target must be able to hear the character. The bonus lasts for one round. The character can choose to increase the DC by +5 for each additional friendly target past the first he wishes to effect.

Survival

This skill allows the character to survive in a natural setting. It incorporates knowledge of flora and fauna as well as a complex understanding of how to stay alive in even the most inclement weather. A skilled survivalist understands what the world looks like, how it is shaped and how best to lay ambushes where they will be most effective.

Confusing Trails: Given time (usually at least a day) a character with the Track feat and the Survival skill can lay convincing, confusing trails that will confound even the most skilled tracker. It takes a day to lay down a square mile of trails. When the character sets the trails, he makes a Survival skill check. The skill check result becomes the DC of any attempt to track characters who enter the confused area. These trails last for about a season before needing to be reset.

Identify Path: A character can make a Survival skill check (DC 15) to guess the most likely path a group of given size will take between two destination points. This allows the character to predict where the target group will most likely rest, take meal breaks and stop for water.

Tumble

Small, fast targets are hard to hit. Small, fast targets trained in acrobatics, bouncing off the walls and generally behaving badly present an extremely difficult challenge to their attackers. When they work in groups this effect can be especially disconcerting.

Generate Group Concealment: In order to use this trick the character must share adjacent squares with other tumblers. Each character takes a move action and makes a Tumble check (DC 20). For every character that succeeds the characters in the adjacent squares gain 5% concealment (maximum concealment 20%). Each individual character only gains the bonus from characters immediately adjacent to him. This trick does not work for characters of Medium size or larger.

Personal Concealment: By taking a total defence action and making a Tumble check (DC 25) the character can move in such a way as to become even more difficult to hit. A successful check gives the character 20% concealment for the round. A failed check negates the character's typical dodge bonus.

Swap Places: By making a Tumble check (DC 25) the character can swap places with any friendly character within 10 feet, even if such a swap would be otherwise impossible or provoke an attack of opportunity. There



FEATS

FEATS

In most books, feats represent new tactical options for characters, giving them just a little extra power to use when circumstances properly align. This section contains a goodly number of feats like that, suitable for any small character or a character with a tail.

However, feats can also represent a character's cultural heritage, secret knowledge, or the unique usage of racial features. This section addresses these kinds of feats as well, broadening the scope of kobold's powers. These feats share names and prerequisites to allow a Games Master to more easily identify feat chains. They may be taken from the kobold people outright and given to whatever race might be appropriate in a specific campaign world.

Feats

Feat	Type	Prerequisite
Ancestor's Commandments	General	Lawful alignment
Awakened Blood	General	—
Blood of Chaos	General	Chaotic alignment
Blood of the Damned	General	Evil alignment, ability to rebuke undead
Blood of Power	General	Ability to cast arcane spells
Blood of the Sacred	General	Good alignment, ability to turn undead
Blood of Storms	General	Ability to use wild shape
Breath Sweep	General	Proficient with dragon breather exotic weapon
Charms of Shadow	General	Ability to spontaneously cast arcane spells
Eyes Like Embers	General	Kobold blood
Eyes Like Stars	General	Eyes Like Embers, Kobold blood
Knee Biter	General	Base attack bonus +1
Knee Cutter	General	Knee Biter, base attack bonus +3, Small size
Master of Raising Power	General	Any 'Blood of' Feat
Master of the Blood	General	Any 'Blood of' Feat
Names of Terror	Metamagic	—
Oath of the Founder: Ebore	General	Kobold blood
Oath of the Founder: Matthias	General	Kobold blood
Oath of the Founder: Sigrun	General	Kobold blood, Monk 1 st level +
Oath of the Founder: Uwe	General	Kobold blood
Raise the Heart's Blood	General	Any 'Blood of' Feat
Rolling Dive	General	Dex 13, Dodge, base attack bonus +3, Small size
Sharp as a Knife	General	Weapon Finesse, Base attack bonus +3
Shout like Thunder	General	Bardic music ability
Soul of the Pit	General	Ability to use wild shape
Tail Smash	General	Dex 15
Words of Power	Metamagic	—
Words of Sorrow	Metamagic	—
Wyrms' Legacy	Metamagic	Cha 13

The feats listed below include combat enhancements, skill enhancements, Metamagic and similar feats. They also include a few feats that rely on unusual mechanics (like damaging your opponent before the effect activates). These more unusual feats help to simulate the innate magical powers of the kobold people and are suitable for use by any evil magic race.

FEAT DESCRIPTIONS

Ancestor's Commandments (General)

Prerequisite: Lawful alignment.

Benefit: You may pick one specific task (i.e. guard a tomb, defeat a particular tribe, serve a specific dragon-bloodline, etc.) taken up by your ancestors. While you are performing actions related to that

task you may ignore penalties inflicted on you by any fear condition, although you are still subject to behavioural modification (i.e. fleeing while panicked).

Awakened Blood (General)

Your blood seethes with unchecked power.

Benefit: You can carry one additional activated blood ability. If you can ordinarily carry one ability this allows you to carry two. If you cannot ordinarily carry an activated blood ability you can carry one ability.

Normal: You can only carry one activated blood ability.

Special: You may select this feat multiple times. Each time you select it you increase your capacity for carrying activated blood abilities by one.

Blood of Chaos (General)

The chaotic power in your blood enhances your ability to raise power in others.

Prerequisite: Chaotic alignment.

Benefit: When you raise power using the blood of power you increase the DC of your effects by +2.

Normal: The DC to overcome raised powers is $10 + \frac{1}{2}$ the raising character's level + the raising character's Charisma modifier.

Special: Taking the blood of chaos makes you especially vulnerable to lawful attacks. All lawful attacks gain +1 damage against you.

Blood of the Damned (General)

Dark power flows freely through you and into the blood of others.

Prerequisites: Evil alignment, ability to rebuke undead.

Benefit: You may use one of your turning checks per day as an awakening force for activating or raising power with magical blood. This attempt is tainted with negative energy.

Normal: You cannot activate blood or raise power without providing an awakening force.

Blood of Power (General)

You can activate blood using arcane power.

Prerequisite: Ability to cast arcane spells.

Benefit: You may use an available (in the case of sorcerers) or prepared (in the case of wizards) spell as an awakening force for activating or raising power with magical blood. This attempt is tainted with arcane energy and influenced by the level of the spell.

Normal: You cannot activate blood or raise power without providing an awakening force.

Special: A wizard may select Blood of Power as one of his wizard bonus feats.

Blood of the Sacred (General)

Light power flows freely through you and into the blood of others.

Prerequisites: Good alignment, ability to turn undead.

Benefit: You may use one of your turning checks per day as an awakening force for activating or raising power with magical blood. This attempt is tainted with positive energy.

Normal: You cannot activate blood or raise power without providing an awakening force.

Blood of Storms (General)

The wild powers rise within you, and correspondingly raise the inborn might of others.

Prerequisite: Ability to use wild shape.

Benefit: You may use one of your wild shape transformations as an awakening force for activating or raising power with magical blood. This attempt is tainted with wild energy.

Normal: You cannot activate blood or raise power without providing an awakening force.

Breath Sweep (General)

You know how to turn your head without killing yourself while using a dragon breather.

Prerequisite: Proficient with dragon breather exotic weapon.

Benefit: When making an attack with a dragon breather exotic weapon you can strike two squares immediately adjacent to your target square. Doing so decreases the DC of the target's Reflex save by 2. This counts as one use of the dragon breather.

Special: When using a red dragon breather this counts as three uses of the breather. Each target square takes both normal and splash damage.



FEATS

Charms of Shadow (General)

You know the words that cause shadows to thicken and dance.

Prerequisite: Ability to spontaneously cast arcane spells.

Benefit: While you still have 5 or more levels of spontaneous spell slots available for the day you gain a +4 bonus to Hide checks. When your total of available spell levels drops below 5 you lose this bonus.

Special: 0th level spells count as half a level. If the character selects Charms of Shadow a second time 0th level spells count as 1st level spells for determining available spell levels per day.

Knee Biter (General)

You can use your small size to target vulnerable areas in a fight.

Prerequisites: Base attack bonus +1, Small size.

Benefit: When you deal a critical hit your opponent must make a Fortitude Save (DC 10 + the damage dealt) or lose 5 feet from his movement rate until he is magically healed or a companion makes a Heal check (DC 20) to repair the damage.

Normal: Critical hits do increased damage.

Special: A fighter may select Knee Biter as one of his fighter bonus feats.

Knee Cutter (General)

Prerequisites: Knee Biter, base attack bonus +3, Small size.

Benefit: When you deal a critical hit your opponent must make a Fortitude Save (DC 10 + the damage dealt). If he fails his ground or swimming movement rate immediately drops to 5 feet per round until he receives magical healing or a companion makes a Heal check (DC 25) to repair the damage.

Normal: Critical hits do increased damage.

Special: A fighter may select Knee Cutter as one of his fighter bonus feats.

Eyes Like Embers (General)

Your glowing eyes distract your foes.

Prerequisite: Kobold blood.

Benefit: You gain a gaze attack with a 5 foot range. Any creature within 5 feet of you must succeed on a Will save (DC 10 + ½ your character level + your Cha modifier) or suffer a -1 penalty on attack rolls

targeting you. This effect lasts for a number of rounds equal to your Cha modifier.

Special: A kobold fighter may select Eyes Like Embers as one of his fighter bonus feats.

Eyes Like Stars (General)

You can cause your eyes to glow like stars.

Prerequisites: Eyes Like Embers, Kobold blood.

Benefit: By taking a standard action you increase the glow of your eyes to that everyone within 5 feet x your Charisma modifier is subjected to your gaze attack. Any creature within range must succeed on a Will save (DC 10 + ½ your character level + your Cha modifier) or suffer a -2 penalty to attack and damage rolls against any target within the area of effect.

Special: A kobold fighter may select Eyes Like Stars as one of his fighter bonus feats.

Master of Raising Power (General)

You have mastered the art of raising power with magical blood.

Prerequisite: Any 'Blood of' Feat.

Benefit: You pay one less hit point (minimum one) when raising power with magical blood.

Master of the Blood (General)

You have mastered the art of activating the might dormant in the blood of magical creatures.

Prerequisite: Any 'Blood of' Feat.

Benefit: When you activate the blood of another creature the effect increases by +1. This bonus stacks with other bonuses provided by class abilities or taint effects.

Names of Terror (Metamagic)

You know the hidden names and secret words that invoke the darkest powers.

Benefit: You may choose to make a Will save (DC 10 + the spell level + your casting ability modifier) when casting a spell. If you fail the save you fail to cast the spell and become shaken for a number of rounds equal to the spell's level (minimum 1). If you succeed then you add your casting ability modifier to any numeric effect generated by the spell.

Special: Any spell that is affected by the Names of Terror feat gains the evil descriptor in addition to any other descriptors it may already have.

Oath of EboRe (General)

You have sworn to take your people's power back from the gods themselves.

Prerequisite: Kobold blood.

Benefit: If your target wields divine power (through divine spells or the ability to turn/rebuke undead) it suffers a -2 penalty on saving throws to resist any effect or poison that you directly administer. Thus a paladin would suffer a -2 to his Fortitude save against a poison you drove into his heart with a dagger, but not to a poison that you prepared and placed on another's weapon.

Oath of Matthias (General)

You have sworn to defend the divine dragons with your life and soul.

Prerequisite: Kobold blood.

Benefit: When you are within the area of effect of a dragon's frightful presence ability you gain a +2 morale bonus to attack rolls, damage rolls and saving throws.

Oath of Sigrun (General)

You have sworn to tap into the primal powers of creation that lie buried in your soul.

Prerequisite: Kobold blood, Monk 1st level +.

Benefit: You may increase the DC to resist any effect generated by your monk class abilities by +2. This feat only affects abilities that you gain as a result of your monk class levels, not feats or magical items acquired that mimic such abilities.

Oath of Uwe (General)

You have sworn to uphold the dignity of the kobold people.

Prerequisite: Kobold blood.

Benefit: You gain a +2 bonus to your Diplomacy and Sense Motive skill checks. This bonus increases to +4 against creatures that have a racial bonus to attack rolls targeting you.

Raising the Heart's Blood (General)

You can raise your own inherent power.

Prerequisite: Any 'Blood of' Feat.

Benefit: You can awaken one blood power in yourself.

Normal: You cannot awaken your own blood.

Special: You may take the Awakened Blood feat to increase the number of activated blood abilities you may carry.

Rolling Dive (General)

You are adept at diving between the legs of large opponents.

Prerequisites: Dex 13, Dodge, base attack bonus +3, Small size.

Benefit: When you successfully make a Tumble check to move into an area occupied by an enemy as part of normal movement you may designate one of the enemies you end your movement adjacent to as your target. Your target is denied his Dexterity bonus to AC for the next melee attack you make against it.

Normal: You do not deny your target his Dexterity bonus to his AC on a successful Tumble check.

Special: A fighter may select Rolling Dive as one of his fighter bonus feats.

Sharp as a Knife (General)

You inflict extra damage when using a light weapon.

Prerequisite: Weapon Finesse, base attack bonus +3.

Benefit: Select one light weapon that you also have also selected the Weapon Finesse feat for. You gain a +2 bonus to damage rolls when using that weapon in your primary hand. Sharp as a Knife does stack with Weapon Specialisation and Greater Weapon Specialisation.

Special: A fighter may select Sharp as a Knife as one of his fighter bonus feats.

Shout like Thunder (General)

You can lead a group shout that startles enemies.

Prerequisite: Bardic music ability.

Benefit: You and any number of your companions may take a standard action to unleash a mighty shout. You then bolster this shout with one of your uses of bardic music for the day to create a stupendous wave of sound. All creatures within a radius equal to 5 feet multiplied by the number of companions joining you



FEATS

in the shout must make a Fortitude save (DC 10 + ½ your character level + your Charisma modifier) or be deafened for one round.

Soul of the Pit (General)

You understand the nature and role of vermin well enough to take on their shape.

Prerequisite: Ability to use wild shape.

Benefit: You may take on the shape of vermin as well as animals. This ability is subject to the size limitations appropriate to your current level.

Normal: You may take on the shape of animals and eventually plants or elementals as well.

Tail Smash (General)

You have mastered the art of slapping others with your tail.

Prerequisite: Dexterity 15.

Benefit: You are proficient in the use of your tail as a light, off handed weapon. Ordinarily your tail does 1 point of bludgeoning damage but you may use tail weapons to increase this amount.

Normal: Most kobolds cannot use their tails as an off handed weapon in combat.

Special: A fighter may select Tail Smash as one of his fighter bonus feats.

Words of Power (Metamagic)

You do not hesitate to speak the words that rang when the world was young.

Benefit: When you cast a spell you may choose to make a Fortitude save (DC 10 + the spell's level + your casting ability). If you succeed your spell partakes of the power of primal creation. Anyone attempting to dispel the spell (or counterspell it) must be at a DC equal to 11 + 2 x your caster level. If you fail you cannot speak for a number of hours equal to your casting ability modifier.

Normal: The DC of to dispel magic is 11 + caster level.

Special: You may not use the Words of Power with the Silent Spell Metamagic feat.

Words of Sorrow (Metamagic)

You know how to weave the words that will be spoken at the world's end into your spells.

Benefit: When you cast a mind-influencing spell you may choose to make a Fortitude save (DC 10 + the spell's level + your casting ability). If you succeed then your spell carries with it heavy sorrow from the end of time. This allows the mind-influencing spell to affect intelligent creatures that would otherwise be immune to the spell's effects (i.e. undead). If you fail then you become nauseated for a number of rounds equal to twice your casting ability modifier.

Special: You may not use the Words of Sorrow with the Silent Spell Metamagic feat.

Wyrm's Legacy (Metamagic)

The blood of dragons flows strongly in your veins.

Prerequisite: Cha 13.

Benefit: When you spontaneously cast a spell you may choose to sacrifice twice the spell's level in hit points. Doing so increases the DC of the spell by your Charisma modifier and allows you to add your Charisma modifier to an attempt to penetrate spell resistance. It is possible to go below zero hit points using this feat.

Special: Can only be selected at 1st level.



KOBOLD TOOLS

In this chapter we will look at a wide variety of different tools that our small friends use to make it though the day. Some are exotic weapons intended to duplicate the effects of a dragon's natural armament. Others delve into the esoteric aspects of small creature mining and craftsmanship. A few help the kobolds maintain their vermin friends in comfort while travelling.

Any small, relatively dispossessed race may have developed similar tools. More prosperous races will have access to more sophisticated tools and better materials, making it unlikely that they would willingly take the time to develop such things.

WEAPONS

All of the weapon descriptions below describe the small version of the weapon. Larger weapons forged for Medium fighters will generally be both thicker and less flexible.

Kobold War Weapons

The following weapons appear in nearly every kobold arsenal. Kobold guards and warriors will typically carry one or more of these in battle. Working kobolds are more likely to use a light pick when surprised.

Fang Guards: Kobolds are not known for the sharpness of their fangs or great biting strength. However, many kobold warriors will slip on a pair of fang guards just before a pitched battle. These metallic dentures fit over the top of the average kobold's teeth, providing them with an extra bit of sharpness. They also enlarge the teeth slightly, which helps the wearer to avoid putting his tongue between his teeth in combat. Fang guards allow creatures that do not have an effective bite attack to make one as a standard unarmed attack.

Flaming Vest: The idea for a flaming vest occurred to the Uwhite kobolds when they stumbled upon a vein of fibrous, somewhat flexible and completely flame retardant stone. By applying this material to a vest they could create a garment that insulated them from heat. Cunningly created tubes channelled alchemist's fire to the garment's surface, causing the vest to burn. A flaming vest typically carries enough alchemist's fire to burn for five rounds after ignition. Anyone striking the wearer with an unarmed attack or grappling with the wearer takes the listed damage (Reflex save DC 14, half). Lighting the vest is a standard action. Putting

alchemists fire into the vest is a full round action that provokes an attack of opportunity.

Sharpened pick: These two-handed picks look like ordinary mining tools. However, the weaponsmith that made them spent an inordinate amount of time insuring that the balance and heft were suitable for striking opponents rather than cutting stone. By broadening the pick head and lengthening the haft the smith causes this pick to strike a bit more broadly, but unfortunately cuts back on its penetrative power.

Strangling Sling: This wire and leather sling has developed a reputation as one of the favourite weapons of the elusive dragon shadows. It can be used as a garrote or as a sling. Converting the weapon from one use to another takes a move action.

Tail Blade: Trained kobold warriors often wear a ring with protruding blades around the middle of their tails. This ring, called a tail blade, allows them to lash opponents with their tail as a light weapon. The inflexible nature of a kobold's tail makes it difficult to use, preventing the kobold from using a tail blade or similar weapon as an off-handed weapon for dual wielding purposes.

Tail Bludgeon: Some kobolds would rather smack someone with a heavy object rather than cut them. These fellows find a useful weapon in the tail bludgeon, a knot of metal attaches to the end of their tail. This allows the kobold to use his tail as a light weapon. The inflexible nature of a kobold's tail makes it difficult to use, preventing the kobold from using a tail blade or similar weapon as an off-handed weapon for dual wielding purposes.

Tail Spike: A tail spike resembles a tail bludgeon, but rather than being a massive knot of metal it is a sleek spike that the kobold can plunge repeatedly into his foes. The tail spike sometimes has a leather harness that attaches it to the kobold's underbelly. This harness provides the kobold with extra strength to pull his weapon out of a target if it gets stuck.

Tail stinger: A tail stinger looks much like very slender tail spike, but has a fairly large bulbous connection to the kobold's tail. This bulb contains one dose of poison, released though the tip of the stinger when it strikes its first target. It takes a full round action to reload a tail stinger.

Draconic Weapons

Matthias introduced the prototypes of these weapons during a council that lead to the founding of the four



KOBOLD TOOLS

great clans. Although various dragon makers have tried to improve on the designs over the years they always come back to the original, relatively simple designs.

Dragon Breather: The most popular weapon Matthias presented is the ‘dragon breather’, a device that allows anyone to duplicate the effects of a dragon’s breath weapon. When used properly the breather gives its

user the sensation of breathing gouts of destruction; a feeling apparently very popular with the kobolds down through the ages.

All five variations on the dragon breather use the same basic design. The breather consists of a small bag attached to a long tube. The bag is either swallowed or worn on the chest. The tube is placed in the mouth,

Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Unarmed</i>							
Fang Guards	2 gp	1d3	1d4	x2	—	½ lb.	Piercing
Flaming Vest	10 gp	1d4	1d6	x2	—	2 lb.	Fire
<i>Two-handed Melee</i>							
Sharpened Pick	25 gp	1d4	1d6	19-20/x3	—	4 lb.	Piercing
<i>Ranged Weapons</i>							
Strangling Sling	2 gp	1d3/1d3	1d4/1d4	x2	50 ft.	1 lb.	—
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapons</i>							
Talon Hands	15 gp	1d3+1	1d4+1	x3	—	2 lb.	Slashing
Tail Blade*	4 gp	1d3	1d4	x2	—	1 lb.	Slashing
Tail Bludgeon*	4 gp	1d3	1d4	x2	—	1 lb.	Bludgeoning
Tail Spike*	3 gp	1d3	1d4	x2	—	1 lb.	Piercing
Tail Stinger*	8 gp	1 + poison	1d2 + poison	x2	—	1½ lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Lash Blade	12 gp	1d4	1d6	x3	—	2 lb.	Slashing
Razor Wings	20 gp	1d6/1d6	1d8/1d8	x2	—	7 lb.	Slashing
Slapping Wing	25 gp	1d6/1d6	1d8/1d8	x2	—	12 lb.	Bludgeoning
Snap Dragon	20 gp	1d6	1d8	x3	—	6 lb.	Slashing
Tail Extender	15 gp	—	—	—	—	2 lb.	—
<i>Ranged Weapons</i>							
Buzz Disk	5 gp	1d4	1d6	x2	40 ft.	1 lb.	Slashing
Buzzing Sling Bullet	5 gp	1d6	1d8	x2	60 ft.	0 lb.	Slashing
Dragon Breather: Black	15 gp	2d4	2d4	x3	5 ft.	2 lb.	Acid
Dragon Breather: Blue	30 gp	Stun	Stun	x3	10 ft.	15 lb.	Electrical
Dragon Breather: Green	30 gp	1d4 Con	1d4 Con	—	—	2 lb.	Poison
Dragon Breather: Red	15 gp	2d4	2d4	x3	5 ft.	2 lb.	Fire
Dragon Breather: White	15 gp	2d4+2	2d4+2	x3	5 ft.	2 lb.	Cold
Animal Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Clamp Jaw	2 gp	—	—	x4	—	1 lb.	—
Leg Blades	10 gp per leg	1d4	1d6	x2	—	2 lb.	Slashing
Tail Blunts	20 gp	1d4	1d6	x2	—	2 lb.	Bludgeoning
Tack and Flame	10 gp	1d4	1d6	x2	—	0 lb.	Fire

* Tail weapons are light weapons that cannot be wielded in the off hand due to the rigid nature of the kobold’s tail.

