

CN	SMALL	KOBOLD	DRAGONSCALED KOBOLD	HUMANOID
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Perception +16; Darkvision

Languages Common, Draconic, Jotun

Skills Acrobatics +18, Athletics +23, Crafting +22, Diplomacy +17, Intimidation +17, Lore: Terrain +16, Stealth +20, Survival +14, Thievery +18

Str +5, **Dex** +4, **Con** +2, **Int** +2, **Wis** +0, **Cha** +3

Items +2 Resilient Leather, Adventurer's Pack, Snare Kit, Stunning Snare, Bleeding Spines Snare, Dragon's Eye Charm, Crafter's Eyepiece (Greater), Necklace of Fireballs III

AC 31, **Fort** +21, **Ref** +21, **Will** +17; *Juggernaut*

HP 186

Wounded Rage ➤ **Trigger** You take damage and are capable of entering a rage. You roar in pain, awakening the rage within you. You Rage.

Speed 25 feet

Melee +2 Greater Striking Fearsome Trident +23 (Thrown 20 ft.), **Damage** 3d8+7 (P)

Kobold Breath ➤➤ (Arcane, Evocation, Kobold) You channel your draconic exemplar's power into a gout of energy that manifests as a 30-foot line or a 15-foot cone, dealing 1d4 damage. Each creature in the area must attempt a basic saving throw against the higher of your class DC or spell DC. You can't use this ability again for 1d4 rounds. At 3rd level and every 2 levels thereafter, the damage increases by 1d4. The shape of the breath, the damage type, and the saving throw match those of your draconic exemplar (see Table 1-1). This ability has the trait associated with the type of damage it deals.

Dragon's Rage Breath ➤➤ (Arcane, Concentrate, Evocation, Instinct, Rage) **Prerequisites** dragon instinct **Requirements** You haven't used this ability since you last Raged. You breathe deeply and exhale powerful energy in a 30-foot cone or 60-foot line, dealing 1d6 damage per level. The area and damage type match those of your dragon (see Table 3-4. If you used this ability in the last hour, the area and the damage are halved (15-foot cone or 30-foot line; 1d6 damage for every 2 levels). Each creature in the area must attempt a basic Reflex save. Black (Chromatic) - Line of acid Blue (Chromatic) - Line of electricity Green (Chromatic) - Cone of poison Red (Chromatic) - Cone of fire White (Chromatic) - Cone of cold Brass (Metallic) - Line of fire Bronze (Metallic) - Line of electricity Copper (Metallic) - Line of acid Gold (Metallic) - Cone of fire Silver (Metallic) - Cone of cold

Renewed Vigor ➤ (Concentrate, Rage) You pause to recover your raging vigor. You gain temporary Hit Points equal to half your level plus your Constitution modifier.

Dragon's Rage Wings ➤ (Instinct, Morph, Primal, Rage, Transmutation) **Prerequisites** dragon instinct You sprout dragon wings from your back of the same color as your chosen dragon. While you are raging, you gain a fly Speed equal to your land Speed. If you are flying when your rage ends, you start to fall but the transformation only completes at the last moment, so you take no damage from the fall and land standing up.

Silencing Strike ➤ (Incapacitation, Rage) A quick strike to the face or mouth silences your opponent. Make a melee Strike against a foe. The foe must succeed at a Fortitude save against your class DC.

Success The target is unaffected. **Failure** The target is dazed and can barely vocalize. It's stunned 1 and its speech is raspy and hard to understand. It must succeed at a DC 11 flat check to use linguistic actions or supply verbal spellcasting components until the end of its next turn. **Critical Failure** As failure, but the creature is stunned 3 instead of stunned 1.

Shake it Off ♦ (Concentrate, Rage) You concentrate on your rage, overcoming fear and fighting back sickness. Reduce your frightened condition value by 1, and attempt a Fortitude save to recover from the sickened condition as if you had spent an action retching; you reduce your sickened condition value by 1 on a failure (but not on a critical failure), by 2 on a success, or by 3 on a critical success.

Rage ♦ (Barbarian, Concentrate, Emotion, Mental) **Requirements** You aren't fatigued or raging. You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging: You deal 2 additional damage with melee weapons and unarmed attacks. This additional damage is halved if your weapon or unarmed attack is agile. ; You take a –1 penalty to AC. ; You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.; After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

Mighty Rage ♦ (Barbarian) **Trigger** You use the Rage action on your turn. Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait.

Dragon's Eye Charm ♦ (Uncommon, Divination, Magical) **Activate** Interact; Frequency once per day; Effect The dragon's eye charm manifests fire for you to wield against your foe. You cast a 5th-level produce flame spell with a spell attack roll of +13. **Activate** Single Action Interact; Frequency once per day; Effect The charm's pupil becomes plainly visible. You can look through the charm to gain darkvision for as long as you Sustain the Activation, to a maximum of 10 minutes. **Activate** Single Action Interact; Frequency once per day; Effect The dragon's eye charm shrouds you in a faintly glowing layer of golden energy. You gain fire resistance 5 for 10 minutes. **Activate** Single Action Interact; Frequency once per day; Effect You can speak and understand Draconic as long as you Sustain the Activation, to a maximum of 10 minutes.

Necklace of Fireballs III ♦ (Evocation, Invested, Magical) **Activate** Interact; **Effect** You detach a sphere from the necklace, causing it to glow with orange light. After you activate a sphere, if you or anyone else hurls it (an Interact action with the ranged trait), it detonates as a *fireball* where it lands. Your toss can place the center of the *fireball* anywhere within 70 feet, though at the GM's discretion you might need to make an attack roll if the throw is unusually challenging. If no one hurls the sphere by the start of your next turn, it turns into a non-magical red bead. **Nicklace of Fireballs I** Item 5 Level 5; **Price** 44 gp One 6d6, two 4d6 (DC 21) **Nicklace of Fireballs II** Item 7 Level 7; **Price** 115 gp One 8d6, one 6d6, two 4d6 (DC 25) **Nicklace of Fireballs III** Item 9 Level 9; **Price** 300 gp One 10d6, two 8d6, two 6d6 (DC 27) **Nicklace of Fireballs IV** Item 11 Level 11; **Price** 700 gp One 12d6, two 10d6, three 8d6 (DC 30) **Nicklace of Fireballs V** Item 13 Level 13; **Price** 1,600 gp One 14d6, two 12d6, four 10d6 (DC 32) **Nicklace of Fireballs VI** Item 15 Level 15; **Price** 4,200 gp One 16d6, three 14d6, four 12d6 (DC 36) **Nicklace of Fireballs VII** Item 17 Level 17; **Price** 9,600 gp One 18d6, three 16d6, five 14d6 (DC 39)

Additional Feats Assurance, Combat Climber, Draconic Arrogance, Dragon's Breath, Dragonscaled Kobold, Group Coercion, Powerful Leap, Quick Climber, Quick Jump, Snare Crafting, Snare Genius, Snare Setter, Toughness, Wall Jump

Additional Specials Assurance (Crafting), Critical Brutality, Deny Advantage, Draconic Exemplar, Instinct (Dragon Instinct), Instinct (Red), Raging Resistance