

High in the mountains of Di'Dracken, and deep in its many mines, you will find the **Kobolds** – short, reptilian humanoids with occasionally sadistic tendencies. Proud and respected for their kinship to the dragon gods, Kobolds can be found in many lands, though more often those of the evil dragons. Physically somewhat frail, Kobolds still display the full cunning of their reptilian heritage.

A Kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has two small light-colored horns on its dog-like head, glowing red eyes, and a non prehensile tail like that of a rat. Kobolds' clothing favors red and orange, and they speak Draconic with voices that can sound like yapping dogs. They eat plants or animals but are not averse to eating intelligent beings. They spend much of their time fortifying the land around their lairs with traps and warning devices (such as spiked pits, tripwires attached to crossbows, and other mechanical contraptions).

Kobolds treat as inferior almost every other sort of humanoid or fey, especially Halflings and sprites, for lacking their pure draconic heritage. For this reason Kobolds teach the Draconic language primarily, and not necessarily the Common tongue.

Kobold characters possess the following racial traits:

- +2 Dexterity, –4 Strength, –2 Constitution.
- A Kobold is a humanoid that has the reptilian subtype.
- Small: As a Small creature, a Kobold gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, a –4 size penalty on grapple checks, and a +4 size bonus on Hide checks, and can carry $\frac{3}{4}$ the weight of a medium creature.
- Kobold base land speed is 30 feet.
- Darkvision: Kobold can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and kobolds can function just fine with no light at all.
- Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.
- All kobolds add Craft (trapmaking) to their list of class skills.
- +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- +1 natural armor bonus.
- Natural Weapons: Kobolds have two primary claw attacks that deal 1d3 points of slashing damage plus their Strength bonus, and a secondary bite attack that deals 1d3 points of piercing damage plus $\frac{1}{2}$ their Strength bonus.
- Automatic Languages: Draconic. Bonus Languages: Common
- Favored Class: Cleric or Sorcerer (whichever more favorable). A multiclass Kobold's cleric or sorcerer class does not count when determining whether an experience point penalty is taken for multiclassing (see page 60 of the PHB).

Kobold Rituals

The Draconic Rite of Passage

The Draconic Rite of Passage is a ritual that grants any Kobold who completes the rite a 1st-level sorcerer spell-like ability of their choice, usable once per day at a caster level equal to his character level. To recharge this ability, a Kobold must complete a meditation each day, which equates to same amount of time a sorcerer must spend concentrating to replenish their spells.

Prerequisites: Only Kobolds or Lizbolds can undergo the Draconic Rite of Passage.

Benefit: Upon completing this rite, a Kobold gains a 1st-level sorcerer spell-like ability of their choice, usable once per day at a caster level equal to his character level.

To recharge this ability, a Kobold must complete the Searching for the Dragon meditation each day, which equates to same amount of time a sorcerer must spend concentrating to replenish their spells. No Kobold can benefit from this rite more than once.

Time: A Kobold who undergoes this rite must first endure six days of fasting (the equivalent of two days for a Kobold in a region above 40 degrees F). Immediately thereafter, the Kobold must succeed on a DC 15 Concentration check to enter a deep trance that lasts for 24 hours. If the check fails, the rite must begin a new.

Cost: This rite requires sacrificing a gem of at least 250 gp in value. The Kobold also permanently loses 1 hit point upon completion of the rite, the price of unlocking latent draconic energy within their soul.

Special: A Lizbold who completes this ritual gains a 1st-level cleric spell-like ability and does not lose 1 hit point. All other details are identical.

Greater Draconic Rite of Passage

The Greater Draconic Rite of Passage is a powerful ritual handed down from dragons to kobolds as a reward for their undying loyalty. In the same way that chromatic and metallic dragons gain integrated levels of sorcerer spellcasting as they age, this ritual allows kobolds to awaken a small amount of their own arcane might.

Prerequisites: Only kobolds of 6 Hit Dice or more, sorcerer level 1st, who have



successfully completed the Draconic Rite of Passage, and taken the Draconic Reservoir feat can undergo the Greater Draconic Rite of Passage. A Kobold requires no one else to perform the rite; it is a solitary activity.

Benefit: Upon completing this rite, a Kobold gains new spells per day and an increase in caster level (and spells known) as if also gaining one level in the sorcerer class. The Kobold does not, however, gain any other benefit a sorcerer would have gained (familiar abilities, and so on).

The benefit of this ritual is automatically factored into the 15 minutes that a Kobold sorcerer spends concentrating to ready their daily allotment of spells. No Kobold can benefit from this rite more than once.

Time: A Kobold who undergoes this rite must first endure nine days of fasting (the equivalent of three days for a Kobold in a region above 40 degrees F). Immediately thereafter, the Kobold must succeed on a DC 20 Concentration check to enter a deep trance that lasts for 24 hours. If the check fails, the rite must begin anew.

Cost: This rite requires sacrificing a gem of at least 1,000 gp in value. The Kobold also permanently loses 3 hit points upon completion of the rite, the price of unlocking latent draconic energy within their soul.

Special: A Lizbold who completes this ritual gains new spells per day and an increase in caster level as if gaining one level in the cleric class, and loses only 1 permanent hit point. All other details are identical.

Kobold Feats

Draconic Reservoir

You can cast your Draconic Rite of Passage spell-like ability more often than normal.

Prerequisite: Kobold, must have completed the Draconic Rite of Passage, 3 HD.

Benefit: You can cast your 1st-level sorcerer spell-like ability gained from Draconic Rite of Passage 3/day. A Kobold must complete the Searching for the Dragon meditation in order to recharge their spell-like ability, but does not have to increase the 15 minute duration for the additional castings.

Normal: The spell-like ability gained from Draconic Rite of Passage can only be cast 1/day.

Special: A Lizbold may take this feat to increase the uses of its cleric spell-like ability.