A Note on Dragon Breathers

A dragon breather makes a ranged touch attack, usually with a range increment of 5 ft. What does that mean?

It means that a kobold wielding one is going to have to be standing on top of his targets to use it. This will provoke an attack of opportunity (it is a ranged weapon after all). Dragon breathers are the weapons of the dispossessed and the fanatical, not the cautious fighter.

and the tongue used to control the opening and closing of a specially designed nozzle. The nozzle directs the breather's contents away from the user and out into the environment.

Even the best-designed dragon breather presents a danger to its user. The wielder takes the risk of swallowing extremely toxic chemicals, then channelling them back out of his mouth. When someone who is proficient with the dragon breather misses his target he must make a Reflex save (DC 14) or take damage as if he struck himself. Someone who is not proficient with the dragon breather must make a Reflex save (DC 16) every time he uses the device.

An attack from a dragon breather typically targets a space adjacent to the wielder. Dragon breathers are ranged touch weapons (range increment 5 feet) but their design makes them fairly ineffective beyond 15 feet. They carry enough alchemical mixture to launch six attacks before reloading.

The variants of the dragon breather are as follows:

Black Dragon Breather: A black dragon breather allows its wielder to unleash a blast of highly caustic acid. The target may make a Reflex save (DC 14) to take half damage. If the target fails his Reflex save one item (usually shield or armour, but possibly clothing or a weapon) takes acid damage equal to the damage dealt to the target.

Blue Dragon Breather: A blue dragon breather includes a large, alchemically constructed pack that the wielder must wear in addition to the primary bag mechanism. It allows its wielder to 'spit' a stream of salty water. If this stream hits the target, the target must make a Fortitude save (DC 14) or be stunned for 1 round. This counts as 1 point of electrical damage. Blue dragon breathers are particularly dangerous to use; the Reflex save to avoid accidentally damaging yourself while

using the breather is increased by 2 (16 proficient, 18 unskilled).

Green Dragon Breather: A green dragon breather allows its wielder to exhale a large cloud of choking fumes. This breather is not capable of making a ranged attack. Instead, the user and anyone occupying one adjacent square must make a Fortitude save (DC 14) or take 1d4 Con damage.

Red Dragon Breather: A red dragon breather is arguably the most visually exciting of the dragon breathers. It allows its wielder to breath out great gouts of sooty black flame, burning anything it touches. This breather attacks as a splash weapon. It does 2d4 damage to its primary target, and 1d4 to the areas in the splash (Reflex DC 14, half).

White Dragon Breather: A white dragon breather allows the wielder to discharge a stream of liquid that freezes on impact. This freezing liquid deals cold damage to the target.

Razor Wings: Razor wings are a pair of bat-like hinged wings with sharp blades built into the fingers, the top of the arms and the membrane stretched over the structure. These wings can be used as a dual-weapon or as a small wing glider.

Slapping Wing: Slapping wings resemble razor wings, but without the blades. Instead a pair of slapping wings has heavy weights built into the structure and long tassels with lead shot in them dangling from the membrane. These wings cannot serve as a wing glider.

Tail Extender: This 'weapon' looks like a long, plate armoured lizard tail with a kobold sized full body harness on the wide end. The kobold can fit his tail into the extender, allowing him to reach out to 10 feet with his tail attacks.


Talon Hands: Also called 'dragon talon gauntlets', these gloves look like miniature dragon paws. The wearer does additional damage with his unarmed attacks but suffers from a -2 circumstance penalty to any skill check that requires fine motor manipulation.

Mechanical Weapons

The Uwites have developed a small selection of clockwork weapons based on their knowledge of mechanics and science. Most Uwite kobolds have access to these weapons as a matter of course; others will have to find a well-connected supplier.



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Buzz Disk: A buzz disk consists of two counter-rotating blades sandwiched between two disk-shaped mechanisms. The entire affair is approximately 1 inch thick and six inches in diameter. The disk can be thrown as a shuriken, or it can be activated as a move action and thrown with the statistics given above. Once thrown the buzz disk has to be rewound. Rewinding the mechanism takes a full-round action.

Buzzing Sling Bullet: A buzzing sling bullet is similar to a buzz disk, but somewhat smaller. The mechanism of the bullet retracts the blades for the first five seconds of its activation, giving the user just enough time to launch his attack. Activating the bullet takes a move action. The buzzing sling bullet must be rewound as the buzz disk, above.

Lash Blade: When retracted a lash blade looks like a 1 foot long, 8" diameter tube, usually made of bone or ivory. Inside the lash blade contains an elaborate system of gears guiding a fine steel wire attached to a sharp dagger blade. These gears allow the wielder to whip the blade and wire with unusual force. The lash blade has a 10 foot reach but can strike targets adjacent to its wielder.

Snap Dragon: These unusual weapons look like dragon's heads mounted on 2 foot long metal tubes. When activated the dragon head springs out to 10 ft in length and closes its jaws. Once used, the snap dragon must be reset before it can attack again. Resetting the snap dragon takes a full round action that provokes an attack of opportunity.

Animal Weapons

Kobolds typically keep a menagerie of pests and vermin in their caves. Although these things generally act as pets, in times of great need the kobolds break out an array of magical and mundane tools to increase their offensive power.

Clamp Jaw: This muzzle looks like nothing more than a trainer's tool to keep vicious animals from biting. Closer inspection reveals that its woven leather straps bristle with sharp spines, and the 'muzzle' is hinged so that the creature wearing it can easily bite his opponent. It is only when the creature bites down hard that the clamp jaw's true purpose becomes clear. The muzzle contains a very strong locking mechanism which snaps shut as soon as the animal shakes its head. In practical terms this locks the animal onto any target it bites. If the animal makes a successful bite attack it may immediately make a grapple check. If it succeeds then it inflicts its bite damage normally every round

until it is removed (Str or Escape Artist check, DC 20 to remove). If the grapple check fails then the lock engaged after the animal pulled back from its bite. It can no longer make bite attacks until someone resets the clamp jaw. Resetting a clamp jaw is a full-round action that provokes an attack of opportunity.

Leg Blades: Leg blades are typically strapped to the legs of larger (Small or better) vermin so that they have an additional method of attack in battle. Dozens of short cutting blades protrude from them, ending in a long, flexible strap of leather with a number of rawhide ties along the back. The vermin's handler winds the leather around the creature's legs, tying it securely in place with the rawhide. While wearing leg blades a vermin inflicts the listed damage while making grappling or bull rush attacks.

Tail Blunt: A tail blunt is a large slug attached to a leather or metal sheath. This entire assembly goes over the top of a scorpion's tail. The extra weight gives the scorpion's tail strike a bit more impact, but it prevents the creature from injecting poison.

Tack and Flame: The tack and flame is an adaptation of a flaming vest, designed for use by animals and vermin. Any creature not under magical control or unable to understand why it is on fire (Int 6+) must make a Will save (DC 14) or become panicked for 2d4 rounds when the tack lights on fire. The tack contains enough alchemical fire to burn for five rounds.

TOOLS

The following equipment is unique to kobolds, particularly Clan Matthias.

Aura Box: Matthias claimed that his own impressive presence came from his use of an 'aura box' a small black box that vibrated but made no sound. Although no other user of the aura box has ever managed to

Tools

Item	Cost	Weight
Aura Box	100 gp	1 lb.
Bar Spreader	10 gp	5 lb.
Bright Eyes	20 gp	1 lb.
Dragon Cloak	200 gp	10 lb.
Dragon Feat	20 gp	4 lb.
Vermin Ball	1 gp	½ lb.
Vermin Box	2 gp	1 lb.
Voice Carrier	5 gp	½ lb.
Voice Resonator	10 gp	½ lb.
Wing Glider	150 gp	10 lb.

be quite as intimidating as the great founder, these odd boxes still show up from time to time in kobold encounters. The box is approximately 6" x 1" x 1" and has dozens of small holes in the sides. When the holder moves the box produces very low frequency sound. So long as the owner takes at least a 5-foot step that round he gains a +2 bonus to his Intimidate skill checks. 100 gp; 1 lb.

Bar Spreader: Kobolds are small, but occasionally they run into barriers even they cannot fit through. This simple jack solves that problem, or at least solves most problems that involve closely spaced bars. The jack is placed between two bars and the simple hand crank turned. Two 'limbs' push out, slowly spreading the bars. Using this device gives the wielder a +4 circumstance bonus to an attempt to bend bars. 10 gp; 5 lb.

Bright Eyes: These large, black goggles are too opaque to be of any use to most races. However, kobold's naturally glowing eyes allow them to sufficiently illuminate the goggles' crystal lenses sufficiently to see through them. A pair of bright eyes goggles shields the wearer from light sensitivity and gives the wearer a +2 circumstance bonus on Spot rolls in low light or darkness conditions. 20 gp, 1 lb.

A non-magical dragon cloak (often mistaken for the magic item of the same name) is a massively heavy and expensive masterpiece of the tailor's craft. The cloak core is made of sturdy but plain fabric. The inner lining is silk embedded with fine threads of silver and thousands of flecks of mica. The outer surface has literally hundreds of fine steel and gold scales sewn into it. These scales are typically enamelled in a wide variety of colours. While wearing a dragon cloak a character gains a +2 circumstance bonus to his Diplomacy skill checks. 400 gp, 10 lb.

Dragon Feet: One of the sillier 'tools' that Matthias gave to the kobolds, dragon feet look like large slippers with flopping talons attached. They come in a wide variety of shapes and colours. Although ridiculous to look at the springs in the soles of the dragon feet do allow the wearer to ignore height restriction on Jump skill checks. While wearing dragon feet the character's ground speed is reduced by 5 feet. 20 gp; 4 lb.

Vermin Ball: These walnut sized wooden balls swing open on a hidden hinge. Inside there is room for a Tiny spider, assuming it curls its legs up. Kobolds use these balls when they need to carry vermin for long distances (i.e. when attacking supply depots behind enemy lines.) 1 gp; ½ lb.

Vermin Box: This larger box serves the same function as a vermin ball, but for Small spiders. It has padding inside to prevent the spider from being damaged if dropped, and may have a small slot for feeding in crickets and other fodder. 2 gp, 1 lb.

Voice Carrier: This small black box attaches to the base of the user's throat. It is held in place by a leather strap extending around the user's neck. When worn it decreases the Listen DC to detect the wearer's voice by 2. Kobold commanders who wish to make sure that their troops can hear them over the din of battle commonly use voice carriers. 5 gp; ½ lb.

Voice Resonator: This small black box looks much like a voice carrier. However, where the carrier amplifies the user's voice this device actually distorts it. Using a voice resonator lowers the character's voice considerably, increasing the DC to recognise his voice by +2. 10 gp, ½ lb.

Wing Glider: Wing gliders approximate the ultimate dream of almost all sentient creatures; to soar unfettered though the sky. These gliders look like massive dragon wings. They usually measure 6 feet across and weigh no more than 10 lbs. When wearing a wing glider the character may make a Tumble check (DC 15) as a move action. If he succeeds he may travel 50 feet horizontally in any direction while dropping 10 feet vertically that round, or he may 'gain altitude' by lifting 10 feet into the air. If he fails the Tumble check then he begins to plummet out of control, falling whatever distance remains between him and the ground. A wing glider can carry its operator and approximately 10 lb. of equipment. 150 gp, 10 lb.

ALCHEMICAL TRICKS

The following alchemical substances are commonly available from kobold alchemists. Most civilised alchemists could produce similar equipment, although they may have to spend some time working out the proper formulas.

Dragon Paint: Dragon paint is, like many other things kobolds use, not something that a less desperate people would invent. It looks like thick paste in a colour borrowed from one of the great chromatic dragons (black, blue, green, red or white). Kobolds typically cover themselves with it before going into battle.

It is only after putting the paint on and letting it dry for a few minutes that people begin to notice its caustic properties. It inflicts 1 point of acid damage every minute to anyone who puts it on. Additionally, the





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Alchemical Tricks

Item	Cost	Weight
Dragon Paint: Black	20 gp	½ lb.
Dragon Paint: Blue	25 gp	½ lb.
Dragon Paint: Green	30 gp	½ lb.
Dragon Paint: Red	30 gp	½ lb.
Dragon Paint: White	20 gp	½ lb.
Dragon Paint Remover	5 gp	½ lb.
Fly's Hope	5 gp	½ lb.
Frenzy	10 gp	½ lb.
Mulin	20 gp	½ lb.
Silence	18 gp	½ lb.

wearer must make a Fortitude save (DC 14) or suffer 1 point of Constitution damage from the pain. Removing dragon paint requires a Craft (alchemy) check (DC 15), a Heal check (DC 20), or the use of dragon paint remover. The paint remains active for one hour after being exposed/applied. A single jar contains enough paint to cover three Small or one Medium creature.

Each colour of paint provides a different benefit.

Black: Black dragon paint seeps into the wearer's skin. While it is active the wearer cuts through water like a knife. This gives him a +4 bonus to any Swim checks he needs to make. 20 gp; ½ lb.

Blue: Blue dragon paint gives off a faint, sharp scent. While active the wearer does not have a detectable smell and therefore is 'invisible' to the ability 'scent'. He cannot be detected by scent nor can he be identified by smell. 25 gp; ½ lb.

Green: Green dragon paint slips around in its vial like quicksilver. It varies in hue as the light plays across its surface. While wearing it the character receives a +4 bonus to Hide checks while standing still. 30 gp; ½ lb.

Red: Red dragon paint gives off a very sharp, sulphurous scent that is immediately recognisable to anyone who has encountered it before. As soon as it is put on this paint begins to give off intense heat. The character gains a +1 fire damage bonus to his unarmed attacks. 30 gp, ½ lb.

White: White dragon paint feels cool to the touch. While wearing it the character becomes subject to the bestial rage that often overcomes white dragons in combat. He gains a +1 bonus to his melee attacks, but cannot use any skills that require concentration. 20 gp; ½ lb.

Dragon Paint Remover: This thin, foul smelling liquid cuts through whatever substance is used for the base of dragon paint. It allows the user to completely strip himself of dragon paint in two full round actions. Each bottle contains enough remover for five applications. 5 gp, ½ lb.

Fly's Hope: This thin liquid is extremely handy for anyone who works around giant spiders. A single bottle contains enough liquid to dissolve ten 5 foot squares of spider or other forms of web. Applying fly's hope to a 5 foot section is a standard action. 5 gp, ½ lb.

Frenzy: This drug typically comes in the form of 2" cube of chalky brown resin. When burned this resin fills a 20 foot x 20 foot area with thin blue smoke. The drug has no effect on animals or humanoids, but it drives vermin into a feeding frenzy. All vermin within the area of effect must make a Fortitude save (DC 20) or become enraged for 2d4 rounds. While enraged they have a +4 bonus to their Strength and Constitution and a -2 to their Armour Class. Once the rage wears off the vermin must make a second Fortitude save or become nauseated for 1d4 rounds. 10 gp, ½ lb.

Mulin: This drug typically comes in the form of a 1" cube of hard red resin. When burned this resin fills a 20 foot x 20 foot area with arid black smoke. The drug has no effect on humanoids, but it drives animals into a rage. All animals within the area of effect must make a Fortitude save (DC 20) or become enraged for 2d6 rounds. While enraged they have a +4 bonus to their Strength and Constitution and a -2 to their Armour Class. Once the rage wears off the animal must make a second Fortitude save or become nauseated for 1d6 rounds. 20 gp, ½ lb.

Silence: This powerful soporific drug comes in the form of a 2" cube of dark grey, foul smelling resin. When burned it fills a 20 foot x 20 foot area with foetid grey smoke. This drug has no effect on humanoids or animals, but it quickly clams vermin. All vermin in the area of effect must make a Fortitude save (DC 20) or become dazed for 2d4 rounds. While dazed the creature cannot act, but does not lose its Dex bonus to AC. 18 gp, ½ lb.

MAGICAL ITEMS

The following magical items are particularly common among the Eborites, who use them to demonstrate their claim to draconic power. Several of these items also assist the Eborites in their long-term goal of stealing their 'racial power' back from the gods.

Armour Qualities

Fearful Presence: A suit of armour with this property will typically have spiky runes carved on its surface. The armour grants a +5 competence bonus to the wearer's Intimidate skill checks.

Minor necromantic; CL 5th, Craft Magical Arms and Armour, *cause fear*; Price: +3,750 gp

Fearful Presence, Improved: As fearful presence, except it grants a +10 competence bonus to Intimidate skill checks.

Moderate necromantic; CL 10th; Craft Magic Arms and Armour, *cause fear*; Price: +15,000 gp

Frightful Presence: A suit of armour imbued with this property takes on a faint black sheen in addition to its other visual aspects. The wearer may make an Intimidate check to demoralise his foes in a 20 foot radius. Demoralised targets are affected for 2d4 rounds.

Moderate necromantic; CL 10th, Craft Magic Arms and Armour, *scare*; Price: +15,000 gp

Shifting: A suit of armour imbued with this quality appears to twitch and vibrate randomly. While wearing shifting armour the wearer receives a +5 competence bonus to attempts to use Bluff to feint in combat.

Minor illusion; CL 5th, Craft Magical Arms and armour, *blur*; Price: +3,750 gp

Weapon Qualities

Blooded: Only melee weapons can have the blooded ability. The weapon drinks the blood of dragons, humanoids with sorcerer as their favoured class, magical beasts, and

outsiders. On a successful hit it stores one 'vial' of blood for later use in raising power. The sword can store a number of 'vials' equal to its total pluses (including special abilities).

Moderate necromantic; CL 9th; Craft Magic Arms and Armour, *vampiric touch*; Price: +1 bonus

Spell Bleeding: A weapon with this quality disrupts a spellcaster's internal magical balance, causing him to lose the ability to cast spells. Every time the weapon deals damage to a target with spell casting abilities the target must make a Will save (DC 18) or lose his highest-level spell or spell slot. If there are multiple spells available to 'bleed' then the Games Master selects one randomly.

Strong Abjuration; CL 12th; Craft Magic Arms and Armour, *greater dispel*; Price: +2 bonus

Rings

Ebore originally created these rare rings in her quest to demonstrate what kobolds could accomplish through magic. Over time other kobolds learned the secrets of their manufacture, although it is claimed that Ebore created 'master rings' even more powerful.

Dragon Heart Rings: Each of the so-called 'dragon heart rings' has a stone of the appropriate colour set in a platinum band. The possession of these powerful rings is typically restricted to the highest echelons of kobold society. If a dragon heart ring falls into outside hands the kobold people will dedicate themselves to retrieving the ring at any cost.

Each ring, regardless of type, grants its wearer a +5 competence bonus to Diplomacy skill checks targeting dragons. Furthermore dragons immediately recognise the ring and its wearer. This recognition raises or lowers the dragon's attitude by one category depending on how the dragon feels about kobolds. If





KOBOLD TOOLS

the dragon finds them useful or amusing it raises the dragon's reaction. If it finds them annoying or disruptive then it lowers the dragon's reaction.

Additionally the ring grants its wielder the extraordinary ability frightful presence equal to that of a dragon (as described in *Core Rulebook III*). The wearer ignores the frightful presence of dragons, and other dragons ignore his presence as well.

A dragon heart ring also grants additional powers, depending on the type of dragon heart it emulates.

Black Dragon Heart: This platinum ring has a jet black diamond in a setting resembling a human skull. The black dragon heart ring grants its wearer the following powers:

- † *Resistance to acid* 10 (unlimited use, wearer only)
- † *Breathe acid:* ranged touch attack, range 40 ft., 15d6 acid damage, Reflex DC 20 for half damage (twice per day)
- † *Corrupt food and drink:* destroys normal food and spoils water/wine. (unlimited use, touch)
- † *Blight:* DC 18 (once per day)

Blue Dragon Heart: This platinum ring has a deep blue star sapphire in a five-pronged claw-like setting. The blue dragon heart ring grants its wearer the following powers:

- † *Resistance to electricity* 10 (unlimited use, wearer only)
- † *Breathe lightning:* ranged touch attack, range 100 ft., 15d6 electrical damage, Reflex DC 20 for half damage (twice per day)
- † *Dancing Lights* (unlimited use)
- † *Chain Lightning:* DC 19 (once per day)

Green Dragon Heart: This platinum ring has a large baguette cut (rectangle with square corners) emerald on a four-pronged base resembling an open dragon's maw. The green dragon heart ring grants its wearer the following powers:

- † *Poison resistance:* +5 resistance bonus to saves vs. poison (unlimited use, wearer only)
- † *Breathe corrosion:* Range 100 ft., area: 20 ft. radius, 10d6 acid damage, Reflex DC 20 for half damage (twice per day)
- † *Touch of fatigue:* DC 13 (unlimited use, touch)
- † *Cloudbreak:* DC 18 (once per day)

Red Dragon Heart: This platinum ring has a massive, heavily flawed ruby set in a seven-pronged

base resembling leaping flames. When activated the flaws in the ring light up, giving off an eerie glow approximating candlelight. The red dragon heart ring grants its wielder the following powers:

- † *Resistance to fire* 10 (unlimited use, wearer only)
- † *Breathe fire:* ranged touch attack, range 100 ft., 15d6 fire damage, Reflex DC 20 for half damage (twice per day)
- † *Flare:* DC 13 (unlimited use)
- † *Waves of fatigue:* DC 18 (once per day)

White Dragon Heart: This platinum ring has a small cluster of blue white diamonds set in a finely pronged cluster base that resembles filaments of frost. The white dragon heart ring grants its wielder the following powers:

- † *Resistance to cold* 10 (unlimited use, wearer only)
- † *Breathe cold:* ranged touch attack, range 100 ft., 15d6 cold damage, Reflex DC 20 for half damage (twice per day)
- † *Ray of frost:* DC 13 (unlimited use)
- † *Cone of cold:* DC 18 (once per day)

Strong enchantment; CL 15th; Forge ring, *scare*, *frightful presence*, appropriate spells; Price: 190,000 gp.

