

## SUBTIER 1-2

### SHOCKCLAW GUARDS

CR 1/4

Kobold warrior 1

LE Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

**hp** 5 (1d10)

**Fort** +2, **Ref** +1, **Will** –1

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** spear +1 (1d6–1)

**Ranged** sling +3 (1d3–1)

#### TACTICS

**Before Combat** The kobolds have taken up sentry positions in the drainage pipes near their trap. They remain hidden until the PCs spring the trap or bypass it.

**During Combat** The guards surround the PCs, preferring to fight from range with their slings. They focus their attacks first on any PCs who have not fallen in the pit, especially any working to help their comrades out of the hole.

**Morale** The kobolds take their job seriously and fight to death. When all but one have been slain or knocked unconscious, the survivor attempts to flee to area 2 to alert the shaman's guards to the attack.

#### STATISTICS

**Str** 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +1; **CMB** –1; **CMD** 10

**Feats** Skill Focus (Perception)

**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic

**SQ** crafty

**Possessions** leather armor, spear, sling

#### SPECIAL ABILITIES

**Crafty (Ex)** Craft (trapmaking) and Stealth are always class skills for a kobold.

**Light Sensitivity (Ex)** kobolds are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

### BLACKFANG GUARDS

CR 1/4

Kobold warrior 1

LE Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

**hp** 5 (1d10)

**Fort** +2, **Ref** +1, **Will** –1

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** spear +1 (1d6–1)

**Ranged** sling +3 (1d3–1)

#### TACTICS

**Before Combat** The kobolds are on the lookout for attack and difficult to catch by surprise. Once they see non-kobolds in the tunnel with them, they rush into battle.

**During Combat** Dedicated to protecting their chief, the guards charge into melee with their spears and attempt to overwhelm the Pathfinders with superior numbers.

**Morale** All members of the Blackfang Tribe fight to the death.

## STATISTICS

**Str** 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +1; **CMB** –1; **CMD** 10

**Feats** Skill Focus (Perception)

**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic

**SQ** crafty

**Possessions** leather armor, spear, sling

### CHIEF ALTERGRIK

CR 1

Kobold warrior 4

LE Small humanoid (reptilian)

**Init** +5; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+3 armor, +1 Dex, +1 natural, +1 size)

**hp** 30 each (4d10+4)

**Fort** +4, **Ref** +2, **Will** +0

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk greataxe +6 (1d10/x3)

**Ranged** sling +6 (1d3)

#### TACTICS

**Before Combat** Surrounded by his most loyal guards, the Chief declares the Pathfinders enemies and ambushers and orders his minions to attack.

**During Combat** Chief Altergrik prefers to let his underlings fight for him, but if threatened directly he fights ruthlessly with his greataxe. If his guards' numbers fall to three or less, he likewise enters the fray.

**Morale** An honorable leader of his tribe, Chief Altergrik fights to the death.

#### STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +4; **CMB** +3; **CMD** 14

**Feats** Improved Initiative, Skill Focus (Perception)

**Skills** Craft (trapmaking) +7, Perception +7, Profession (miner) +1, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Common, Draconic

**SQ** crafty

**Gear** studded leather, masterwork greataxe, sling with 10 bullets

**Dazzled:** The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls and sight-based Perception checks.

## SUBTIER 4-5

### BLACKFANG HONOR GUARDS

CR 1

Kobold warrior 4

LE Small humanoid (reptilian)

**Init** +5; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+3 armor, +1 Dex, +1 natural, +1 size)

**hp** 30 each (4d10+4)

**Fort** +4, **Ref** +2, **Will** +0

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk spear +6 (1d6/x3)

**Ranged** sling +6 (1d3)

#### TACTICS

**Before Combat** The kobolds are on the lookout for attack and difficult to catch by surprise. Once they see non-kobolds in the tunnel with them, they rush into battle.

**During Combat** Dedicated to protecting their chief, the guards charge into melee with their spears and attempt to overwhelm the Pathfinders with superior numbers.

**Morale** All members of the Blackfang Tribe fight to the death.

#### STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +4; **CMB** +3; **CMD** 14

**Feats** Improved Initiative, Skill Focus (Perception)

**Skills** Craft (trapmaking) +7, Perception +7, Profession (miner) +1, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Common, Draconic

**SQ** crafty

**Gear** studded leather, masterwork spear, sling with 10 bullets