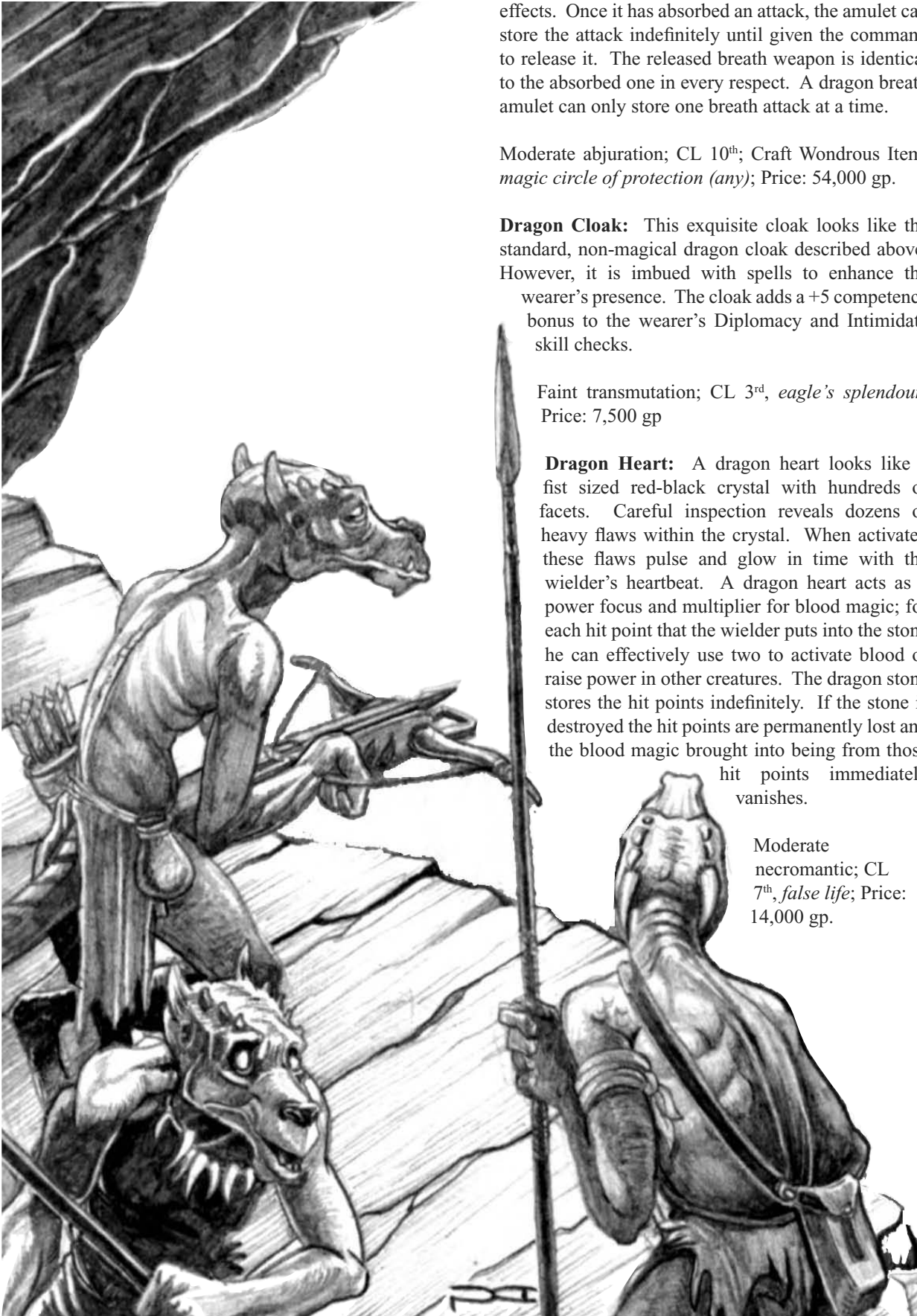
Wondrous Items

The following magic items appear in most kobold strongholds. These items allow the Eborite kobolds to duplicate the powers of dragons without engaging in the devotional practices of the Mathtites or the self-mortification common among the Sigrunans.

Blood Vial: These small, black iron tubes have elaborate silver runes etched into their outer surface. They have lead stoppers, firmly affixed with red wax and black silken ribbons. Within the vial is heart's blood from a powerful magical creature. While worn as an amulet the blood vial allows the wielder to carry an extra activated blood ability.

Minor necromantic; CL 3rd, Craft Wondrous Item, *false life*; Price: 6,000 gp

Dragon Breath Amulet: These odd amulets look like 2" diameter hollow rings of bone white stone attached to a leather braid. When the character is in the area of effect of any breath weapon and makes his saving throw the amulet 'sucks in' the breath weapon. No one in the weapon's area of effect suffers any of its



effects. Once it has absorbed an attack, the amulet can store the attack indefinitely until given the command to release it. The released breath weapon is identical to the absorbed one in every respect. A dragon breath amulet can only store one breath attack at a time.

Moderate abjuration; CL 10th; Craft Wondrous Item, *magic circle of protection (any)*; Price: 54,000 gp.

Dragon Cloak: This exquisite cloak looks like the standard, non-magical dragon cloak described above. However, it is imbued with spells to enhance the wearer's presence. The cloak adds a +5 competence bonus to the wearer's Diplomacy and Intimidate skill checks.

Faint transmutation; CL 3rd, *eagle's splendour*; Price: 7,500 gp

Dragon Heart: A dragon heart looks like a fist sized red-black crystal with hundreds of facets. Careful inspection reveals dozens of heavy flaws within the crystal. When activated these flaws pulse and glow in time with the wielder's heartbeat. A dragon heart acts as a power focus and multiplier for blood magic; for each hit point that the wielder puts into the stone he can effectively use two to activate blood or raise power in other creatures. The dragon stone stores the hit points indefinitely. If the stone is destroyed the hit points are permanently lost and the blood magic brought into being from those hit points immediately vanishes.

Moderate necromantic; CL 7th, *false life*; Price: 14,000 gp.



BLOOD OF POWER

The kobolds' preoccupation with their 'stolen' racial destiny leads them down many odd paths. They dabble in diabolism, in enchantment, and even in some areas that demon worshippers would consider questionable. Nowhere is this focus on their ancestry and destiny so evident as in their development of a unique system of blood magic.

Kobold scholars consider their ability to conjure incredible magical effects from specific kinds of blood as proof of their remarkable claims. These 'proofs' revolve around the following argument:

1. Kobold blood has magical properties
2. Dragon blood has magical properties
3. Kobold blood and draconic blood are related
4. Kobold's are related to dragons

The scholars of other races remain unconvinced. They argue that just having magical power does not directly prove a connection with the draconic species. Kobold scholars usually counter by asking what else it could possibly prove.

Regardless of its source, blood magic is a testament to the determination of the kobold people. It gives them access to unique powers they can use to protect their homes, provides them with a cultural heritage of power that others cannot duplicate and gives them hope that someday they will ascend into the sky as true dragons.

BLOOD MAGIC CORE

What kobolds call blood magic is more accurately called inherent or life-based magic. It proposes that certain creatures have innate arcane power. This arcane power exists in the creature whether it uses magic or not. More importantly, it theorises that this magical power will respond if properly invoked. This response can most easily be invoked using the law of sympathy. In other words, the inherent power in creatures will respond if the magician can properly shape his own power.

Mechanics

Mechanically, blood magic follows four principles: inherent power, awakening, sympathy and dispersion.

Inherent Power

Blood magic does not work for creatures that do not have some kind of power inherent in their beings. Although some philosophers would argue that all living beings and most inanimate objects possess power, blood magic only works for a few select races already touched by magic. Other races, like humans, seem to lack the necessary spark to ignite this power.

In order for blood to have power it must come from a creature that meets one of the following criteria:

1. Is of the dragon, fey, magical beast, outsider types or the shapeshanger subtype
2. Is a humanoid or monstrous humanoid with favoured class: bard, cleric, druid, monk, wizard or sorcerer
3. Is of another type but has the Awakened Blood feat

All of the listed creatures are considered to have the capacity to 'carry' one activated blood ability. They can also be bled for blood that is in turn activated and stored to raise power.

Why not Divine Magic?

There is no logical reason for excluding divine spells from the possible list of awakening forces. Indeed, there is a good argument for having divine and not arcane spells as activating forces. After all, divine spells are generally more closely aligned with creation/life than arcane ones.

Divine spells are excluded for a completely different reason. Each magical 'source' provides a unique taint effect to activated blood or raised power. Logically this would mean that every god would create a unique taint, based on its own personal domains and psychology. This structure quickly becomes cumbersome, even if linked to the domain lists.

Also, clerics and druids have considerably more hit points than bards, sorcerers and wizards. This allows high-level divine spell casters to awaken the blood in or raise power with a much larger pool of targets.

For your own campaigns feel free to create a feat similar to Blood of Power that channels divine spells. Create a list of possible taints for each of your gods using the ones provided in the Taint Side Effects sections as guidelines.

Awakening

Even if the character possesses spells or spell-like abilities the inherent power in his blood remains dormant until awakened. This awakening force must be carefully channelled, preferably into a target that the awakener can directly touch.

This power can come from many sources, including:

- † Arcane Spells
- † Positive Energy
- † Negative Energy
- † Wild Power

The source of the awakening power subtly changes the tone of the inherent power. Similarly the strength of the awakening power effects how much of the inherent power responds. Very strong awakenings result in powerful effects, while weak awakenings cause weak results.

In mechanical terms this means that the higher the level of the spell used, or the stronger the turn result check, the stronger the awakened or raised power. The type of power (arcane, positive, negative or wild) also generates detrimental side effects called taints.

Awakening blood is a free action that does not provoke an attack of opportunity. However, the character must be in physical contact with the target, so he must make a touch attack against an unwilling target.

Characters cannot awaken their own blood. The character may use his own blood for raised powers.

Sympathy

Once awakened, blood's power wants to return to slumber. Therefore the awakener must find a way to quickly mould it into the desired configuration. Although kobolds have attempted many methods for doing this, the one that works most consistently is changing the awakener's own inherent power.

Bodies (of whatever sort) exist in sympathy with one another. The process of awakening the power in another's blood increases this sympathetic connection. For a brief moment the two powers (the target's and the awakener's) move together. If the awakener can configure his own inherent power properly that of the target will follow suit. So long as the awakener's power remains in the proper configuration the target's power remains awake and active.

Mechanically we represent this sympathetic method though a two-step process:

Mechanics Summary

The mechanical steps of blood magic are as follows:

1. The character selects a target (either a living magical creature or fresh blood from such a creature). The character cannot target himself.
2. The character touches the target, possibly requiring a touch attack.
3. The character uses a power (arcane spell, turn attempt or wild shape depending on the available feat) to activate the power in the target. This is a free action. The level of the power must equal the hoped for power level of the effect. For example an arcane caster must cast a level 9 spell to create an overwhelming effect.
4. The character selects an effect from the list. He loses the corresponding number of hit points and must make a Concentration check. This is a standard action that does not provoke an attack of opportunity.
5. If the check fails the effect does not occur. He may regain the hit points normally.
6. If the check succeeds the effect occurs. He may regain the hit points after the effect ends.

1. The awakener invests a number of hit points determined by the difficulty of the ability he wishes to awaken
2. The awakener makes a Concentration check of the appropriate DC. If the check fails then he loses the hit points and the magic disperses. If the check succeeds then he loses the hit points until he disperses the effect and the target gains the hoped for ability.

Moulding blood is a standard action that does not provoke an attack of opportunity.

Dispersion

Once bound in sympathy, blood magic does not disperse until one of the following conditions is met:

1. The awakener dies.
2. The awakener makes a Concentration check with a DC equal to the original DC.
3. The target enters an anti-magic area or effect.
4. The effect is dispelled using *dispel magic* or *greater dispel magic*. In this case the dispel check DC is equal to 11 + the awakener's character level.
5. The target dies.





BLOOD OF POWER

Assuming the awakener is still alive when the power disperses he does not get the invested hit points back immediately. He must heal them normally, either through rest or by magical means.

Raise power (that is, blood activated separate from a living creature) disperses when used.

Interior and Exterior: Activated Blood and Raised Power

There are two terms commonly associated with the targets of blood magic: activated blood and raised power. These two terms refer to separate target states.

The term ‘activated blood’ refers to a blood magic effect generated inside of a living creature. The creature becomes empowered by the magical effect. It radiates a faint aura of transformation magic if examined with *detect magic*. These effects range from simple stat enhancements to the addition of remarkable special abilities.

Most characters can only ‘carry’ one activated blood effect although this number can be increased though the use of feats and magic items. If the character already has as many activated blood effects as he can carry all attempts to awaken further power fail.

In contrast, the term ‘raised power’ refers to blood activated outside of a living creature. In this case the blood can either act as a potion (being ingested to create an effect) or as a power source for some further activity. The blood used for raised power must be extremely fresh, usually spilled either on the round of activation or the round before. As a rule of thumb assume that the blood’s donator must lose at least one hit point to provide enough blood to raise power.

General Effects of Taints

The nature and tone of the energy used to awaken blood’s inherent power affects the ways in which that power manifests itself. Although the awakener shapes the primary manifestation of the power, this ‘taint’ creates a secondary effect. In some cases this secondary effect assists the awakener’s intention. In other cases the taint effect actually harms the target or introduces baleful side effects into a raised power.

The potency of these side effects varies based on the strength of the awakening energy. Strong energies (i.e. high level arcane spells) produce stronger or more numerous side effects. Weak energies (i.e. low result

Strength of Taint Effect

Strength	Spell Level	Check Result
Faint	0-2	1-10
Moderate	3-5	11-20
Strong	6-8	21-30
Overwhelming	9	30+

turning checks or low level arcane spells) have milder or less prolific side effects.

When a character uses an arcane spell to awaken power the level of the spell determines the strength of the effect. In the other cases (i.e. positive, negative and wild energy) the awakener must roll 1d20 + character level. The result indicates the strength of the effect, as noted below. Characters who roll to determine the strength of the effect may voluntarily choose to channel less than the maximum amount of power to reduce the potential side effects. In either case refer to following table to determine the strength of the effect.

Once the character knows the strength of the side effect he rolls 1d4 and consults the appropriate power/strength combination in the appropriate subsection in either *Activating Blood* or *Raising Power*. Alternately, the character may choose to reduce the strength of a taint effect by one step in return for making a second roll. For example, a character who activates an overwhelming effect could roll once for an overwhelming effect, twice to inflict two strong effects, three times to inflict three moderate effects or simply apply all four of the faint effects.

ACTIVATING BLOOD

As discussed above, the term ‘activated blood’ refers to blood power awakened in a living being. This activation causes a variety of controlled and uncontrolled effects. Generally activated blood has a net positive effect on the creature; there may be negative side effects but the power increases the creature’s overall effectiveness.

The actual effects of activated blood vary. Minor activation can grant the character modest resistances

Constructing an Activated Blood Effect

In order to construct an activated blood effect the awakening character:

1. Selects the effect he would like from the blood effects described below
2. Determines what side effects are present

This effect is the expected outcome of the actions described in the Mechanic’s Summary.

to specific forms of damage, increase the target's physical abilities or increase the effective caster level of arcane spells. Stronger activation can cause radical transformations, to the point of making the target almost unrecognisable.

Blood Effects

The following is an example of activated blood effects. Each section starts with a 'generic' description of the appropriate power level for a given effect, to aid players in creating new blood effects.

Faint

Faint effects force the awakener to invest 1 Hit Point and have a Concentration check DC of 10. Given their low cost these blood effects are roughly as strong as a 0th or 1st level spell. Faint effects do not give the target an ability he does not already have. Instead they provide minor enhancements to existing abilities. Example abilities include:

Blade Walk (Su): If the target already has a base attack bonus of +1 or higher he gains an additional +2 bonus to attack rolls when making melee attacks.

Blood Shield (Su): The target gains a +1 bonus to any save that he would ordinarily have a positive modifier for. For example, a character with a -1 Fortitude save and a +3 Reflex save would gain a +1 bonus to his Reflex save but no bonus to his Fortitude save.

Lift Shadows (Su): The target's maximum darkvision range increases by +10 feet. This does not grant Darkvision 10 feet to creatures that do not already have darkvision, but does stack with spells or magical items that grant the ability.

Pale Red Skin (Su): A target with a racial natural armour bonus gains a +2 bonus to natural armour. Creatures without natural armour do not gain any benefit from this effect.

Shadow on the Sun (Su): Light sensitive creatures may decrease the damage they take from sunlight by 1 point per round. Additionally creatures that suffer a penalty for exposure to light may reduce that penalty by 1.

Thrower's Gift (Su): The target increases the range increment of thrown weapons by +5 feet.

Moderate

Moderate effects force the awakener to invest 4 hit points and have a Concentration check DC of 20. Given

Generic Power Level DC/Hit Point Costs

Power Level	Concentration DC	Hit Point Cost
Faint	10	1
Moderate	20	4
Strong	30	7
Overwhelming	40	10

their modest cost these blood effects are roughly as strong as a 2nd or 3rd level spell. Moderate effects may give the target an ability he does not already have, but generally this ability will be weaker than if he enhanced an existing ability. Example abilities include:

Blood Red Skin (Su): The target's skin becomes incredibly tough. If the target does not have a racial natural armour class it gains a +2 natural armour class bonus. If the target does have racial natural armour it gains a +4 bonus to natural armour and a +2 bonus to Strength.

Burning Eyes (Su): The creature may, as a ranged touch attack, focus his eyes on a target within 40 feet and cause it to burn. If the attack hits the target takes 3d4 fire damage. He may make a Fortitude save (DC 10 + ½ the character's level + the character's Cha modifier) to take half damage. A creature under the effect of *burning eyes* clearly illuminates a 5 foot radius around himself due to the glow of his eyes.

Claws of Blood (Su): The target inflicts magic damage with his unarmed attacks. If the creature can already inflict magic damage with unarmed attacks he gains a +2 bonus to attack and damage rolls instead. While under the effects of *claws of blood* the target's hands shed shards of red light as they move through the air.

Lift Darkness (Su): The target's maximum darkvision range increases by +30 feet. This power grants a character without darkvision the ability Darkvision (su) 10 feet.

Miner's Gift (Su): The target gains +5 feet to his burrowing movement rate. If he does not have a burrowing movement rate it gains burrow 5 feet.

Slick Shroud (Su): The target's skin exudes a thick, glossy covering. This covering grants the character Damage reduction 1/- and Resistance to acid, electrical, fire and cold 2.

Threat of the Dragon (Su): The target gains a +4 bonus to Intimidate checks. Furthermore he may make one Intimidate check every round as a free action.





BLOOD OF POWER

Strong

Strong effects force the awakener to invest 7 hit points and have a Concentration check DC of 30. Given their heavy cost these blood effects are roughly as strong as a 3rd or 4th level spell. Strong effects may give the target a fairly powerful ability he does not already have or several modest abilities in a single 'package'. These packages may increase the CR of a creature by up to +1. Example abilities include:

Dragon's Strength (Su): The target gains a +6 bonus to Strength and Constitution. While under the effect of *dragon's strength* a character's height increases by between 6 inches and 1 foot.

Dragon Skin (Su): The target gains Damage reduction 3/- and Resistance to acid, electrical, fire and cold 5.

Flame Red Skin (Su): The target's skin becomes rock hard and radiates considerable heat. He gains +4 natural armour (+6 if he already has a natural armour bonus) and does an additional +2 fire damage in melee combat.

Heart Flight (Su): The target becomes remarkably adept at leaping and jumping. He gains a +10 competence bonus to Jump and Tumble rolls and can ignore height restrictions on Jump rolls. The creature can make a full move while using the Tumble skill to avoid attacks of opportunity. While moving the creature gains a +2 dodge bonus to its AC.

Lance of Lightning (Su): Everything the target touches becomes infused with electrical energy. His ranged and melee attacks do +1d6 electrical damage in addition to their normal damage. The creature gains Resistance to electrical 10. He may also make a ranged touch attack doing 1d6 electrical damage with a maximum range of 40 feet.

Lift Midnight (Su): The target's maximum darkvision range increases by +50 ft and he gains low-light vision 240 feet. In darkness or low light conditions the character gains a +2 circumstance bonus to ranged attacks. This power grants a character without darkvision the ability Darkvision (su) 30 feet.

Overwhelming

Overwhelming effects force the awakener to invest 10 hit points and have a Concentration check DC of 40. Given their extreme cost these blood effects are roughly as strong as a 5th or 6th level spell. Overwhelming effects may give the target a powerful ability he does not already have or several strong abilities in a single 'package'. Some of these packages may increase the

CR of a creature by as much as +2. Example abilities include:

Deep Insight (Su): The target undergoes a drastic mental awakening. This experience grants the character a +5 competence bonus to his Bluff, Diplomacy, Knowledge (all) and Sense Motive skill checks. A target under the influence of *deep insight* may make skill rolls in trained only skills, even if he has no training in them.

Dragon's Wings (Su): The target gains the ability to fly (40 ft., perfect) at will. While flying he gains a +2 dodge bonus to his AC. He also gains a +1 bonus to attack and damage rolls with ranged attacks against ground targets.

Lance of Thunder (Su): The target crackles with electrical energy. It's ranged and melee attacks deal +2d6 electrical damage in addition to their normal damage. The creature gains Resistance to electrical 20. He may also make a ranged touch attack doing 2d6 electrical damage with a maximum range of 80 feet.

Ruby Red Skin (Su): The target's skin becomes diamond hard and flares with inner fire. He gains +6 natural armour (+8 if he already has a natural armour bonus) and does an additional +1d6 fire damage in melee combat.

Sunder Midnight (Su): The target can see clearly out to his maximum visible range regardless of lighting conditions. He may automatically detect illusions, invisible creatures or hidden objects as though he were under the influence of the *true seeing* spell.

Tundra Shroud (Su): The target's skin exudes a thick layer of frost. This does not harm him. Instead, it gives him Damage reduction 5/- and Resistance to acid, electrical, fire and cold 10.

Taint Side Effects - Activated Blood

The following effects occur randomly in the activated blood's carrier. Awakened blood carriers do not receive a saving throw against negative effects resulting from taint.

Arcane

The Arcane Taint Side Effects - Activated Blood table lists common side effects resulting from using arcane energy to activate blood. The awakener may choose to roll 1d4 and accept the result at the appropriate level, or roll for one extra effect for every strength level by which he reduces the side effects.

Arcane Taint Side Effects - Activated Blood

Strength	Effects
Faint	<p>1. The target begins to shimmer as though covered in heat haze. He gains +1 AC against ranged attacks.</p> <p>2. The target sends off small sparks of multicoloured light. He suffers a -1 circumstance penalty to his Hide skill checks.</p> <p>3. The target's skin takes on a faint, odd sheen (i.e. bright purple, hot pink). This hue seeps though any makeup or attempt to disguise it, giving the character a -1 circumstance penalty to his Disguise skill checks.</p> <p>4. The target's arcane energy churns in his blood. He gains a +1 damage bonus to any spell he casts. Non-damaging spells are not affected by this bonus.</p>
Moderate	<p>1. The target becomes highly attuned to transformation spells. Any helpful transformation spell cast on him gains a +1 effective level bonus, and any harmful transformation spell targeting him has a -1 effective level penalty.</p> <p>2. The target leaves a magical trail that lingers for days. Although it registers as a moderate transformation to detect magic, the target's trail lasts for a number of days equal to the awakener's casting ability modifier.</p> <p>3. The target manifests unusual magical talent. He can cast one, random 0th level spell from the sorcerer/wizard list a number of times per day equal to his positive Charisma modifier as a 1st level caster.</p> <p>4. The target becomes unusually susceptible to magic. He has a -2 penalty to any saving throw against an arcane spell or magical effect.</p>
Strong	<p>1. An aura of arcane force surrounds the target. This force grants him a +3 bonus to his AC against spells requiring a ranged touch attack.</p> <p>2. Arcane might infuses the target's bones, making him difficult to harm. He gains Damage reduction 1/-. This stacks with other forms of Damage reduction granted by blood magic.</p> <p>3. The arcane energies in the target's body weigh him down. He can only take a single standard or move action each round (but not both).</p> <p>4. Something in the target's body resists the arcane energies infusing it. He 'bleeds' magical energy. The blood magic effect in his body ends after a number of days equal to the number of hit points expended.</p>
Overwhelming	<p>1. An aura of transformation surrounds the character. When he rolls 1-3 on a d20 (i.e. when making an attack roll or a skill check), one random object in his immediate environment transforms into a small, hostile monstrous vermin.</p> <p>2. The blood magic racing though the character's veins carries with it a terrible curse. Friendly spells or spell-like abilities can no longer target him.</p> <p>3. The blood magic in the character's veins creates a nearly impenetrable defence against transformation spells. The character gains SR 30 against transformation spells. He cannot lower this SR to allow harmless spells to pass though unchallenged.</p> <p>4. The transformation of his blood has unlocked the character's magical potential. He spontaneously learns three 0th level and two 1st level spells from the wizard/sorcerer spell list. He can cast each of these spells a number of times per day equal to his positive Charisma modifier. His caster level is equal to his character level. These spells last for as long as the blood magic effect and are separate from any other arcane spells or spell-like abilities the character may already have.</p>



BLOOD OF POWER

Positive Taint Side Effects - Activated Blood

Strength	Effects
Faint	<ol style="list-style-type: none">1. The positive energy flowing through the target's body helps to protect it from pollution. He gains a +1 bonus to Fortitude saves against disease and poison.2. The target's body cannot handle the overabundance of positive energy in its blood. He suffers from a very mild fever, causing him to have a -1 circumstance penalty on all Intelligence related ability or skill checks.3. Positive energy bolsters the target's healing ability. He heals his level +2 rather than his level after a full night's rest.4. The energy within the target's body causes wart-like growths to appear in his joints. The character loses 5 ft. off his base movement rate because of the pain.
Moderate	<ol style="list-style-type: none">1. When healing spells target the character the caster can ignore the bonus limit. For example, an 8th level cleric casting <i>cure light wounds</i> on the target would heal 1d8+8, rather than 1d8+5.2. The target seethes with positive energy. If he is subject to an energy drain or a negative energy effect the effect is immediately cancelled and the activated blood effect ends.3. Positive energy infuses the target, causing him to glow. He provides illumination as though he were a candle. This gives him a -5 circumstance penalty to his Hide skill checks.4. Something has gone badly wrong with the energy infusion. The positive energy in the target's system throws his immune system out of balance, making him susceptible to disease. He suffers a -2 penalty on any save to resist disease or poison. Furthermore diseases and poisons increase their numeric effects by one if he fails his save.
Strong	<ol style="list-style-type: none">1. The target radiates positive energy although not, fortunately, light. He cannot be the target of illusion spells and is immediately visible to anyone looking for him. He suffers a -10 penalty to Hide skill checks. A character attempting to track the target has a +5 bonus to his Survival skill check.2. The positive energy infusing the target grants him remarkable regenerative powers. The target gains Fast Healing (Su) 2.3. Positive energy works its way into everything that the character touches. If he holds a non-magical weapon for one day it gains the (good) descriptor. This effect only works as long as the target wields the weapon. The effect dissipates as soon as another character uses the weapon in combat.4. Positive energy ravages the target's body, causing odd growths to sprout up at random. He takes 1 hit point of damage per hour and loses 10 ft. from his base movement rate.
Overwhelming	<ol style="list-style-type: none">1. The energy in his blood causes the target to blaze like a star. He gains a +2 bonus to his armour class because of the difficulty in looking directly at him, illuminates an area 100 ft. in radius and cannot make Hide checks. Light sensitive creatures around him suffer as if they were exposed to sunlight.2. The target's body has reached an accommodation with the energies coursing through his blood. He gains Regeneration (cold) 2.3. The positive energy in the target's body causes out of control growth. Although the character gains one size category, he also loses -20 ft. from his base movement rate and can only take one action (either standard or move but not both) per round due to the intense pain.4. The target develops the ability to concentrate and project positive energy. He can make a ranged touch attack (range 30 ft.) targeting any creature that carries or can channel negative energy (i.e. undead, an evil cleric, etc.). This attack does 1d6 damage per point of the character's Charisma modifier.

Negative Taint Side Effects - Activated Blood

Strength	Effects
Faint	<ol style="list-style-type: none"> 1. Negative energy infuses the target's body, allowing him to draw in environmental energy to sustain him. He gains the Endurance feat for the duration of the activated blood effect. 2. The faint taint of negative energy in the target's blood helps to expel harmful influences. When the character fails his first save against a disease or poison he gains a +2 bonus to his save against the secondary or continuing effect. 3. The negative energy in the target's blood leaks out of his hands. Any food or water that he carries spoils in one day, no matter what steps he takes to preserve it. 4. The target heals his level -2 hit points per day, minimum 0.
Moderate	<ol style="list-style-type: none"> 1. The target suffers from intense cold and chills as the negative energy in his blood sucks at his life force. He gains a negative level. This negative level vanishes immediately upon the termination of the blood effect. If the negative level is somehow removed (i.e. though the use of a <i>restoration</i> spell), then the blood effect ends. 2. The target seethes with negative energy. If he is subject to a positive energy effect the effect is immediately cancelled and the activated blood effect ends. 3. The target's body establishes a synergy with the negative energy bound within it. He becomes immune to <i>inflict</i> spells and gains a +2 bonus to his save against energy drain. 4. The negative energy in the target's blood makes magical healing half as effective on him.
Strong	<ol style="list-style-type: none"> 1. The target develops an impressive aura of negative energy. Other similarly aligned creatures can feel the aura and respond to it. He gains a +5 competence bonus to all Charisma related ability and skill checks related to creatures that harness or rely on negative energy. 2. Negative energy flares uncontrollably out of the target's body. Once per day he must make a Will save (DC 16 + his Cha modifier). If he fails, one item in his possession crumbles into dust. 3. The target's aura becomes extremely unhealthy. Creatures resting within 30 ft. of the character cannot heal more than 1 hit point per day of rest. Magical healing spells directed at him heal 1 hit point per dice rolled, regardless of the actual roll or any bonuses that might apply. 4. The negative energy lurking in the target grants him unusual tenacity in the face of death. He gains a +5 bonus to his saves against death spells. His death threshold is reduced from -10 to -20, and he automatically stabilises when at negative hit points.
Overwhelming	<ol style="list-style-type: none"> 1. The target becomes a living conduit for negative energy. He is immune to death spells, energy drain, inflict spells and negative energy effects. Once per day he can <i>rebuke undead</i> as an evil cleric of his character level. 2. Negative energy crushes the target. He gains two negative levels. These negative levels do not vanish when the blood effect ends. They must be restored though magical means. 3. The target develops the ability to concentrate and project negative energy. He can make a ranged touch attack (range 30 ft.) targeting any creature that carries or can channel positive energy (i.e. angel, a paladin, etc). This attack does 1d6 damage per point of his Charisma modifier. 4. Negative energy twists though the target's mind, body, and soul. For every day that he carries the blood effect the character suffers 1 point of ability damage to an ability chosen at random. Roll 1d6: 1 = Strength, 2 = Dexterity, 3 = Constitution, 4 = Intelligence, 5 = Wisdom, 6 = Charisma.



BLOOD OF POWER

Wild Taint Side Effects - Activated Blood

Strength	Effects
Faint	<ol style="list-style-type: none">1. The target's appetite increases. If he does not eat 4 x his usual amount per day he suffers a -1 circumstance penalty to Strength based ability or skill checks.2. The target develops an acute and completely uncontrolled sense of smell. The unfamiliar sensations cause him to lose concentration at odd moments. He suffers from a -2 penalty to Concentration skill checks.3. The target's leg structure changes slightly, allowing him to move more quickly. He gains +5 ft. to his base movement rate.4. The target's eyesight improves. He gains a +2 bonus on Search and Spot skill checks.
Moderate	<ol style="list-style-type: none">1. The target develops a heavy coat of fur the same colour as his natural hair. This coat gives him a -2 circumstance penalty to Diplomacy and Disguise checks. It also protects him from the cold, granting him Resistance to cold 5. This Resistance stacks with any Resistance granted by the tainted blood ability.2. The wild energy twists the target's hands into useless talons. He receives a -1 penalty to any action that requires him to use his hands for fine manipulation (i.e. Open Lock skill checks or making an attack with a melee weapon).3. The target's skin thickens, becoming as hard as boiled leather. This gives the target a +2 natural Armour Class bonus. It also increases the DC of any Heal check targeting the character by +2.4. The target's eyesight dims. He suffers a -2 penalty to Search and Spot skill checks, and his visual range is cut in half. This affects abilities like darkvision and low-light vision as well.
Strong	<ol style="list-style-type: none">1. Wild energy surges uncontrollably through the character's body, causing random internal changes. The pain of these changes prevents the character from casting spells unless he makes a Concentration check DC 25.2. The target develops a large number of cosmetic bestial feature and non-functional additional sense organs. These alterations reduce his Charisma by 4 until the blood effect ends.3. The target develops the acute senses of a hunting beast. He gains the Scent extraordinary ability and the Track feat.4. Wild energy infuses the character's instincts and intellect. He gains a +4 racial bonus to Knowledge (nature) and Survival skill checks. Furthermore the character develops wild empathy as the druid and ranger class ability. He may add his Charisma bonus rather than his class level to his wild empathy checks.
Overwhelming	<ol style="list-style-type: none">1. The influx of wild energy weakens the target's bones, almost crippling him. His base movement speed is reduced to 5 ft. and bludgeoning attacks always inflict maximum damage.2. The target transforms into a nearly perfect blend of mortal and wild powers. He gains +4 to his Strength, Dexterity and Constitution. He also gains the Scent extraordinary ability. However, his wild side makes concentration difficult; he suffers from a -2 penalty to any Intelligence based ability or skill check.3. The target creature loses control of his form. He transforms (as a <i>baleful polymorph</i>) into a normal animal of no greater than Medium size for the duration of the blood effect.4. Wild energy flows through the character, granting him mastery over the forces of nature. He can memorise up to 15 levels of druid spells of his choice. He casts these spells at a caster level equal to his character level. He can memorise spells with a spell-level equal to or less than his Wisdom modifier. 0th level spells count as half level spells for this purpose.

Positive

The Positive Taint Side Effects - Activated Blood table lists common side effects resulting from using positive energy to activate blood. The awakener may choose to roll 1d4 and accept the result at the appropriate level, or roll for one extra effect for every strength level by which he reduces the side effects.

Negative

The Negative Taint Side Effects - Activated Blood table lists common side effects resulting from using negative energy to activate blood. The awakener may choose to roll 1d4 and accept the result at the appropriate level, or roll for one extra effect for every strength level by which he reduces the side effects.

A *death ward* or similar spell will protect the user from the effects of negative taints.

Wild

The Wild Taint Side Effects - Activated Blood table lists common side effects resulting from using wild energy to activate blood. The awakener may choose to roll 1d4 and accept the result at the appropriate level, or roll for one extra effect for every strength level by which he reduces the side effects.

RAISING POWER

Raised blood effects fall into two potential categories: blood transformed into potions and blood used to alter spells as they are cast. The following example abilities provide the players with a list of possible effects for both.

Raised power potions are used like any other potion. When using raised power to enhance a spell the character must ready the potion (a standard action) before casting the spell.

Constructing a Raised Power Effect
 In order to construct a raised power effect the awakening character:

1. Selects the effect he would like from the blood effects described below
2. Determines what side effects are present

Note that a creature ‘donating’ blood for activation must loose at least one hit point. This blood can come from a willing volunteer with magical blood, or from a wounded/slain magical creature sacrificed for this purpose.

In either case the taint effect alters the effect when the character unleashes the power. A character can make a Spellcraft skill check (DC 20) to determine the exact taint effect of a raised power potion or source that he did not create before he uses it.

Raising power uses the same hit point costs and Concentration skill check DCs as activated blood. Please refer to Generic Power Level DC/Hit Point Costs table (pg. 55) or to the strength descriptions for further information.

Faint

Faint raised powers force the awakener to invest 1 hit point and have a Concentration check DC of 10. Given their low cost these blood effects generate minor results as potions and minor changes as a spell enhancer. Faint effects generally only alter a single aspect of a spell, or give the drinker some kind of temporarily useful one-shot ability.

Faint raised power potions last for 10 rounds or until discharged. Examples include:

Anchor Spell (source): When activated this raised power increases the user’s effective level by +2 for the purposes of determining the spell duration. This raised power can be expended on and will taint spells with an instant duration but this has no practical effect.

Boost Spell (source): When activated, the raised power increases the effective level of the spell by one. This may increase the maximum damage possible with the spell and increases its DC by +1.

Essence of Flames (source): When activated this raised power source causes the spell to deal +1 fire damage per damage die rolled. The essence of flames does not work on cold spells.

Inner Web (potion): A character that drinks this potion gains DR 3/- against the next melee or ranged attack that strikes him.

Streking Fire (potion): A character that drinks this potion feels fire surging just under his skin. His next melee attack inflicts fire damage rather than his normal damage type.

Thicken the Blood (potion): A character that drinks this potion feels his blood become sluggish and thick. The character heals 1 hit point per round until the potion’s duration ends.





BLOOD OF POWER

Moderate

Moderate raised powers force the awakener to invest 4 hit points and have a Concentration check DC of 20. Given their cost these blood effects generate modest results as potions and effects similar to Metamagic feats as a power source. Moderate effects generally only alter a single aspect of a spell, or give the drinker some kind of temporarily useful duration based ability.

Moderate raised power potions last for 20 rounds or until discharged. Examples include:

Burning Might (source): When activated this raised power maximises a spell that deals fire damage.

Dragon's Song (source): When activated this raised power allows the character to summon a dragon rather than an outsider using the *summon monster* spells. The CR of this dragon will not exceed the level of the spell.

Fire in the Blood (potion): A character than drinks this potion gains Resistance to Fire 10. Additionally he heals one point of damage for every dice of fire damage dealt to him in a round, whether that fire harmed him or not.

Flare of Power (source): When activated this raised power temporarily increases the numeric effects of all abjuration spells by +2. Spells without numeric effects gain a +2 bonus to any rolls required (i.e. *dispel magic*) or to the DC to resist them.

Infusion of Essence (potion): A character that drinks this potion immediately gains a +2 bonus to Strength, Dexterity, and Constitution. While under the effect of the *infusion of essence* the character must take a 5-foot step every round; he cannot remain still.

Silence Rage (potion): A character who drinks this potion gains a second saving throw against any mind-influencing effects currently affecting him. For the duration of the potion he can make two saving throws against mind-influencing effects. He also loses any emotional or mind-influencing effects that he activated within himself. The character becomes emotionally calm and remains so until the potion wears off.

Strong

Strong raised powers force the awakener to invest 7 hit points and have a Concentration check DC of 30. Given their high cost these blood effects generate powerful results as potions and effects beyond those of

Metamagic feats when used as a power source. Strong effects generally alter the function of a spell, or give the drinker some kind of useful duration based ability.

Strong raised power potions last for 30 rounds or until discharged. Examples include:

Awakening Essence (potion): When drunk this potion causes the user's life force to surge though his body. He gains Fast Healing 1 for the duration of the effect.

Dragon's Call (source): When activated this raised power allows the character to summon a dragon rather than an outsider using the *summon monster* spells. The CR of this dragon will not exceed the level of the spell plus a bonus based on the spell type: *summon monster I to III* receive a +1 bonus, *summon monster IV to VI* receive a +3 bonus, and *summon monster VII to IX* receive a +5 bonus. This means that *summon monster IX* empowered by the *dragon's call* source could summon a CR 14 dragon.

Feeding Power (source): When activated this raised power triples the duration of any spell. It causes an instantaneous spell to repeat one round after its initial casting. If the blood is disturbed at any time the spell feeding from it immediately fails.

Nightmare Vision (potion): When drunk this potion allows the user to see the negative energy flow in an area. He can tell the current hit points and relative power level (faint, moderate, strong, overwhelming) of all undead creatures within visual range. He furthermore gains a +2 bonus to hit and damage against undead creatures.

Vision of the Gods (source): When activated this raised power greatly increases the sensitivity of some divination spells. When used in conjunction with detect spells (like detect magic) it allows the caster to determine on the first round the strength and location of all the appropriate auras. The caster furthermore gains a +5 bonus to any ability or skill check required to gain more detailed information. The duration at which lingering auras can be detected increases by an order of magnitude (x10). These effects remain until the spell ends.

Wisdom's Curse (potion): When drunk this potion allows the user to switch his abilities as follows: Intelligence for Strength, Wisdom for Dexterity and Charisma for Constitution. This effect includes any

bonuses that the character may receive. The character functions at these new levels until the power expends itself.

Overwhelming

Overwhelming raised powers force the awakener to invest 10 hit points and have a Concentration check DC of 40. Given their extreme cost these blood effects generate incredible results as potions and radically alter spells when used as a power source. Overwhelming effects can do nearly anything, although the cost of raising such power may not be worth the cost. Overwhelming raised power potions last for 40 rounds or until discharged. Examples include:

Blood Sigils (source): When activated this raised power source infuses a spell with incredible power. All of its variable, numeric effects are doubled. Saving throws and opposed rolls are not affected, nor are spells without random variables.

Carrying the Blizzard (potion): When drunk this potion unlocks the primordial cold in the user's body. At any time during the duration of the potion the user may choose to transfer this cold to a target using a melee touch attack. If the attack is successful the target takes 15d6 cold damage. The target may make a Fortitude save (DC 19 + potion user's Cha modifier) for half damage.

Cut from the Flow (potion): When drunk this potion 'seals' the character off from outside magical energies. For the potions duration the user gains Spell resistance 25 + his Cha modifier.

Dragon's Lament (source): When activated this raised power allows the character to summon a powerful dragon rather than an outsider using the *summon monster* spells. The CR of this dragon will not exceed the level of the spell plus a bonus based on the spell type: *summon monster I to III* receive a +3 bonus, *summon monster IV to VI* receive a +5 bonus, and *summon monster VII to IX* receive a +7 bonus. This means that *summon monster IX* empowered by the *dragon's call* source could summon a CR 16 dragon.

Intrinsic Binding (source): When activated this raised power infuses the spell with arcane weight. The spell gains a +20 bonus against any attempt to dispel it.

Moon Fire (potion): When drunk this powerful potion causes the target to burst into silvery flames. For the duration of the effect the user illuminates the area around him as if he were a sunrod. Anyone striking the character with a melee attack takes 4d6 cold damage. Any creature targeting the character with a spell or spell-like ability takes 2d6 cold damage as the moon fire leaps back along the spell.

Taint Side Effects - Raised Blood

The following effects occur randomly in the spell that sources itself in raised power or in the individual who drinks a raised power potion. Raised power users do not receive a saving throw against negative effects resulting from taint.

Arcane

The Arcane Side Effects - Raised Blood table lists side effects resulting from using arcane energy to raise power. The awakener may choose to roll 1d4 and accept the result at the appropriate level, or roll for one extra effect for every strength level by which he reduces the side effects.

Positive

The Positive Side Effects - Raised Blood table lists side effects resulting from using positive energy to raise power. The awakener may choose to roll 1d4 and accept the result at the appropriate level, or roll for one extra effect for every strength level by which he reduces the side effects.

Negative

The Negative Side Effects - Raised Blood table lists common side effects resulting from using negative energy to raise power. The awakener may choose to roll 1d4 and accept the result at the appropriate level, or roll for one extra effect for every strength level by which he reduces the side effects. A *death ward* or similar spell will protect the user from the effects of negative taints.

Wild

The Wild Side Effects - Raised Blood table lists common side effects resulting from using wild energy to raise power. The awakener may choose to roll 1d4 and accept the result at the appropriate level, or roll for one extra effect for every strength level by which he reduces the side effects.



BLOOD OF POWER

Arcane Side Effects - Raised Blood

Strength	Effects
Faint	<ol style="list-style-type: none">1. The taint causes a faint instability in the magical aura. This instability causes 1 point of damage to either the spell's caster or the person who drinks the raised power potion.2. Arcane energies tainting the effect linger long after it vanishes. The target of the spell in using this raised power or a character drinking it has a faint transformation aura around him for one day after the effect ends.3. The subtle twist of arcane taint causes the effect to become slightly more powerful. Increase any variable numeric effect of the spell or of drinking the potion by 1.4. Something about this arcane taint obscures it from detection. The spell or effect is detected as being one strength level lower than it actually is.
Moderate	<ol style="list-style-type: none">1. The arcane taint in this raised power increases all of the variable, numeric effects created by the effect by 4. This increase comes with a price; the raised power leaves the spell caster or potion drinker more vulnerable to magical effects: he suffers a -1 penalty to his saves against arcane spells for one day.2. The energies in the raised power strip away the user's magical defences. Any abjuration spells with the user as a target cease. Furthermore, the character suffers a -2 penalty to his saves against arcane magic for one day.3. The surge of arcane might from this raised power causes it to increase the duration of the source spell or the duration of the effect (when used as a potion) by one half.4. The taint of magic causes the effect to spiral out of control. The character must make a Concentration check (DC equal to the creation DC of the raised power) or the effect targets a random character in range. This can cause a spell to target the wrong person, or a beneficial potion effect to 'jump' into a hostile target.
Strong	<ol style="list-style-type: none">1. Something in this taint causes the raised power to go horribly wrong. It invokes a curse (as <i>bestow curse</i>) on the user.2. Wild surges of power flash though this raised power's user. The character takes 1d4 damage per his character level immediately upon activating this power. If he survives he may continue with his intended action.3. The arcane taint in this power twists the world around it. Double the range of any spell source in this power. If used as a potion this taint causes the effect to last twice as long.4. This taint alters the effects generated by damaging spells. Any damage generated by an effect source in or generated by this raised power does its damage $\frac{1}{2}$ in its original damage type and $\frac{1}{2}$ in pure arcane power. The second half of this damage is not subject to being reduced by ordinary resistances.
Overwhelming	<ol style="list-style-type: none">1. This taint causes the raised power to become dangerously unstable. When used the activator must make a Concentration check with a DC equal to the original creation DC of the raised power. If successful the raised power acts normally. If unsuccessful the user immediately takes 1d6 damage per his character level.2. When activated, a raised power with this taint emanates a wave of arcane power. All non-magical items within a 20 ft. radius gain the magic descriptor for purposes of inflicting damage and radiate a faint transformation aura for one day.3. Arcane energies around this raised power collapse. Everything (including the spell just cast if the raised power is used as a source) within a 40 ft. radius around the character has a <i>greater dispel magic</i> cast on it. The <i>greater dispel magic</i> is cast at a level equal to the user's character level.4. The raised power grants a lingering aura of arcane might around the user. He gains a +2 effective caster level bonus when casting arcane spells for the next day. He also radiates a magical aura as if he were an outsider of his alignment with HD equal to his character level.

Positive Side Effects - Raised Blood

Strength	Effects
Faint	<p>1. The positive energy in the effect causes it to be more potent against undead. Undead receive a -2 penalty to any saves required to resist the effect.</p> <p>2. Positive energy in the effect causes a minor healing benefit. Anyone using the raised power heals 1d4 hit points.</p> <p>3. Uncontrolled positive energy in the effect causes a small flash of pure light in the user's eyes. The user becomes blind for 1d4 rounds.</p> <p>4. The roar of positive energy being released as the effect occurs deafens the user for 1d6 rounds.</p>
Moderate	<p>1. A lingering trace of positive energy causes this effect to shine in the sight of those who can use negative energy. When used, all negative energy users (i.e. undead, evil clerics, etc.) within 1 mile may make a Spot check (DC 20) to pinpoint the user's location.</p> <p>2. Positive energy burns within the effect. This makes the effect more difficult to dispel. Increase the DC of the dispel check to remove the effect by +5.</p> <p>3. The positive energy tainting the effect generates a powerful, almost holy, resonance with the surrounding environment. When the user activates this raised power all users of negative energy within a 20 ft. radius must make a Will save (DC 14 + the user's Cha modifier) or be stunned for 1 round.</p> <p>4. When activated this raised power leaks positive energy into the environment. One item (usually the one closest to the character) comes under the effect of the <i>animate objects</i> spell with a caster level equal to the user's character level. This newly animated object is hostile to the character.</p>
Strong	<p>1. The raised power's user bears the brunt of a sudden flare of positive energy. He becomes deaf and blind for 2d4 rounds.</p> <p>2. When activated this raised power unleashes a torrent of positive energy. This causes 1d4 damage per character level to the potions user. It also indelibly marks the area; any user of negative energy who walks within 100 ft. of the point where the raised power was activated may make a Spot check (DC 20) to feel the presence of positive energy.'</p> <p>3. The taint in this effect twists positive energy into the user's spirit. He must make a Concentration check (DC 14 + his Charisma modifier) to cast a spell or use a spell-like ability. If he uses a spell or spell-like ability invoking negative energy (i.e. an <i>inflict</i> spell) he takes 1 point of damage per his character level and the effect fails.</p> <p>4. The raised power causes positive energy to flare and burn. Any damage dealt by the effect is considered good in addition to any other descriptors it may have.</p>
Overwhelming	<p>1. When activated a raised power with this taint emanates a wave of positive energy. All non-magical items within a 20 ft. radius gain the good descriptor for purposes of inflicting damage and radiate a faint transformation aura for one day.</p> <p>2. The taint of positive energy surges through this raised power. If a user of negative energy tries to use this raised power he loses his spell casting and any supernatural abilities for one day.</p> <p>3. When released this raised power infuses the user with a brief flash of positive energy so intense that it drives out negative influences. The character is subject to the effect of both a <i>greater restoration</i> and a <i>remove disease</i> spell.</p> <p>4. The user of this effect has all of the positive energy normally infusing his body sucked into the Positive Material Plane. He immediately suffers 3d4 negative levels. These negative levels fade after 24 hours. They do not require a saving throw as they fade and cannot cause a loss of character levels.</p>



BLOOD OF POWER

Negative Side Effects - Raised Blood

Strength	Effects
Faint	<ol style="list-style-type: none">1. The negative energy within the effect absorbs heat around the user. He gains Resistance to fire 1 for 10 rounds.2. A faint taint of negative energy infuses the effect. The user takes 1d4 damage from close contact with this deadly force.3. The touch of negative energy within the effect gives it slightly more destructive potential. Spells that deal damage may have up to double their maximum numeric bonus (i.e. from +5 to +10). Spells that do not have numeric bonus may inflict a maximum of +2 dice (i.e. a fireball could inflict a maximum of 12d6 damage rather than 10d6).4. The negative energy within the raised power lowers the target's effectiveness. All variable numeric effects generated by the target are reduced by 1.
Moderate	<ol style="list-style-type: none">1. This taint causes a residue of negative energy to remain in the target's victims. If the victim takes damage from a spell effect source in or a magical effect caused by this raised power and fails his saving throw he takes 1 point of cold damage per dice of damage dealt the next round. For example, if a character took 10 dice of damage from a fireball with this raised power taint and failed his saving throw against the fireball he would take 10 points of cold damage in the next round.2. Dark energies infuse the effect. It is considered evil, with all of the benefits and problems this provides. Already evil effects gain a +2 bonus to any numeric effect they generate. A good aligned character drinking a raised power with this taint gains a negative level until the effect wears off.3. The target of this raised power suffers a sudden influx of negative energy. This causes any non-evil spell to have a minimum result on all variable numeric effects. Any non-evil character drinking the power as a potion gains a negative level for the duration of the effect.4. When activated this raised power leaks negative energy into the environment. The item closest to the caster (usually directly in his hands or on his body) is affected as if by a <i>dispel magic</i> spell with a caster level equal to the user's character level.
Strong	<ol style="list-style-type: none">1. A surge of negative energy blasts though the user, weakening his ability to resist degenerative effects. He suffers a -4 penalty on any effect that generates ability damage for one week after using the raised power.2. Negative energy infuses the effect. This increases the DC to resist the effect by +4, but also inflicts 1d4 Con damage on the user.3. The negative energy in the effect causes it to become corrosive. The user of the raised power takes 6d6 cold damage. He can inflict an equal amount of evil damage on any target within 60 ft. This second target may make a Will save (DC 16 + the user's Cha modifier) for half damage.4. The negative energy within the raised power cripples the target's effectiveness. All variable numeric effects generated by the target are reduced by ½.
Overwhelming	<ol style="list-style-type: none">1. When activated this raised power inflicts a harsh punishment on the user. He gains 2d4 negative levels. After the end of 24 hours he must make a Will save (DC 19 + user's Cha modifier) for each negative level. Failure causes the negative level to vanish and the user loses one character level.2. This raised power briefly opens an uncontrolled channel to the source of negative energy. All non-magical items within a 20 ft. radius gain the evil descriptor for purposes of inflicting damage and radiate a faint transformation aura for one day.3. Unchecked negative power races though the user. This drains 3d6 from his Constitution ability. If this reduces him to 0 or fewer points of Constitution he becomes a vampire within 1d4 days.4. This taint causes a residue of negative energy to remain in the target's victims. If the victim takes damage from a spell effect source in or a magical effect caused by this raised power and fails his saving throw he suffers the same amount of cold damage again next round. The target may make a Will save (DC 19 + caster's Cha modifier) for half damage.

Wild Side Effects - Raised Blood

Strength	Effects
Faint	<p>1. The taint of wild magic lies on this effect. When activated the power calls a small animal (equal to <i>summon nature's ally I</i>) to assist the user for a number of rounds equal to his character level.</p> <p>2. By attempting to harness wild magic the user angers the forces of nature. He suffers a -2 penalty to Diplomacy and Handle Animal checks involving animals, fey and magical beasts for one day after activating the power.</p> <p>3. The scent of wild power released by this effect drives animals wild. When the user activates this raised power any animal within 30 ft. must make a Will save (DC 11 + user's Cha modifier) or become shaken for 1d4 rounds.</p> <p>4. When the user activates this wild power it releases a wave of calming energy. Any animal within 30 ft. must make a Will save (DC 11 + user's Cha modifier) or become dazed for 1d4 rounds.</p>
Moderate	<p>1. Wild energy strongly influences the effect. If a druid uses the raised power it adds +4 to any numeric effect. Any non-druid using the raised power lowers his numeric effects by 2.</p> <p>2. The wild power released by this raised power attracts the attention of unfriendly fey. They curse the character with a -2 luck penalty to all skill checks for the next day.</p> <p>3. When activated the power calls an animal (equal to <i>summon nature's ally IV</i>) to assist the user for a number of rounds equal to his character level.</p> <p>4. This raised power contains the seed of storms. When activated it causes a sudden cloud burst around the character equal to a <i>fog cloud</i> spell cast by a druid of the character's level.</p>
Strong	<p>1. Wild power in the effect causes it to merge seamlessly into the natural order of things. The effect cannot be detected using a <i>detect magic</i> spell. Furthermore when a druid uses the power it maximises (as the feat) the spell it affects. Raised powers used as potions are similarly maximised.</p> <p>2. When activated the power calls a large animal (equal to <i>summon nature's ally VI</i>) to assist the user for a number of rounds equal to his character level.</p> <p>3. A foul aura of abused natural power hangs about the user of this raised power. All animals, fey and magical beasts have an immediate hostile reaction to him and will target him exclusively with their attacks until he is dead. This effect lasts for one week. Wild empathy and diplomacy cannot alter this reaction, but it can be temporarily suppressed though the use of magic. This effect does cause summoned creatures of the appropriate types to attack the user, even if he summoned them himself.</p> <p>4. This wild power contains the heart of a thunderstorm. When activated, it unleashes a thunderstorm around the character. The storm has a radius of 600 ft. and cuts visibility by 1/2.</p>
Overwhelming	<p>1. The reverberations of wild power echo in the user for long after the effect finishes. For one day he suffers a -10 penalty to all of his saves against spells cast on him by druids or rangers.</p> <p>2. When unleashed this power causes the user to transform as if affected by a <i>baleful polymorph</i>. The Games Master may choose the shape.</p> <p>3. This power greatly increases the character's alignment with natural forces. For one day he gains +2 to his effective caster level when casting druid or ranger spells. He suffers a -2 to his effective caster level when casting any other sort of arcane or divine spell.</p> <p>4. When activated the power calls a mighty companion (equal to <i>summon nature's ally IX</i>) to assist the user for a number of rounds equal to his character level.</p>



SPELLS OF THE DRAGON

The popular association of kobolds and dragons leads inevitably to the idea that they wield secret arcane magic. This perception is not entirely false; kobolds do in fact know a handful of secret spells. These spells come from a wide variety of traditions, both neutral and infernal.

Additionally, the less well-known Uwite tradition has developed a wide array of druid spells relating to vermin and the establishment of long-term relationships with elemental forces. These spells may or may not be available to non-kobold druids. Many of these spells become much more powerful when used with the feats representing Uwite training.

Finally, the kobolds have developed a handful of special spells related to stealing power from other beings. Some of these spells rely on divine intervention. Others use raw arcane power to accomplish the goal. In all cases, using these spells carries a terrible price. All of these spells tap into unholy power, eventually drawing the attention of various forces of darkness to the caster.

SPELL LISTS

The spell descriptions presented in this section follow the conventions established in *Core Rulebook I*.

Bard Spells

1st Level

Distract Vermin: Dazes 2d4 HD of vermin.

Cleric Spells

2nd Level

Tying the Least Knot: Steal a 0th level spell slot from the target.

4th Level

Knot of the Soul: Steal domain ability from the target.

6th Level

Knot of the Flesh: Steal an extraordinary ability from the target.

7th Level

Knot of the Spirit: Steal a supernatural ability from the target.

Druid Spells

1st Level

Distract Vermin: Dazes 2d4 HD of vermin.

Spider's Friendship: Vermin will not poison you.

2nd Level

Rat's Grace: Gain +1 dodge bonus to AC, +1 per 3 levels.

Scorpion Sting: Unarmed attacks deal 1 Con damage due to poison.

Concentrate Poison: Increase poison DC by +1, +1 per two levels above 1st.

3rd Level

Break the Ties that Bind: Temporarily releases the target's companion or familiar.

Heart of Filth: Grants favoured enemy (vermin) and wild empathy with vermin for 1 round/level.

4th Level

Web Rider: Transport from web to web.

Virulent Poison: Increase poison damage by +1 every four levels.

5th Level

Centipede's Dance: Cause targets to feel things crawling on them.

Iron Web: Permanently increase the hardness of spider webs.

Sorcerer/Wizard Spells

1st Level

Envy's Glance: You get a 90% accurate approximation of the target's net worth.

2nd Level

Eyes of Light: You gain a dazzling short-range gaze attack.

Rat's Grace: Gain +1 dodge bonus to AC, +1 per 3 levels.

Tying the Least Knot: Steal a 0th level spell slot from another character.

3rd Level

Dragon Claps his Wings: Emanate a gust of wind that knocks attackers back.

Eyes of Fire: You gain a gaze attack that does 1d6 + 1 every two levels fire damage.

4th Level

Eyes of Darkness: You gain a gaze attack that infects the target with deep shadows.

5th Level

Steal the Ties that Bind: Steal a target's companion or familiar.

6th Level

Frightful Presence: You develop a frightening aura similar to that of a dragon.

9th Level

Voice of the Great Wyrn: Calls a powerful dragon to come speak with you.

SPELL DESCRIPTIONS

Break the Ties that Bind

Enchantment (Compulsion, Mind-Affecting)

Level: Drd 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft.+5 ft./2 levels)

Target: One animal companion

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This unfriendly spell target's a character's animal companion, familiar or paladin's mount. The target may make a Will save to resist the effect. If it fails, the companion's bond with its character is immediately blocked. The companion/familiar does not lose any special abilities or ability bonuses it gained from the association, but the character loses any bonuses he gained. Furthermore the following special abilities no longer function: *Alertness*, *empathic link*, *deliver touch spells*, *link*, *scry on familiar share spells*, or *speak with master*. The companion affected by this spell does not lose his personal special abilities or attribute bonuses. For example, a 12th level wizard's familiar may still use *improved evasion*, *speak with animals of its kind* and *spell resistance*.

Material Component: A red silk cord scored in the centre by an iron knife. The caster pulls the cord apart while casting the spell.

Centipede's Dance

Illusion (Pattern) (Mind-Affecting)

Level: Drd 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft.+5 ft./2 levels)

Target: One creature/level, all targets within range

Duration: 1 min./level

Saving Throw: Will partial; see text

Spell Resistance: Yes

Centipede's dance causes the targets to feel as though there are large (1 inch wide) centipedes crawling just under their skin. This pattern covers all of the senses; the target's skin seethes, he can feel the creatures moving under his skin, the sound of them chewing their way forward dances in his ears.

Target's that fail their Will save immediately become nauseated. They cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action a nauseated character can take is a single move action per turn. Additionally there is a 50% chance that a nauseated character will strip himself of his armour and weapons as he tries to beat at the moving creatures inside him.

Target's that succeed on their Will save still sense the centipedes, but realise that the experience is illusory. They can take normal action, but casting a spell or holding concentration on a spell requires a Concentration check (DC 20 + spell level).

Concentrate Poison

Transmutation

Level: Drd 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 poisonous animal or vermin

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Concentrate poison increases the DC of an animal or vermin's poison attack by +1. For every two caster levels beyond 1st this bonus increases by +1, +2 at 3rd, +3 at 5th and so on to a maximum of +10 at 19th. This spell has no effect on poison attacks from mechanical devices or weapons. It does not grant a poison attack to a creature that does not already have one.



SPELLS OF THE DRAGON

Material Component: You must sprinkle a small handful of salt on the target.

Distract Vermin

Illusion (Figment)

Level: Brd 1, Drd 1

Components: V, M

Casting Time: 1 standard action

Range: Medium (100 ft.+10 ft./level)

Targets: Vermin within 20 ft. of each other

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a small zone of steady, faint light near the eyes of vermin. This light causes the vermin to lose track of the motion around them, rendering them dazed for 1 round per caster level. No two subjects may be more than 20 ft. apart. The maximum number of Hit Dice of vermin you can affect is equal to 2d4 + caster level.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any direct attack breaks the spell on the assaulted creatures.

Material Component: You must have a thin sheet of mica.

Dragon Claps His Wings

Evocation [Air]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 30 ft. burst emanating from the caster

Duration: Instant

Saving Throw: Reflex negates

Spell Resistance: Yes

Dragon claps his wings creates a massive surge of wind around the caster, similar to the effect of standing under a great wyrm when it attempts to become airborne. All creatures within the area of effect must make a Reflex save. Those that fail move backwards: Tiny or smaller creatures fly back 1d6 x 10 ft., Small creatures move back 1d4 x 10 ft. and Medium/Large creatures move back 1d6 x 5 ft. Creatures of Huge or greater size may ignore this spell. Affected flying creatures double the distance they move back.

If a creature knocked backwards by this spell impacts a solid object (i.e. a wall) it takes 1 point of damage for every 5 ft. it had remaining in its backwards movement. For example, if a sorcerer cast this spell and knocked a gnome back 30 ft. and that gnome hit a wall after 10 ft. of movement the wall would deal 4 points of damage to the gnome (30 ft. total – 10 ft. travelled = 20 ft. remaining, for four 5 ft. squares).

Eyes of Fire

Transmutation

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 full round

Range: 20 ft.

Effect: Caster gains a damaging gaze attack that affects targets within 20 ft.

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Eyes of fire causes the caster's eyes to blaze with arcane flames. Opponents within range of the spell must attempt a saving throw each round at the beginning of their turn in initiative order. Those that succeed are unaffected. Those that fail take 1d6 + 1 every two levels (maximum +10) fire damage.

The spell can be used to ignite flammable materials. The material must be within 20 ft. of the caster. Igniting an object requires the caster to spend a full round action focusing his gaze on the target. At the end of the action the object must make a Will save or burst into flame. This does not cause inflammable objects to ignite, or deal damage to living creatures.

Focus: *Eyes of fire* requires the caster to have a ruby with a value no less than 500 gp.

Eyes of Light

Transmutation

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 full round

Range: 20 ft.

Effect: Caster gains a dazzling gaze attack that affects targets within 20 ft.

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

SPELLS OF THE DRAGON

Eyes of light causes the caster's eyes to glow with bright white light. Opponents within range of the spell must attempt a saving throw each round at the beginning of their turn in initiative order. Those that succeed are unaffected. Those that fail are dazzled (-1 penalty on attack rolls, Search and Spot checks) for the round.

While under the effect of *eyes of light* the character radiates light as a torch. Furthermore he may, as a full round action, focus the light in his eyes to illuminate a single target out to 20 ft. This target gains an additional -2 penalty to his AC. The illuminated target may make a Reflex save to negate the effect.

Focus: *Eyes of light* requires the caster to have a diamond with a value of no less than 300 gp.

Eyes of Darkness

Transmutation

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 full round

Range: 20 ft.

Area/Target/Effect: Caster gains a punishing gaze attack that affects targets within 20 ft.

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Eyes of darkness causes the caster's eyes to become deep sinks of shadow. Opponents within range of the spell must attempt a saving throw each round at the beginning of their turn in initiative order. Those that succeed are unaffected. Those that fail lose 20 ft. off of their normal visual range and have a 20% miss chance against any target they attempt to attack. This effect lasts for 1 hour per level of the caster. The effect is cumulative, so if the target fails two saving throws his miss chance increases to 40% and so on. When the character's miss chance becomes 100% he is considered blind for the duration of the spell.

While under the affect of eyes of darkness the character may, as a full round action, focus the darkness in his eyes on a single target within range. This target may make a Will save. If he fails then he immediately suffers as if he failed to resist the character's gaze attack. This effect is cumulative with the standard gaze attack.

Focus: *Eyes of darkness* requires the caster to have an eye carved out of star sapphire. This costs a minimum of 700 gp.

Envy's Glance

Divination

Level: Sor/Wiz 1

Components: S, M

Casting Time: 1 standard action

Range: 60 ft.

Target: 1 target within 60 ft.

Duration: Instant

Saving Throw: Will negates

Spell Resistance: Yes

This spell magically assesses the target's net worth. This includes the value of any armour, coins, gems, magical items, objects of art, weapons or any other sellable good the creature owns. It does not assess the value of so called permanent assets (houses, lands, etc.).

The assessment gives you a number between 90% and 110% of the target's actual worth. The Games Master secretly rolls 1d20 and adds the result to 90 to determine the final result. This spell can be used to assess the value of a specific object within range.

Material Component: Two balls, one made of lead and the other of wood.

Frightful Presence

Enchantment (Glamer)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Area: 120 ft. radius emanation

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Frightful presence causes the caster to develop the frightful presence ability: similar in many respects to that of a small dragon. This ability takes effect automatically when the caster attacks, casts a hostile spell, or flies overhead. Creatures within a radius of 120 ft. around the caster are subject to the effect if they have fewer Hit Dice than the caster.

A potentially affected creature that succeeds on a Will save cannot be further affected by this spell for a 24-





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hour period. On failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons may ignore this effect, but the caster is still subject to their frightful presence.

Material Component: You must have an intact scale from a chromatic dragon, worth at least 50 gp.

Heart of Filth

Transformation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One target

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heart of filth grants the caster, or one humanoid creature of Large or smaller size he touches, an innate understanding for and affinity with the tactics of vermin. This understanding gives the target a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks and weapon damage rolls against vermin. Additionally characters with the wild empathy class skill can use it on vermin and gain a +2 bonus while doing so.

Iron Web

Transmutation

Level: Drd 5

Components: V, S, DF

Casting Time: 1 minute/5 ft. square affected

Range: Touch

Effect: An iron web area up to 5ft. square/level

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

Iron web transforms ordinary spider webs into iron hard strands. This transformation does not in any way affect their stickiness or Escape Artist/Break DC of the webbing. It does grant them hardness 5 and Resistance to fire 5, allowing them to ignore minor blows and flaming touches.

Webs affected by this spell take on a faint blue sheen. Character's can notice this by making a Spot check (DC 20).

Knot of the Flesh

Necromancy

Level: Clr 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 target

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Knot of the flesh allows the caster to steal an extraordinary ability of his choice from the target creature. In order to do this he must first touch the creature, and the creature must fail his Will save. Once both conditions are met the caster gains the selected extraordinary ability as if it were a class feature. It functions in every way as if it were a natural extension of the character's abilities, including using his character level rather than the target's HD. Although *knot of the flesh* steals extraordinary abilities, the ability is considered supernatural while in the caster's possession.

The target creature cannot use the stolen extraordinary ability until *knot of the flesh* runs out. If the target creature dies before the spell finishes the ability vanishes.

Material Component: A complex knot tied in black silk cord.

Knot of the Soul

Necromancy

Level: Clr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One target

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Knot of the soul allows the caster to steal a domain ability of his choice from the target creature. In order to do this he must first touch the creature and the creature must fail its Will save. Once both conditions are met the caster gains the selected domain ability as if it were one of his own. All stolen domain abilities are considered supernatural while in the caster's possession. If the target creature has already used his domain ability that

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day, or used it up in the case of multi-round abilities, the caster gains the ability but cannot use it.

The target creature cannot use the stolen domain until *knot of the soul* runs out. If the target creature dies before the spell finishes the ability vanishes.

Material Component: A complex knot tied in gold silk cord.

Knot of the Spirit

Necromancy

Level: Clr 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One target

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Knot of the spirit allows the caster to steal a supernatural ability of his choice from the target creature. In order to do this he must first touch the creature, and the creature must fail its Will save. Once both conditions are met the caster gains the selected extraordinary ability as if it were a class feature. It functions in every way as if it were a natural extension of the character's abilities, including using his character level rather than the target's HD.

The target creature cannot use the stolen supernatural ability until *knot of the spirit* runs out. If the target creature dies before the spell finishes the ability vanishes.

Material Component: A complex knot tied in a pure white silk cord.

Rat's Grace

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 target

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Rat's grace grants the target amazing fluidity of motion. The target gains a +1 dodge bonus to his AC,

with an additional +1 for every three levels you have (maximum +7 at 18th level). While under the influence of *rat's grace* the character constantly moves with nervous energy, and may have trouble (Concentration check DC 20) standing still for more than one round.

Scorpion Sting

Transformation

Level: Drd 2

Components: S, M

Casting Time: 1 standard action

Range: Personal

Effect: Your unarmed attacks gain a weak injury based poison effect

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

Scorpion's sting causes your unarmed attacks to inflict poison as well a normal damage. This poison deals primary and secondary damage of 1 point of Con. The save DC is the DC of the spell (12 + your Wisdom modifier). The secondary damage occurs one minute after the initial attack. You are immune to your own poison, but not to poison that comes from other creatures.

Material Component: A dried scorpion stinger.

Steal the Ties that Bind

Enchantment (Mind-Affecting)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal companion, familiar or paladin mount

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

Steal the ties that bind targets another character's animal companion, familiar or paladin mount. If the target fails its spell resistance and saving throw the target's allegiance and special abilities are immediately transferred to the caster. The unfortunate former master suffers whatever penalties exist in his class for the death of his companion. For example, a sorcerer must immediately make a DC 15 Fortitude save or lose 200 experience points per sorcerer level (100 per level on a successful save.)



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A caster can use this spell to gather multiple companions, familiars or mounts. However, each companion beyond the first inflicts a -10% penalty on any XP the caster gains. This penalty is cumulative, so a caster with five companions suffers a -40% penalty to any XP he gains.

If the caster dismisses this spell or the spell is otherwise broken the target returns to his master. Any negative effects generated by the loss of the companion immediately reverse. However, if the master has summoned a new companion the old companion vanishes forever and the negative effects generated by his loss become permanent.

Focus: An elaborately constructed gold cage worth at least 500 gp. If this cage is destroyed the spell ends. The caster must have one focus item for each companion beyond the first he wishes to enchant.

Spider's Friendship

Illusion (Glamer)

Level: Drd 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: Vermin do not use their poison on you

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Spider's friendship causes a subtle alteration in your body odour, giving you a scent not unlike that of a spider or other vermin.

When a vermin with a poison attack hits you in combat it must make a Will save. If it fails, then the creature chooses not to release its venom. If it succeeds you are poisoned normally. This alteration also causes creatures that track by smell to suffer a -4 penalty to their Survival check to track you for the duration of the spell. Furthermore you gain a -2 penalty to Diplomacy checks

because of the discomfort your scent produces in other living creatures.

Material Component: A paste made of the crushed bodies of ants, bees, centipedes and scorpions.

Tying the Least Knot

Necromancy

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

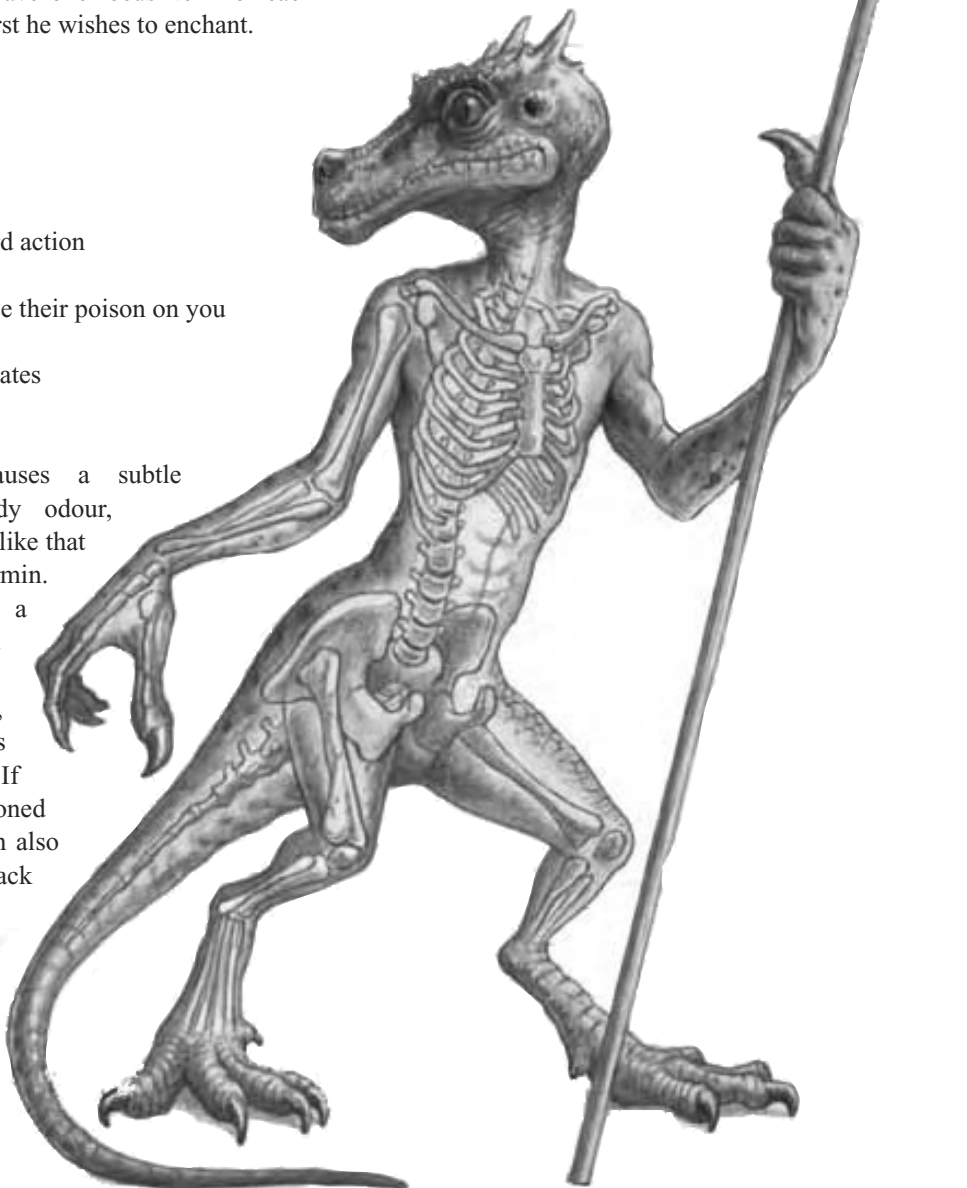
Range: Touch

Target: 1 target

Duration: 1 day/level (D)

Saving Throw: Will negates

Spell Resistance: Yes



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Tying the least knot allows you to steal basic spell-casting ability from a single target. If the target fails his will save, you can steal a 0th level spell slot from them and use it as if it were your own. If you cannot cast spells using the same energy as the target (i.e. a cleric steals an arcane spell slot) you gain the ability to cast such a spell as a spell-like ability. The spell-slot acts as a normal spell slot for your casting type: if you must memorise spells you must memorise a spell for the slot. If you can spontaneously cast spells you can use the spell-slot normally. This means that, for example, if a cleric steals a spell slot from a sorcerer he must find a spell book with a 0th level spell in it to memorise the spell. The spell immediately ends if you are killed.

If the target comes under the effect of enough of these spells to completely lose his 0th level spell slots he loses the ability to prepare and cast spells entirely. This loss continues until he gains a 0th level spell slot back.

Material Component: A complex knot tied in hemp cord.

Virulent Poison

Transmutation

Level: Druid 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One poisonous creature

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Virulent poison is a powerful enhancement spell used by druids on their vermin friends. It increases the primary and secondary damage the target creature's poison inflicts by +1 every four levels. Thus, an 8th level druid casting this spell grants a +2 bonus to the target's poison damage.

This spell does not grant a creature that does not already use poison a poison attack. Furthermore the creature's eyes gain a bright green glow, giving it a -2 penalty to Hide checks and allowing an observant character (DC 20 Spot check) to notice something amiss.

Voice of the Great Wyrms

Conjuration (Calling)

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned dragon

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Voice of the great wyrm is a spell from the ancient days, when compacts between mighty races were impressed upon the fabric of time. It calls a mighty dragon of evil alignment (very old or older, based on the Games Master's judgement) to speak with you. At the end of the spell the dragon may make a Will save to resist the call. If it fails it is compelled to come. If the dragon succeeds it may come anyway just to find out who was bold enough to invoke this ancient power. Whether the dragon comes through compulsion or amusement it is not bound in any way to assist the caster or even to leave him alive. If the dragon was compelled to come the caster has 1 round per level to negotiate before the magic fades. If the dragon came of its own free will the caster has no protection at all.

An intelligent caster will prepare a suitable offering (food, magic items and treasure) before casting this spell.

Focus: A statue of a dragon carved out of precious gemstone worth at least 1,000 gp. The material used in the focus dictates the colour of the dragon summoned: black star sapphire for black, diamond for white, emerald for green, sapphire for blue, ruby for red.

Web Rider

Transmutation

Level: Drd 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instant

Saving Throw: None

Spell Resistance: No

Web rider grants you a limited ability to transport yourself and other willing creatures (up to one Medium or Small creature per level) that you touch through webs. Your starting point must be a web-filled 5 ft. square immediately adjacent to your position. The end point may be any web-filled 5 ft. square within range of the spell. You do not need line of sight to the destination square, nor do the webs need to connect. Once you step into the web you arrive instantly at your destination.



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Fiction and myth provide wonderful images of dwarven holds, elven forests, and knightly citadels standing on craggy cliffs. Pictures depict the ivory towers of desert cities or the wave-swept grandeur of a merfolk metropolis.

What does all of that lovely imagery leave for kobolds? The dwarves compete with them for mountain space, the elves would never allow them into their pristine forests.

BASIC DETAILS

A quick review of *Core Rulebook III*, indicates that kobolds 'live in dark places: underground locations and overgrown forests'. They may also show up in city sewers, in other people's mines and occasionally in the dark places far under the earth. Although *Core Rulebook III* mentions that kobolds patrol a '10 mile radius' around their lairs, it does not discuss how a small, weak people like kobolds project sufficient force to control such a large area.

This information gives the player or Games Master very little to go on. In fact, kobolds as described display few differences from gnolls, gnomes, halflings, orcs or any other species. They find a place to settle down, create some buildings and send out members of their race to be slain by the largest wandering critter (or sometimes parties of adventurers.)

In order to help alleviate this sameness, kobolds use a resource point system to construct their lairs. Each clan of kobolds constructs a unique architecture (called the foundations) to which they add specific structures, each with a matching description. All kobold tribes can also invest in 'landscaping', which represents deliberate alterations to the surrounding countryside.

Players can use this system to construct an entire village by finding or purchasing the basic infrastructure. Games Masters can use it as a quick method for creating relatively balanced strongholds. Although the foundations presented detail kobold layers an

Glossary of Terms

Community: A fortress, town or other group of interrelated structures built on a common foundation.

Community Leader: The player or Games Master character that controls the town's resource points.

Demote: Move a structure down one or more levels. Demotion causes a decaying process to start; reducing the structure's value by one point per month until it reaches the new level.

Foundation: The 'base' description of the community. The foundation contains the community's primary description and may open up access to unique structures.

Landscape: A structure built into the surrounding countryside rather than into the community itself.

Maintain: Allocate the required number of resource points per month to prevent the structure from demoting or ruining. A maintained structure represents a steady drain on the community's resources.

Resource Point: An abstract representation of the community's excess time and wealth. The more resource points a community generates the greater its ability to construct and host structures.

Ruin: Designate a structure as no longer needed. Ruination causes a decaying process to start, reducing the structure's value by one point per month until it reaches zero. Resource points freed by a structure's demotion become immediately available for other uses.

Structure: An abstract collection of buildings that provides a particular bonus or service to the community. A community does not have to spend resource points on base level services.

Structure Level: A measure of the quality of output produced by a structure. The higher the structure level the greater the bonus provided and the more resource points it consumes per month.

Upgrade: Designate a structure for improvement. The structure immediately begins to undergo a building process, increasing at the rate of one resource point per month until complete. The resource points allocated to upgrade the building are immediately consumed.

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intrepid Games Master could easily write up additional variations.

RESOURCE SYSTEM

In order to build or sustain a complex of structures, be it a fortress, a temple or a freehold, the residents must have access to sufficient resources to continuously construct and improve on the environment. Roads must be maintained, buildings repaired and mines drained of water. Any traps built into the system must be carefully monitored to make sure that they do not hurt the innocent.

Rather than calculate out the production and tax rates required to maintain these civic structures, we can use an abstract system of 'resource points' to indicate what the group can support. The player can invest these resource points into existing structures or into the construction of new resources. Similarly, if the groups access to resources changes they may wish to upgrade structures or allow them to fall into ruin.

Resource points by wealth level

Wealth Level	Resource Points per month (Average)	Description
Subsistence	1 – 2 (1)	The community can barely survive. Every day represents a struggle against hunger and despair. What weapons and armour the community has are in poor repair.
Poor	3 – 4 (3)	The community can meet its basic needs for food and shelter so long as the environment does not turn against them. They may have access to some simple weapons and siege equipment, as well as basic traps. Most poor kobold communities can access a played out mine or other mostly exhausted resource.
Substantial	5 – 8 (7)	The community can easily meet its basic requirements. It furthermore has sufficient resources to build some extravagances and pay for non-productive members of society. Most individuals within the community are well fed. The elite troops of the community may have masterwork or minor magic weapons.
Wealthy	9-13(11)	The community is well enough off to support strong social divisions and conspicuous consumption. There is a thriving non-productive class, and often several civic interests. Most people have access to expensive goods and services. Common troops have good weapons and excellent support; elite troops have masterwork weapons.
Fabulous	14+ (15)	The community's wealth represents a significant amount of the region's resources. It is a place of wonder and beauty, filled with glorious architecture. Some of the community are incredibly rich; others live below the poverty line. Some common troops have masterwork weapons, elite troops have magical weapons and all can count on magical support.

Resource Points

The number of resource points a group (player or Games Master) can allocate to a specific community per month depends on the kinds of resources available. The charts below present two levels of abstraction: a measurement of the community's overall wealth and a resource creation system based on the industry the community supports.

In order to use this system simply select a 'resource level' for the community. It is not important to have a deeper understanding of what resources the community produces. A more complex system is presented in table: Resource points by industry.

In order to build a community using this method the Games Master selects elements from the three categories and combines the results. Communities do not need to have resources from all three categories.

Anything that a community cannot provide for itself it has to purchase from others.



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In order to create a community a player must gain access to the appropriate level of resources. For example, if he wishes to have Good agricultural resources he must find or create a place with good fields and water. Furthermore he must find sufficient people willing to work the land and sufficient seed grain for them to farm.

Resource Actions

Leaders may engage in any of the following actions using resource points: building, demoting, maintaining, ruining or upgrading structures or accessing resource points. The community leader may take any number of these actions on a specific day once per month. The Games Master establishes the day in the month based on his own needs.

Resource Points by Industry

Resource: Level	Resource Points	Description
<i>Agricultural (Ag)</i>		
Poor	1	The community has poor fields and bad water. It may also suffer from serious weather problems. Whatever the case it barely produces enough food to maintain the citizens during the so-called good season.
Good	3	The community has good fields and access to a stable water supply. It can easily maintain itself, and has sufficient excess capacity to grow luxury crops for consumption or export. Hunger is uncommon.
Rich	5	The community's fields produce abundant crops. They have an excess of luxury crops. They may also produce some sort of high value magical or religious crop.
<i>Industrial (In)</i>		
Poor	1	The community relies on individual craftsmanship to produce items. These crafters are poorly funded and mostly unable to secure the resources required for extensive production. Equipment produced here is sub-par and masterwork equipment is not available at all.
Good	3	The community has an active group of part time (cottage) crafts as well as a handful of professional artisans. Raw materials are available most of the time. Common goods are readily available, masterwork goods are possible but require a special consignment.
Rich	5	A thriving artisan community supplies wondrous objects of beauty to their host community. Raw materials, even exotic ones, can be found with minimal difficulty. Common goods are everywhere and many masterwork items exist for ready purchase. Some magical items may be available for purchase and minor objects can be created to order.
<i>Material (Mat)</i>		
Poor	1	The community has access to some kind of limited raw materials production. This may be a nearly spent copper mine, a stream that occasionally yields gold nuggets, a heavily thinned forest or something similar.
Good	3	The community has access to profitable raw materials, including copper, tin, lumber or even a small amount of precious metals/gems. The community can use these materials for its own industry or ship them to other places to trade for food. Alternately the community may be a trading hub of some sort, surviving on the raw materials provided by other places.
Rich	5	The community has access to extremely valuable raw materials including silver, gold, platinum, amber and other gems. Rich material wealth may also indicate access to some kind of magical material or a nearby stand of incredibly rare woods. This kind of wealth tends to attract unwanted attention and occasionally invasion. Alternately the community may be a great trading hub, gathering and distributing the wealth of nations.

Example Communities

Name	Concept	Ag/Ind/ Mat	Total Res.
Korazak	Collection of Kobold Hovels	1/1/-	2
Fenstwall	Mining Town	1/1/3	5
Kenlo	Prosperous Hamlet	3/3/-	6
Galtown	Industrial Port	1/3/5	9
Heston Fortress	Eborite Fortress	3/3/3	9
Arvad-istan	Elven University City	5/5/3	13
Damascus	City of Legend and Wonder	5/5/5	15

Building and Maintaining Structures

When first created the player or Games Master simply allocates the resource points into the desired structures. For example, a player with access to 9 resource points may buy structures worth up to 9 points. Each month the community's resources provide maintenance for the structures.

After the initial creation the player or Games Master may wish to build a new structure. If the community has sufficient excess resource points he can simply allocate those to the desired structure. If the community does not have excess points the player must choose a number of structures to 'ruin' with a value equal to the points he wishes to invest in a new structure. In either case the community immediately sets to work on the new structure; it will be complete in a number of months equal to the number of resource points expended.

A new structure provides benefit when complete.

Ruining Structures

When a structure is designated to be 'ruined' it begins to degrade at the rate of one resource point per month. Until it is completely ruined the structure provides functions at whatever level it can, based on its remaining resource points. The resource points once devoted to the ruined structure are immediately available for new construction.

Once designated for ruin a structure cannot be saved.

The ruining process represents both the abandonment of the structure and the scavenging process common to ancient cities. Abandoned buildings were not simply left to rot; rather they were systematically deconstructed so that future projects could use the resources in them.

Upgrading and Demoting Structures

If sufficient resources exist a structure can be enhanced in a number of ways. Similarly, if the community needs to reclaim resources from a particular structure the structure can be demoted rather than ruined.

The upgrade process works just like construction; allocate the resource points and wait for a number of months equal to the allocation. Upgraded structures cease to function until the upgrade completes.

The demotion process works much like ruining a structure. The player selects the level at which he wishes to maintain the structure. It begins to degrade at a rate of one resource point per month until it finally reaches the desired level. As with ruination the resource points tied up in maintaining the structure may immediately be used elsewhere. Once demoted a structure cannot be upgraded again for a number of months equal to the number of resource points bled out of it.

Accessing More Resource Points

Would-be emperors and overzealous city planners often find themselves falling just short of their resource requirements. Not having resources does not stop them from spending them.

The community leader (player or Games Master character) may, on a month-by-month basis, trade on his own influence to gather greater resources. Every month the leader makes a Diplomacy roll (DC 20). If he succeeds then he may spend up to his Charisma modifier on extra resource points that month.

Every month the community leader chooses to do this he runs the risk of seriously damaging his own community infrastructure. For every resource point he spends beyond his limit he runs a 10% chance of permanently losing 1 point of resource production. This represents the effects of excessive taxation and borrowing.

Example: The leader of a prosperous kobold village (3/3/1 total 7) has a Charisma of 16 (+3 modifier). He makes his Diplomacy skill check and spends an extra 3 resource points that month. He must then roll a d100 and get under a 30. If he rolls a 29 or lower he must reduce one of his three existing resources by one point.

Repairing Resource Point Damage

If a community leader damages his resources he may, on the next month, allocate 5 resource points to repair the damage. If he waits more than a month the damage becomes permanent.



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FOUNDATIONS

All communities start with a foundation that describes the community's basic architecture. The foundation entry also contains information about the community's impact on the local environment. Each foundation entry ends with a description of how the foundation changes based on the resources available to the community. This progression provides the Games Master with a simple way to quickly generate distinct communities. The foundations provided below detail specific kobold communities. Other foundations could be made to represent dwarven halls, elven forest cities or the knightly citadels of legend.

Unless otherwise specified all of the buildings described below were built with a Small creature in mind. Medium size or larger creature may find them difficult to move around in. Impose a -5 foot movement penalty on any creature over Small size that tries to walk or run within these structures.

Eborite Fortresses

All Eborite communities radiate outward from a central dome. The dome itself may be made of hides, stone, wood, or even more exotic materials based on the resources available. The buildings closest to the central structure contain the highest status kobolds; status decreases as distance from the dome increases. Walls surrounded by a deep moat of some kind mark the edges of the fortress. When built underground, these communities locate the central 'dome' in the

Resource Cycle: Month Turn

On the designated day every month the community leader goes through the following process:

1. Calculate available resources. Unless an event has changed the region, this should remain constant from month to month.
2. The leader may choose to access additional resources. He makes a Diplomacy skill check (DC 20). If he succeeds he may allocate a number of additional resource points up to his Charisma modifier. For every additional point he uses the leader incurs a 10% chance to reduce his overall resources by 1 point.
3. The leader may spend his resource points to either maintain his existing structures or to make changes to them.
4. Once the orders are given the turn ends. The leader must wait another month before issuing new orders.

largest naturally occurring cavern and follow the same outward radiating pattern.

Eborite houses follow the basic dome construction of the central structure. Most are single story affairs with one door and several windows. Most entrances are not on the main street. Rather domes cluster together with their doors pointing inward to a shared courtyard. The domes are built fairly close together, with only occasional spaces between leading out onto the primary roadways.

Primary roadways start at the central dome and branch outwards to the fortress walls. In large communities these roadways link to open plazas containing wells and sewer inlets. In smaller communities the primary roadways link directly to gates in the walls. In either case a network of alleys formed by the construction of personal dwelling domes connects the primary roads together.

Eborites build their fortresses in the foothills of mountains or in hidden valleys. The environment around an Eborite fortress usually contains a wide variety of magical or quasi-magical wildlife. Furthermore, the majority of their landscape structures contain magical rather than mechanical traps.

Fortress Description by Resource Level

As Eborite fortresses grow the foundation becomes more and more elaborate. The following descriptions give typical examples at the five generic resource levels: subsistence (1-2 RP per month), poor (3-4 RP per month), substantial (5-8 RP per month), wealthy (9-13 RP per month), and fabulous (14+ RP per month):

Subsistence level fortresses are little more than a collection of huts surrounding a crude mud or hide central dome. They have limited sanitation, almost no communal water and no communal food storage. The wall is usually just a rude earthwork; the moat a sewage filled pit. These fortresses do not generally have a mine or similar underground structure nearby.

Poor fortresses show some signs of a developing infrastructure. A reasonably well-made palisade replaces the rude earthwork. Fire-hardened wooden spikes fill the moat. The huts evolve into solid sod domes. The central dome has demonstrable structural integrity and some ornamentation. The fortress will contain the opening to any mineshafts or other underground structures used by the community.

Substantial fortresses stand tall above the surrounding countryside. They have rough-hewn stonewalls, or

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wood and rock walls built with mud mortar. Their moats typically host one or more magical animals. Within the walls magic lights keep the streets bright while enchanted wells provide pure water. The great dome sits in the centre, rising at least two stories tall. The huts are still made of mud, but they have considerable attention paid to their construction.

Wealthy fortresses show evidence of the wealth flowing through them. The walls rise tall and strong above a deep moat filled with magical creatures. Within magical conveniences provide basic services. Light streams out from the glass windows of the stone dome dwellings. At the great squares civic supplies of grain and warehouses of goods fall under the protection of an organized civil militia.

Fabulous fortresses are things of myth and legend. They have multiple rings of magical stonewalls, each one higher than the last. The fortress includes above and below ground elements, all forged from the arcane power of mighty sorcerers. The citizens dwell side by side with magical effects. Animated devices attending to common needs blend seamlessly into the background. Any mines have multiple entrances from the undercity, but none from the overcity. The great central dome is adorned with costly sculptures and the booty of countless battles.

Unique Structure: Central Dome

All Eborite fortresses contain a central dome that stores the sum total of the community's magical knowledge. The kobolds defend the dome with everything they have; even non-combatants will take up arms to prevent outsiders from entering.

Regardless of size or materials all domes have the same basic structure. The dome contains mostly open space, cleared of any obstruction or potentially breakable objects. On the walls are bookcases, honeycombs for storing scrolls and cases that store unique results from magical experiments. Very large domes may have two or more stories comprised of catwalk rings around the inner wall.

Kobolds use the central area for magical training or rituals. Theoretically any kobold may use the facility; in practice access the magically powerful receive preferential access, followed by the wealthy and the community leaders. The occasional Eborite wielder of divine magic stores his 'altar' in his own quarters. He may bring it to the central dome when he wishes to perform ritual magic.

Using a dome's resources requires both access and training. For every month of study a character can make one Spellcraft skill check (DC 20). If he fails then he does not learn how to use the dome. If he succeeds he may use this particular dome's special abilities.

Eborite communities that do not spend resource points on their central dome do not gain significant benefit from it. By expending resources on the dome the community gains the following advantages:

Central Dome (Level 1)

Resource Cost: 1 point per month.

Effect: The central dome contains significant magical writings. The community leader may make a Diplomacy check (DC 25) to delve an arcane scroll containing a 1st level spell during his monthly turn. This action costs 1 resource point and may only be taken once per month.

Description: All level 1 domes are packed with magical writings. Parts of books, scrolls, and incomplete manuscripts cram the shelves. The accumulated weight of the magical power in the building causes the dome to glow with a faint transformation aura under a *detect magic* spell.

Central Dome (Level 2)

Resource Cost: 3 points per month.

Effect: The central dome contains significant magical writings and is a nexus of magical power. It can provide scrolls as a level one dome. Additionally any arcane spell caster spontaneously casting a spell within the dome may reduce the levels added to a spell by a Metamagic feat by 1 (minimum 0). For example, a spontaneously cast enlarged fireball would count as a 3rd level rather than a 4th level spell.

Description: All level two domes have elaborate arcane designs inlaid on the floor. The magic in the dome causes it to radiate a moderate transformation aura. Most of these domes also radiate faint evil if examined with *detect evil*.

Central Dome (Level 3)

Resource Cost: 5 points per month.

Effect: The central dome transforms into a major nexus of magical power. It also contains the accumulated magical knowledge of generations. It provides the enhanced versions of the level one and level two functions. The community leader can find arcane spell scrolls of up to 2nd level and spontaneous arcane spell



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casters applying metamagic feats may reduce the spell level addition by 2 (minimum 0).

Description: All level three domes stink with the smell of unspent arcane energy. Within it faint sounds and ghostly lights dance on the boundaries of perception. The magic of the dome causes it to radiate a strong transformation aura. Most of these domes also radiate moderate evil if examined with *detect evil*.

Exile Shelters

Exiles build their shelters on the outskirts of other healthy communities. Unlike the other kobold foundations, shelters do not share a coherent cultural identity. Rather, they accumulate over time as exiled kobolds filter out of their various clans towards the cities of other folk.

Shelters tend to use the small dome construction common to the kobold race. The exiles build these domes out of whatever flotsam they can lay their hands on. This makes the shelter foundation look remarkably like a junk pile infested by extremely short halflings.

Exile shelters may appear near any other community. In significant host communities the kobolds build their shelter below ground, attached to old tunnels or an active sewer. In less well ordered communities the exiles establish a community close to the host, but far enough away that it would be inconvenient for an unmotivated militia to root them out. They place traps in various nearby locations so that they can run to them in times of need.

Exile communities subsist by gathering refuse from the host. They pick through these scraps, taking whatever might be of use. Many also take up lives of petty thievery in order to supplement their meagre existence.

Shelter Description by Resource Level

As shelters grow the foundation becomes more and more elaborate. The following descriptions give typical examples at three generic resource levels: subsistence (1-2 RP per month), poor (3-4 RP per month), or substantial (5-8 RP per month). Exile shelter foundations do not grow above substantial without attracting the hostile notice of their host community.

Subsistence level shelters look like ordered garbage heaps. The residents have put together very crude hovels made of remnants and rope. These shelters share a communal fire pit but have no civic services

at all. Pups wander freely in the waste, looking for brightly coloured scraps to play with.

Poor shelters look a bit neater than their subsistence level counterparts. The hovels are mostly waterproof, there is a communal fire pit where the luckier members of the tribe share food, and someone takes an interest in keeping the area around the hovels relatively clean. One of the kobolds may take on the role of teacher, attempting to educate the pups in the glorious ways of their race.

Substantial shelters look like small, well-ordered villages. Defined roadways separate the community into several living blocks. Most huts have small garden plots that contain various vegetables and herbs. Several communal fire pits, some with freestanding Uwrite hoods, provide locations for the inhabitants to while away the quiet hours. A central authority co-ordinates any incursions into the host community; it may even have alliances with the local thieves guild.

Unique Structure

Exile shelters do not have a unique structure. The inhabitants come from all four clans, or are long time exiles.

Matthite Temples

The great Matthias, master of all arts, provided his followers with the initial blueprints for their temple communities. His sacred drawings, held in the most secret of locations, shows a great fortress dedicated to the comfort of dragons. A huge temple with an open roof shelters hundreds of devoted followers. Defences of stone and magic ring the centre, protected by legions of followers who would lay down their lives to defend the resident dragon's horde.

All Matthite temples try to live up to this grand vision. Most fall short; the practical realities of running a community prohibit some of the more exotic elements of the great founder's original design. Furthermore, a practical reality became readily apparent early on in the clan's history. Although some kobolds can indeed stand guard over a dragon's vast horde without feeling the slightest bit of greed, most will eventually try to take just a little something for themselves. A dragon's wrath tends to be swift, not to mention indiscriminate.

As such, all Matthite communities have a dragon chapel into which they pour the majority of their available resources. Around the temple they build ordered rings of dome houses, sticking to a strict pattern designed to maximise their defensive potential. A picket or wall

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marks the community border. Any industry requiring larger spaces is strictly relegated to an area outside of this perimeter.

The desire to serve leads these kobolds far from their usual environments. They may appear in deserts, swamps, forests or hills. In truth, they build anywhere that chromatic dragons roam. Although kobolds intensely dislike the bright lights of any wide-open area, the Matthite creed tells them that such service is good in the eyes of their dragon lords. Given the general hospitality of the regions around most temples, Matthite communities do not have extensive impact on the environment. Instead they delve deep into the earth beneath their feet.



Temple Description by Resource Level

As Matthite temples grow in the resources the foundation becomes more and more elaborate. The following descriptions give typical examples at the five generic resource levels: subsistence (1-2 RP per month), poor (3-4 RP per month), substantial (5-8 RP per month), wealthy (9-13 RP per month) and fabulous (14+ RP per month):

Subsistence level temples consist of mud-covered domes built in a ring around a log and thatch 'long house' of Nordic design. A simple picket links the domes together, creating a modestly presentable fence. Outside the picket the kobolds maintain a few scraggly fields and potentially some starved livestock. High status kobolds compete for the privilege of sleeping within the central structure.

Poor temples sport a larger stone dragon chapel rather than a log and thatch hall. This building rarely displays impressive stonework, but what it lacks in artistic quality it makes up for in size. The number of mud hut rings increases, each ring connected by a fence of fire-hardened wood. The temple contains communal storage and food supplies. The community's fields may lie between the rings. Alternately the kobolds may maintain a separate enclosure specifically for their agricultural endeavours.

Substantial temples erect massive monuments to the glory of their draconic masters. The temple contrasts sharply with the rings of interconnected mud huts that surround it. The outermost and innermost rings replace the short wooden fences of the previous designs with well-made palisades. Access to the inner temple is restricted to those deemed trustworthy by the dragon attendants. As a result the community must build outside domes for the storage of communal resources. Any underground construction must carefully avoid the dragon chapel's vault.



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Wealthy temples begin to develop a significant civil infrastructure. The mud huts of the previous foundations make way to more solid bent wood and brick construction. The inner and outer wall change from palisades to brick or stone walls, depending on available resources. Community services increase; community storage becomes reasonably secure. Waste removal, never a concern in the previous foundations, finally becomes a priority.

Fabulous temples come close to approximating Matthias' original vision. The elegant dragon cathedral towers above a teaming city. The ring-like city contains everything the community needs. Anything that does not fit into the above ground city structure finds a place underground.

Unique Structure: Dragon Chapel

The so-called dragon chapel takes centre stage in all Matthite communities. It is their heart, their soul, and the soul purpose for which they gather together. They invest lavishly in these structures regardless of their own resource situation. This can lead to situations where the basest poverty surrounds elegant architectural masterpieces.

Dragon chapels are designed dragon lairs. Even the simplest has an open roof for the dragon to fly into, guarded doors for the cleaning staff, ledges for the dragon to brood under and an underground vault to store treasure. Once a chromatic dragon moves in he usually discovers that life becomes much easier with a pack of devoted servants.

Physically most dragon chapels are rectangular, three chambered buildings. The front chamber contains the only doors to the outside. The second chamber has heavily built walls and very large doors so that the dragon can enter it if he wishes. The third, and largest, chamber contains the dragon's lair and an entrance to the underground treasure vault. Kobolds in less wealthy communities often use the first chamber for storage.

An 'empty' dragon chapel does not currently have a dragon in residence. The Matthites fill the void with large statues of dragons, placed on altars around the outer rim of the third chamber. The kobolds leave offerings of food at these statues in the hopes of attracting attention from one of the 'divine dragons'.

Once a dragon takes residence the chapel becomes 'filled'. A filled chapel remains the centre of worship for the community. However the kobolds make offerings of food, gold and magic directly to the resident dragon. In return the dragon will usually act

to protect the community from harm. Over time an 'elite' guard of worshippers forms around the dragon, preventing the other kobolds from gaining direct access to their living god.

Matthite communities must upgrade their dragon chapel to the highest possible level based on their resource points. If they have excess points they may spend them on other structures.

In game terms the dragon chapel provides a place for a dragon to reside in the community. The chapel also provides some minor benefits to warriors who worship either the divine or resident dragons.

Dragon Chapel (Level 1)

Resource Cost: 1 point per month if empty, 2 points per month filled.

Effect: All kobolds in the community receive a +1 bonus to attack rolls when invaders enter the dragon chapel. The chapel can comfortably house up to a juvenile dragon.

Description: Dragon chapels are made of the most readily available substance, whether that is wood, sod or stone. In deserts the chapel may be stacked rocks or a laminate of dried mud and reeds. The divine dragon statues in such a chapel will typically be rough carvings, although they will display as much artistic merit as the kobolds can muster. The first and second chambers will be relatively barren; the third chamber contains a very basic dragons lair. The underground vault is little more than a hole dug in the earth.

Dragon Church (Level 2)

Resource Cost: 3 points per month if empty, 4 points per month if filled.

Effect: All kobolds in the community receive a +1 bonus to attack and damage rolls while defending the community, and a +2 bonus to attack and damage rolls when invaders enter the dragon church. The church can comfortably house up to an old dragon.

Description: Dragon churches will be made of costly local materials. They display great care in their construction, but not necessarily in their ornamentation. Most look a great deal like fortresses from the outside. The first chamber has a vaulted ceiling. The walls of the second chamber are at least twice as thick as the outer walls and the great doors heavily barred. The third chamber displays wealth; costly carvings adorn the walls while indoor fountains provide easy access to water. If the dragon is interested he may also have an

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elaborate garden or other frivolous luxury. A church's underground vault is deep underground. The access tunnel will have traps in it set in such a way as to not impede the dragon's movement.

Dragon Cathedral (Level 3)

Resource Cost: 5 points per month if empty, 7 points per month if filled.

Effect: All kobolds in the community receive a +2 bonus to attack and damage rolls while defending the community. If invaders enter the cathedral the entire community gains the ability to *rage* as a 1st level barbarian. The cathedral can comfortably house any dragon, including a great wyrm.

Description: Dragon cathedrals realise Matthias' dream. They stand at least thirty feet tall, with walls of worked stone. Statues of dragons adorn the outer surface. The first and second chambers resemble those of a church. The cathedral's third chamber presents a wondrous sight filled with artwork stolen from around the world. The interior is also heavily landscaped to resemble the resident dragon's preferred habitat. A cathedral's underground vault consists of a maze like series of tunnels linking several death traps together, with the actual vault hidden behind cunningly designed secret doors (Spot or Search check DC 25).

Sigrunan Monasteries

Sigrun persuasively argued that her followers needed to retreat from the world in order to develop their inner dragon. In order to meet this goal of complete seclusion she led them to the furthest reaches of the world. Sigrunan communities can therefore be found in some of the oddest places, including high on mountaintops and deep underground where even the drow fear to tread.

At first glance these communities have little to mark them as kobold foundations. They consist of a handful of large, square buildings shared in common by the entire tribe. Communal storage, sleeping chambers, and fields are maintained in strict order. In places where water supply presents a problem a cistern takes the central space usually reserved for more significant structures.

One building, indistinguishable from the others from the outside, contains the specially constructed meditation chamber. This chamber, designed along classical lines laid down by Sigrun, represents the heart of the kobold's discipline. All kobolds not training or working are expected to spend time meditating on

one of the meditation pads. Each pad can either face a scroll of Sigrun's teachings or be turned around to face the other students.

While not working the Sigrunan kobolds gather together between the buildings to practice. Each space has a designated teacher. The teacher trains the attending students in a specific topic: meditation, grappling, weapons or unarmed combat. Each student is free to choose which topic he wishes to study that day. Once a student becomes sufficiently advanced he may challenge the teacher to a duel. The winner gains control of the space; the loser is exiled for his failure.

The teachers rule over most civic matters. They monitor the progress of the students and make sure that no one steps out of line. Most Sigrunan communities also practice sanctioned breeding; unlawful pairings are subject to exile or death. This helps to keep the population down. It also allows them to breed for specific traits, an experiment that has been going on for many centuries.

The work of the monastery takes place within the communal buildings. Any agricultural resources the community needs come from livestock or small fields. The monastery inhabitants do not spend a great deal of effort altering the nearby environment. They see it as a waste of the energy they should spend on their personal development.

Monastery Description by Resource Level

As Sigrunan monasteries grow the foundation becomes more and more elaborate. The following descriptions give typical examples at the five generic resource levels: subsistence (1-2 RP per month), poor (3-4 RP per month), substantial (5-8 RP per month), wealthy (9-13 RP per month) and fabulous (14+ RP per month):

Subsistence level monasteries consist of a few weathered buildings around a central square. The buildings provide storage and a sleeping area. Industrial activities take place in the central square. Training takes place at unmarked locations around the buildings. The student must know where he wishes to go to find the right instructor. The meditation chamber may be visible from the outside, as it will be better kept than the other structures. Unlike other subsistence level kobold foundations the Sigrunan kobolds work hard to keep refuse out of their community.

Poor monasteries have at least nine large square buildings constructed around a central square. Signs with bold draconic lettering clearly mark the teaching spaces. The meditation chamber can no longer be



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distinguished from the other communal structures. Industrial activity takes place within a building, away from public view and the elements. Most poor monasteries have good sanitation. The access point to a mine or similar underground structure resides close to but not within the community grounds.

Substantial monasteries invest in sturdier buildings. They use local materials in multiple layers, making up for a lack of craft with weight and engineering. The teachers live in private houses; defeating a teacher in a duel gives the winner privacy as well as a position. Civic services like illumination and sanitation continue to be a high priority for the community. Mines or other underground structures may extend under the community.

Wealthy monasteries do not openly display their resources. Instead they invest in a strong civic infrastructure. Their wealth does surface in the teacher's houses, each of which contains a number of luxury items. For the first time male and female kobolds live in separate communal areas, and breeding programs become the rule rather than the exception. Children live in underground chambers for the first few months of their lives, tended by specially trained kobold caretakers.

Fabulous monasteries grow into the ground. Tunnels link the communal buildings. The great meditation hall may extend down several levels. Teacher's residences grow to become almost palatial, allowing the teacher to house his select students and mates. The entire community benefits from increased food storage, access to specialised medical treatment, and simple defences built into the underground network.

Unique Structure: Meditation Chamber

After dragging her clan into the middle of nowhere, Sigrun dictated several scrolls full of disciplines, sayings and thought puzzles designed to develop her student's inner strength. Although she did not require a specific order of study a body of theory arose after her death that categorised her teachings into ten successive layers. This theory claims that a student must master one layer before moving on to another. Unfortunately it does not codify what mastery means; that interpretation remains in the hands of the community teachers.

Over time the structure of a meditation chamber became codified. Each chamber has an empty aisle in the centre with a ledge on either side. Nooks line the ledge walls. The nooks contain a scroll containing a single teaching of Sigrun. The kobold may either face the scroll and meditate on its contents or face the community and

meditate upon his place within it. Richer communities provide kneeling pads; poor communities make do without. Interior light comes from high, thin windows or from candles that illuminate the scrolls.

Any creature with sufficient skill at meditation can learn the disciplines required to use the meditation chamber. Learning to use the chamber's abilities requires one month of training. At the end of the month the character must make a Concentration check (DC 20). If he succeeds then he may use one of the chamber's functions. If he wishes to learn another function he must spend another month in meditation.

In game terms the meditation chamber provides the following benefits to monks who meditate within:

Meditation Chamber (Level 1)

Resource Cost: 1 point per month.

Effect: A properly trained monk who meditates in the chamber for one hour a day (Concentration check DC 20) gains +1 to hit and damage when executing a flurry of blows. This bonus lasts for 24 hours.

Description: The simplest meditation chambers have only the bare necessities: scrolls hanging in nooks along a central aisle. Candles sit on artistically placed rock piles, illuminating the scrolls so that the student can read the words of wisdom. The meditation chamber can accommodate up to forty kobolds at a time. A complete copy of Sigrun's works occupies a position of honour at the back of the hall. This shrine like position has kneeling pads for the teachers.

Meditation Chamber (Level 2)

Resource Cost: 3 points per month.

Effect: A level 2 meditation chamber provides the same benefit as a level 1 chamber. Additionally, the monk may choose to meditate in the chamber for an additional hour by making an additional Concentration check (DC 25). If he succeeds he gains +1 effective class level to his existing monk class abilities for 24 hours. This effect lasts for one day. If he fails then he loses the level 1 benefit and must start over.

Description: This more complex meditation chamber has kneeling pads in all of the nooks. The scrolls show a higher level of artistic accomplishment in their calligraphy. Illuminating candles sit in specially forged candelabra. A complete copy of Sigrun's works sit in a closed off shrine, lined with the 'secret teachings' in nooks reserved for the teachers.



of a sophisticated industrial culture. He persuaded several of the most intelligent folk to follow him out into the wilderness. There, using knowledge borrowed from many people, they created a theoretical framework from which to construct their perfect world. His followers then scattered to the four corners of the earth, spreading their technology freely among the kobold tribes.

Uwite principles influenced the other clan foundations. He initially proposed

Meditation Chamber (Level 3)

Resource Cost: 5 points per month.

Effect: A level 3 meditation chamber provides the same benefits as a level 2 chamber. The monk may choose to meditate in the chamber for a third hour by making a third Concentration check (DC 30). If he succeeds he counts as a creature one size-level larger for purposes of determining his unarmed damage. This effect lasts for 24 hours. If he fails then he loses all benefits previously achieved.

Description: This meditation chamber actually has three distinct levels: an upper level that resembles a level 2 meditation chamber, a lower level that contains the 'secret teachings' in small wooden rooms and a third 'deep' level accessible only through a secret door hidden on the lower level. The lower level is accessed through a staircase placed where the shrine would be in a level 2 structure. Each lower level chamber contains two meditation nooks, each with a rare teaching scroll clearly illuminated. The 'deep' level has a single lavishly decorated central library with private meditation chambers for the teachers.

Uwite Freeholds

Uwe, master tinker and druid, argued that the path to racial maturity for kobolds lay in the development

the dome dwelling, arguing that it provided the greatest structural stability for the least materials. His methods of sanitation, communal resource storage and mining were all rapidly assimilated. Unfortunately although the other clans adopted the results of his efforts they never acknowledge his basic premise.

As the material expression of this progressive philosophy, the rare Uwite freeholds display a level of wealth and sophistication almost unknown in the other kobold clans. They have extensive educational systems. Industry and crafts flourish as result of an ancient tradition of artistic pride. Even the poorest community can feed itself and send additional resources out to those who might be in need.

Physically Uwite communities radiate outward from a civic centre. The civic centre contains the communal resources (i.e. food storage and water supplies). A great platform for storytelling and debates sits in the centre as well. This platform is usually raised five feet into the air, allowing a kobold market to operate underneath.

Uwite kobolds dwell in beautifully made dome homes. Each dome houses two to four families, including pups and elders. The huts are arranged into circles around public water and sanitation facilities. Most such circles



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also have a public bathhouse. Garbage and waste are collected for recycling or use as fertiliser.

Under most Uwite communities there exists a complex network of tunnels and pits inhabited by giant vermin. This vermin pit provides the local kobold pups with their pets. As the pups and the pets grow, both eventually become able to assist in the defence of the community. Common inhabitants of these pits include giant ants, centipedes, scorpions, and spiders.

The dispersed nature of Uwite kobolds means that they may be found anywhere. Whether deep underground or in the furthest reaches of the old forests they always maintain a healthy awareness of their environment. They also extensively alter it, creating traps and bolt-holes to protect against a hostile world.

Freehold Description by Resource Level

As Uwite freeholds grow the foundation becomes more and more elaborate. The following descriptions give typical examples at three generic resource levels: substantial (5-8 RP per month), wealthy (9-13 RP per month) and fabulous (14+ RP per month):

Substantial freeholds radiate prosperity in a way that would make a halfling green with envy. Neatly ordered circles of huts surround public facilities, all arranged around a civic centre containing the great platform and market. Carefully tended gardens fill the non-road areas with lush growth, most of it edible. Happy kobolds move about their daily business. Any mine available to the community is located well away from the underground vermin pits. The community may be walled, but only if there are known threats in the area.

Wealthy freeholds take prosperity almost to an extreme. Everything is larger, grander and just flat out nicer than what exists in a substantial freehold. Kobolds in these communities have sufficient leisure time to hold long discourse at the crossroads. Public debates on the great platform occupy most of the community's time. Many industrious kobolds have single-family domes; only the poorest of the poor have to live with another family group.

Although each of the fabulous freeholds is unique, they embody the living spirit of Uwe's vision. Superb public services keep the entire community in excellent condition. Layers of defence diffuse and defeat attackers, allowing the average kobold to live in peace. Sophisticated combinations of magic and mechanics allow kobolds to maintain a leisurely lifestyle without impacting their overall wealth.

Unique Structure: Vermin Pit

Uwe's first point, that kobolds were not alone in being downtrodden, eventually bore unexpected fruit. By carefully studying the reflexive behaviour of various predatory vermin Uwite druids learned to manipulate these fearsome creatures. This provided them with access to a rapidly growing, adaptable and extremely durable army of helpers.

In time all Uwite communities came to have a large supply of giant vermin on hand. However, they needed someplace to put all of these creatures. The ageing Uwe came up with a solution; dig underground tunnels into which one could place both the vermin and sufficient food to keep them tame. Once implemented this gave the Uwite kobolds almost limitless space to train their army of followers.

Vermin within a vermin pit can erupt from any public facility. They can also come out of specially designed exit holes. In either case the Uwites have designed a device that allows them to keep these exits closed when they wish. This prevents the vermin from coming out to investigate every strange noise, as well as protecting the youngest pups from as yet untrained creatures.

In game terms the vermin pit provides space for a defined volume of vermin. These vermin act to defend the community as though trained to do so. They generally do not co-ordinate attacks against invaders with the kobolds unless a vermin trainer intervenes:

Vermin Pit (Level 1)

Resource Cost: 1 point per month.

Effect: This vermin pit houses 50 HD of vermin.

Description: This small network of underground tunnels connects to a central pit. The pit contains the majority of the vermin, although they move quickly to deal with any ingress. The tunnels are large enough to accommodate all but the largest vermin in the pit.

Vermin Pit (Level 2)

Resource Cost: 3 points per month.

Effect: This vermin pit houses 100 HD of vermin.

Description: This large network of tunnels connects as many as three deep pits. Each pit can contain a different species of vermin. The connecting tunnels can accommodate all but the largest of the vermin.

Vermin Pit (Level 3)

Resource Cost: 5 points per month.

Effect: This vermin pit houses 200 HD of vermin.

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Common Structures

Category/ Name	Cost by Level (1,2,3)	Effect
<i>Defensive</i>		
Entrapments	1/2/3	The community has a number of mundane traps built into the streets. Total CR based on structure level: 10/30/50. Maximum trap CR equal to the level plus two.
Fencing	1/2/3	Designated areas within the community act as difficult terrain for invaders but not residents. Each level allows for the construction of 5ft. deep fencing surrounding the community.
Filth Moat	1	Moat serves as a sewage dump. Characters entering it are exposed to a random disease. Cannot be taken above level 1 or with sanitation.
Gates	1/3/5	Community gates are particularly well protected. Each level adds 10 CR in traps to the gate area. Maximum trap CR equal to the level plus three.
Killing Fields	1/2/3	Specific places in the community have archer platforms and open lines of fire. These platforms provide each archer with 100 arrows and cover from attack. The community has one killing field per level.
Moat	1/2/4	A moat around the walls, 5ft. in width for every level. A level 3 moat may contain monstrous creatures.
Safe hold	2/4	A stone lined room with an iron door, hidden somewhere in the community that provides safe haven. A safe hold can store up to 20 medium or 40 small creatures per level. The DC to find the safe hold door is 25 at level 1 and 30 at level 2.
Wall	1/2/3	Blocks movement. Each level of the wall allows the community to place a wall 5 ft. thick around its circumference. The walls do not have to stack.
<i>Landscape</i>		
Blinds	1/2/3	Blinds provide concealment. Each level of blind provides two established blinds within a 10 mile radius of the community.
Bolt-hole	1	A concealed place to hide. Each bolt-hole is hidden in the local environment and can accommodate 5 Medium or 10 Small creatures.
Fox run	1/2/4	A narrow path with 10 CR per level of traps on it. The community members know how to avoid the traps. Max trap CR is equal to level plus two.
Rabbit hole	1	A tunnel with two or more concealed access points no more than 400 ft. apart.

Description: This elaborate, multi-level network of tunnels connects as many as five deep pits. Each pit can contain a different species of vermin. One of the pits is actually a community refuge, a stone-lined chamber with an iron door where the kobolds can retreat in case of dire emergency.

COMMON STRUCTURES

The following structures represent abstract collections of buildings and services. They may be found in any community unless the foundation specifically prohibits it. These structures each provide a bonus to the community or to the community members.

All communities, whether they purchase the structure or not, have some remedial degree of each of the following structures. The presence of the structure indicates that the community invests some of its

resources in creating a high enough quality of service to make an appreciable difference.

Level 1 structures are fairly extensive but not terribly elaborate. Level 2 structures build on the framework of the simpler service, providing both greater coverage and a larger material presence. Level 3 structures have a large physical impact on the community.

The exact description of each structure varies between communities. This variation comes from different race's use of technology and magic. Gnomes may use mechanics to accomplish what dwarves do with determination or elves do with magic.

Structure Descriptions

The structures found on the Common Structures table are described below along with any special options the community has for their use.



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Common Structures (continued)

Improvements

Gymnasium	1/3/5	Increase the number of fighters and warriors in the community by 20% per level. Increase the maximum character level by plus one per level.
Illumination	1/2/3	Impose a -2 penalty per level on Hide checks while in public places.
Industry	1/3/5	Gives a +2 bonus per level to Craft skill checks when using public facilities. Increase the number of experts by 20% per level.
Monastery	1/3/5	Increases the number of monks in the community by 20% per level. Increase the maximum character level by plus one per level.
Public Houses	2/4/6	Increases the number of rogues in the community by 20% per level. Increase the maximum character level by plus one per level.
Sanitation	1/2/3	Gives all residents a +1 bonus per level to Fortitude saves against disease. This bonus vanishes 24 hours after the individual leaves the community.
Schools	1/3/5	Increase the number of sorcerers and wizards in the community by 20% per level. Increase the maximum character level by plus one per level.
Venues	1/3/5	Increase the number of bards in the community by 20% per level. Increase the maximum character level by plus one per level.

Magical

Arcane Protection	1/2/3	The community has a number of magical traps built into the streets. Total CR based on structure level: 10/25/40 with a maximum trap CR equal to the level plus two.
Arcane Nexus	2/4/6	Arcane spell casters gain a +2 bonus per level to Concentration checks while within the community boundaries.
Divine Protection	2/4/6	Hostile invaders must make a Will save (DC 10 + level) or come under the effects of a <i>bane</i> spell as long as they are on community ground. Success on the save grants immunity to this effect for twenty-four hours.
Shrine (Evil)	1/2/3	Increases the number of evil clerics in the community by 20% per level. Increase the maximum character level by plus one per level.
Shrine (Good)	1/3/5	Increases the number of good clerics and paladins in the community by 20% per level. Increase the maximum character level by plus one per level.
Shrine (Nature)	1/2/4	Increases the number of barbarians, druids and rangers in the community by 20% per level. Increase the maximum character level by plus one per level.

Arcane Nexus: An arcane nexus may be a mystical site, a special object or a gate to another plane. Whatever the case so long as the community maintains it the nexus assists arcane spell casters by making the fabric of magic easier to work. This gives them a bonus to any Concentration check required to cast a spell within the community boundaries.

Arcane Protection: The community invested in arcane traps to help repel invaders. The level of arcane protection determines the total CR of traps available and the maximum CR of any specific trap: *Level 1* – Total CR 10, Max CR 3; *Level 2* – Total CR 25, Max CR 4; *Level 3* – Total CR 40, Max CR 5.

Blinds: The community has established and maintains elaborate blinds in the immediate area. These blinds provide concealment to up to 3 Medium or 6 Small creatures. Blinds are typically located on major roadways or other natural intrusion routes. Scouts and guards use them to monitor travellers without attracting

notice. Each level of blinds allows the community to place two of these structures.

Bolt-hole: A bolt-hole is a concealed place to hide. Usually located out in the local environment, they provide a safe haven for scouts or fleeing community inhabitants. It takes a Search check (DC 20) to locate the bolt-hole door. A bolt-hole accommodates 5 Medium or 10 Small creatures.

Divine Protection: The community pays well for the protective attentions of a divine being. Anyone entering the community with the intent to cause harm to one of the citizens must make a Will save (DC 10 + structure level) or come under the effects of a *bane* spell. This effect also strikes anyone who intends to swindle or otherwise harm anyone within the community. It activates as soon as the hostile intent forms and can target members of the community

FORTRESS, TEMPLE, MONASTERY, FREEHOLD

Entrapments: The community invested in mundane traps to help repel invaders. The level of arcane protection determines the total CR of traps available and the maximum CR of any specific trap: *Level 1* – Total CR 10, Max CR 3; *Level 2* – Total CR 30, Max CR 4; *Level 3* – Total CR 50, Max CR 5.

Fencing: The community possesses study fences throughout its environs. These fences create large areas of hindered movement, hopefully directing the movements of hostile forces. Each level of fencing allows the community to build a 5 foot deep fence around its circumference. The community does not have to build all of the levels together. It is common to see multiple layers of fencing segregating a community.

Filth Moat: The communities moat serves as an open sewage pit. This moat hinders the movement of anyone trying to cross it. It also exposes them to a disease selected by the Games Master. There is a 10% chance per month that a major outbreak of that disease occurs within the community. A community may not have both a filth moat and sanitation.

Fox Run: A fox run is a long path festooned with traps. When chased a scout runs for the fox run, hoping that his pursuers will be caught in the traps. Every level of this structure extends the run by 100 feet and adds 10 CR in traps. *Level 1* – Total CR 10, Max CR 3, Length 100 ft.; *Level 2* – Total CR 20, Max CR 4, Length 200 ft.; *Level 3* – Total CR 30, Max CR 5, Length 300 ft.

Gates: All walled communities and most communities without walls have designated gate areas where travellers enter and leave. A community that invests in the gates structure expends considerable effort on making these areas secure. Every level gives the community 10 CR in traps to allocate among its various gateways. *Level 1* – Total CR 10, Max CR 4; *Level 2* – Total CR 20, Max CR 5; *Level 3* – Total CR 30, Max CR 6.

Gymnasium: The gymnasium structure represents a wide array of physical and martial training facilities. Its presence increases the martial readiness of the local community. Increase the number of fighters and warriors in the community by 20% per level. When rolling to determine the highest-level fighter and warrior add the structure's level to the result.

Illumination: The community invests in chemical, magical or mechanical lighting. This results in particularly well-lit alleys and streets. This structure

inflicts a –2 penalty per level to all characters that attempt a Hide skill check in a public place.

Industry: The community has extensive artisan guilds as well as public workspaces. These superior facilities give a +2 bonus per level to Craft skill checks taken while using them. The workshops may have up to 10 active crafters per level. Additionally increase the number of experts in the community by 20% per level.

Killing Fields: A killing field represents a space in the community specifically set aside for defensive archery. Each field has a platform set above the streets, usually on top of one of the buildings. This platform provides up to 10 Medium or 20 Small archers with cover. It also stores 1000 arrows, bolts or bullets and appropriate ranged weapons. For each killing field level the community maintains one platform.

Moat: A moat is a ditch providing hindered terrain that may contain either mud, spikes, or water. It fully surrounds the community. For every structure level the moat is 5 feet wide.

Monastery: A monastery is a facility dedicated to long-term development of the spirit. The disciplines of the monastery develop unusual mental and magical powers based on their training. Increase the number of monks in the community by 20% per level. When rolling to determine the highest-level monk add the structure's level to the result.

Public Houses: Splendid public houses (inns, taverns, brothels and gambling dens) can bring considerable wealth to the community. They also attract an unsavoury crowd. Increase the number of rogues in the community by 20% per level. When rolling to determine the highest-level rogue add the structure's level to the result.

Rabbit Hole: Rabbit holes are long (up to 400 feet) narrow tunnels with several concealed access points. Finding an access point requires a Search check (DC 20). A character may enter a rabbit hole to elude pursuit. Not only does the hunter have to make a Search check to find the place where the character entered the hole, he must make a second Search check to spot the exit.

Safe Hold: A safe hold is a specifically constructed fortification intended to protect the residents from invasion. It can only be accessed through a secret door located somewhere within the community. The detection DC and number of residents the safe hold can protect is dependent on the safe hold level. *Level 1*





FORTRESS, TEMPLE, MONASTERY, FREEHOLD

– Detect DC: 25, Max Capacity: 20 M/40 S; *Level 2*–
Detect DC: 30, Max Capacity: 40 M/80 S

Sanitation: The community tends to its refuse, both through manual labour and the introduction of complex sewer systems. For every level of sanitation the community members receive a +1 bonus to their Fortitude saves against diseases. A newcomer must live in the community for a month before gaining this bonus. The bonus lasts for 24 hours after a community resident leaves his home.

Shrine (Evil): This shrine or temple to an evil god attracts considerable attention. Increase the number of evil clerics in the community by 20% per level. When rolling to determine the highest-level evil cleric add the structure's level to the result. Note that this structure does not provide any benefit if there are no evil clerics in the community.

Shrine (Good): This shrine or temple to a good god attracts considerable attention. Increase the number of good clerics and paladins in the community by 20% per level. When rolling to determine the highest-level good cleric and paladins add the structure's level to the result. Note that this structure does not provide any benefit if there are no good clerics in the community.

Shrine (Nature): Increase the number of barbarians, druids and rangers in the community by 20% per level. When rolling to determine the highest-level barbarian, druid and ranger add the structure's level to the result.

Schools: The community built libraries and schools to educate its young. This in turn attracted magicians from around the world. Increase the number of sorcerers and wizards in the community by 20% per level. When rolling to determine the highest-level sorcerer and wizard add the structure's level to the result.

Venues: The community has created a number of interesting areas for public performance. Increase the number of bards in the community by 20% per level. When rolling to determine the highest-level bard add the structure's level to the result.

Wall: The community possesses heavy walls throughout its environs. These walls create large areas of impassable terrain, directing the movements of hostile forces. Each level of wall allows the community to build a 5 foot wide wall around its circumference. The community does not have to build all of the levels together. Walls vary in height; they usually reach no higher than 10 feet per level.

EXAMPLE COMMUNITIES

The following communities were created using the system described above.

Caspin Mine

Foundation: Eborite Fortress

Wealth Level: Substantial (7)

Structures: Central Dome 2 (3 RP), Entrapments 1 (1 RP), Moat 1 (1 RP), Schools 2 (3 RP), Wall 1 (1 RP)

This walled mining community has an unusual number (40% increase) of sorcerers in their number. They maintain 10 CR in traps throughout their homes, most focused on the mine opening. Following a typical Eborite pattern Caspin Mine contains a huge central dome dedicated to the study of magic.

Lesser Fireheight

Foundation: Exile Shelter

Wealth Level: Subsistence (2)

Structures: Entrapments 2 (2 RP)

Lesser Fireheight is a community of sixty or so kobolds who live in the sewers of the great city. These kobolds live in absolute squalor. Heavy hunting by the local thieves guild has forced them to pull inwards. They spend their free time working on traps, and have constructed 30 CR of mechanical hazards to consume anyone foolish enough to attack their home turf. Their pride and joy is a 60 ft. deep spiked pit trap (CR 4) they put on the floor of the main corridor between their homes.

'As you can see, there exists below the surface of these pitiable creatures a rich culture, steeped in the same complex symbolism we would expect from any developed people. That this richness went undiscovered for so long speaks poorly of our investigative techniques. It also indicates further fields of research, specifically into those cultures that we have heretofore dismissed as unruly or unworthy of attention.'

Agna Frost looked out at her audience. The closest old men sat in silence, their brows furrowed and their pipes long unlit. Further out pretty young things fidgeted in their seats while their older companions stared into space. Finally, Magister Thistlewood stood up slowly from his seat, a bit of white light nestled in his withered palm.

'Yes, Magister Thistlewood?'

The old man lowered his hand, wafting the resulting smoke away with a practised gesture. 'Certain elements of this blood magic you describe disturb me.' He stared deep into space for a moment, far off possibilities dancing in his eyes. 'It seems to me that an unscrupulous magister could keep a kobold slave for...draining purposes.'

Agna's dry chuckle rasped across the sudden silence. 'Oh, its worse than that. Anyone with magical blood will do, if you can learn the trick of it. Demons, devils, elves, gnomes...' Thistlewood's ordinarily pale skin turned even whiter. 'Even some of our bodies, gifted as they are with magical power in their bones, could be possible targets.'

'Yes...I see your point.' The old sorcerer's face sagged around his skull. 'This bears some thinking on.' He sat down.

Another magician stood up, a small spike of white light in his palm. 'Yes, Magister Hone?'

'Do you have any proof that these, what did you call them, Sigrun Clan kobolds have developed draconic powers?'

'I am afraid not. Although I encountered stories about them, I never met one of the Ascended. The only Sigrain community that allowed me access isolated me in the gatehouse for almost a week. I can say that I witnessed what I suspect were novices practising movements remarkably similar to the First to Fifth Openings in the Shrine of the Black Hand.'

Agna looked out at the sea of white lights. 'We have time for one last question before the honoured Sir Martin Althorpe takes the stage.' Her hands tightened on the podium. 'Yes, Magister Blackwood?'

'You would seriously have us believe that kobolds swallow large bags and use their internal muscles to breath out various liquids? That is preposterous! No one has ever verified the tales of kobolds utilising any form of breath weapon!'

Agna bent down to her pack. With an audible grunt she lifted it up onto the podium, allowing the sides to fall open as she did so. Within was a large leather bag attached to a thin tube and nozzle. Dark stains showed against the pale leather.

'I fear that this is one assertion I can prove. You see here a 'dragon breather' as described earlier in my lecture. The Matthite kobold wielding this device was...unwilling to part with it. My methods of persuasion unfortunately took on a very pointed nature. Fortunately the persuasion did not result in the destruction of this magnificent specimen.'



DESIGNER'S NOTES

What to say about kobolds? I've spent the last six weeks saying everything about them that I could think of to say already. More seems almost redundant.

When I started, I wanted to write something that would have broad appeal. My initial design notes cover a wide range of spells and effects useable by any race or people.

However, after spending some time in research and development I decided on a different tactic. Although many races and characters can use the rules presented here, the flavour is in fact distinctly kobold. Kobolds as I imagine them, perhaps, but kobold never the less. Why did I change my mind?

Part of it has to do with how I felt about the race in general. In cosmic terms kobolds get the short end of the stick. Their racial statistics border on being the worst in the D20 universe. In adventures they have become a serious joke. Frankly I regarded them as more amusing than as a serious player race or encounter.

The challenge, then, was to take this comical race and turn it into something that players would enjoy encountering/playing as characters without radically increasing their power level.

So, at length I came to the story of the four founders and their great debate. Each of the founders represents a particular voice in the kobold psyche. The arguments that they present flavour everything about the race.

These four voices became the voices with which I wrote the remaining sections. The character concepts, prestige classes and feats come from all four traditions although Sigrun speaks most strongly. The tricks and tools are generally from Matthias, although a few speak with Uwe or Ebore's voice. Blood magic is Ebore's mind, and many of the spells show Uwe's way of looking at things.

Of course, this is all partially my own reaction to the dry and flavourless books that flood the D20 market every year. There are a few exciting to read books out there. None of them from my keyboard. I think that somewhere along the way I, as a writer, forgot that readers buy these books to be entertained. When I read a rulebook, I am not just looking to build a better beat stick. I want to read something that challenges me a bit, something that has new ideas and fresh thoughts in it. In the end I may walk away from it without agreeing with a single thing that the author had to say; but if it was a good book it at least told me something.

So, here you have a PDF that tries to redress some of the wrongs inflicted on the game market. A book with a bit of flavour, a bit of bite, and a definite idea of what kobolds might someday be. No, I didn't change their status from bottom feeders to lords of all they survey. But I did not need to them interesting? Does everything have to be amazingly powerful to be cool?

I do not know the answers to any of my own questions. Frankly I do not even know if these are questions we can answer. But trying to find the beginnings was a fun ride. Until the next time, good luck and good gaming!

Shannon Kalvar

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SPELLBOOK

SPELLCASTING

1 ST LEVEL	PREPARED?	4 th LEVEL	PREPARED?
		5 th LEVEL	
2 nd LEVEL		6 th LEVEL	
		7 th LEVEL	
3 rd LEVEL		8 th LEVEL	
		9 th LEVEL	

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
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<input style="width:40px; height:20px;" type="text"/>	9 th	<input style="width:40px; height:20px;" type="text"/>	<input style="width:40px; height:20px;" type="text"/>

SPELL SAVE DC MOD

SCROLLS AND POTIONS

HENCHMEN / COHORTS / FAMILIAR

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
FAMILIAR'S NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ALLIES, ENEMIES, CONTACTS AND PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

CLAN

NAME:
ALIGNMENT:
REACH:
LOYALTY:
ACTIVITY:
VISIBILITY:
INCOME:

CHARACTER CONCEPT
BONUSES & PENALTIES

CAREER PATH
BONUSES & PENALTIES



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