



GRIMMNIR

Grimmnir is a dragon mage, a scion of draconic magic who almost all kobolds respect and honor. At least, that's what Grimmnir claims. Other Hookclaws have noticed that her magic doesn't seem much like that of other kobold dragon mages. To put it simply, Grimmnir is... creepy. Where dragons pulse with arcane power and unfettered charisma, Grimmnir's sorcery has always felt foreboding and hateful, laced with a shivering chill of damnation that crawls up the spine and chews on the back of the mind. Grimmnir always gets very scary and glows her eyes whenever anyone brings it up, though, so the Hookclaws keep their mouths shut and don't argue with her.

Grimmnir pays them little mind. She knows she is a true child of dragons. Ever since she was a hatchling, Grimmnir has dreamed of them: world-ending wyrms that lurk in the deepest recesses of reality, beneath the waves and beyond the universe, who gnaw on the roots of existence and will rise up from the depths at the end of days. Yet though that destructive power is her legacy, Grimmnir has decided not to follow in those great wyrms' footsteps—not completely. The kobold has performed a careful consideration of all the pros and cons, and decided that destroying the world would be both personally inconvenient and more trouble than it's worth.

All the same, Grimmnir feels compelled to embrace her destiny to become one of the devourers of worlds, even if she never actually does any world-devouring. In her mind, this means growing much, much taller, and building her strength through any means possible. Despite cramming herself full of food and other brilliant ideas, the kobold has had no luck increasing her height, so she has been forced to turn all her efforts to self-improvement. To this end, Grimmnir has joined the kobold militia, intending to turn her acid-tipped claws and fearsome bite against whatever obstacles she encounters. The Hookclaws appreciate her prowess at protecting the tribe—and appreciate it even more when Grimmnir is out on patrol and thus nowhere to be seen!

GRIMMNIR

CN SMALL HUMANOID KOBOLD

Female kobold sorcerer 1 (*Advanced Player's Guide*)

Heritage dragonscaled

Background warrior

Bloodline demonic

Perception +4; darkvision

Languages Common, Draconic

Skills Arcana +3, Athletics +4, Deception +7, Intimidate +7, Religion +4, Stealth +5, Warfare Lore +3

Str 12, **Dex** 14, **Con** 12, **Int** 10, **Wis** 12, **Cha** 18

Items adventurer's pack, candle, dented brass crown, *scroll of ray of enfeeblement*, *scroll of mending*, silver ouroboros tail circlet, 4 gp, 2 sp, 9 cp

AC 15; **Fort** +4, **Ref** +5, **Will** +6

HP 13; **FP** 1

Speed 25 feet

Melee ✎ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1

Ranged ✎ acid splash +7 (cantrip), **Damage** 1d6 acid plus 1 splash

Divine Spontaneous Spells (Class DC 17) **1st** bane, fear, harm; **Cantrips** acid splash, detect magic, message, read aura, shield

Focus Spells *glutton's jaw* (*Core Rulebook* 404)

Feats Intimidating Glare, Scamper

Other Abilities blood magic



IZNI

Izni works hard to grow large and exquisite mushrooms in order to provide tasty and nourishing meals for her fellow kobolds. While she grudgingly turns over her fair share of the harvest to the tribe when its ready, Izni sells her surplus mushrooms to other underground creatures for a tidy profit. She dreams of somehow making her way into Absalom's above-ground markets and purchasing the exciting and strange mushrooms that the human citizens eat.

The only creature Izni seems to like very much is a large, fluffy cat named Precious, which Izni rescued from a burlap sack. Izni claims that Precious was once heir to a noble's fortune before the family butler disposed of her in order to steal the inheritance. The other kobolds don't quite understand Izni's affection

for a fuzzy mammal, but Izni insists that Precious is a small draconic creature just like kobolds, as evidenced by such draconic traits as arrogance, overpowering charisma, and endless spite.

IZNI

LN SMALL HUMANOID KOBOLD

Female kobold druid 1 (*Advanced Player's Guide*)

Heritage dragonscaled

Background farmhand

Order animal

Perception +6; darkvision

Languages Common, Draconic, Undercommon

Skills Athletics +4, Diplomacy +5, Farming Lore +4, Medicine +6, Nature +6, Stealth +5, Survival +6; **Armor Check Penalty** -2

Str 12, **Dex** 14, **Con** 10, **Int** 12, **Wis** 16, **Cha** 14

Items adventurer's pack, bag of mushrooms, candle, hide armor, mushroom-covered log (wooden shield), *scroll of burning hands*, sharpened trowel (dagger), sweet woodruff plant, 7 gp

AC 18; **Fort** +3, **Ref** +5, **Will** +8

HP 14; **FP** 1

➔ **Shield Block**

Speed 20 feet

Melee ♦ sharpened trowel +5 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 P

Ranged ♦♦ ray of frost +6 (cantrip), **Damage** 1d4+3 cold plus -10 penalty to speeds on critical

Primal Prepared Spells (Class DC 16) **1st** *heal*, *magic fang*; **Cantrips** *guidance*, *ray of frost*, *read aura*, *stabilize*, *tanglefoot*

Focus Spells *heal animal*

Feats Animal Companion (cat), Assurance (Athletics), Scamper, Shield Block

PRECIOUS

N SMALL CAT

Perception +5; low-light vision, scent (imprecise, 30 feet)

Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

AC 16; **Fort** +4, **Ref** +6, **Will** +5

HP 11

Speed 35 feet

Melee ♦ jaws +6 (finesse), **Damage** 1d6+2 P

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4+2 S

Skill Acrobatics +6, Athletics +5, Stealth +6

Special Precious deals 1d4 extra precision damage against flat-footed targets.

Support Benefit Precious throws your enemies off-balance when you create an opening. Until the start of your next turn, your Strikes that deal damage to a creature that Precious threatens make the target flat-footed until the end of your next turn.





QUIZREL

Quizrel was hatched with a cleft snout, which led her to being bullied by other kobolds when she was young. Though she originally turned to authority figures for help, Quizrel found out the hard way that a society that valued order and conformity over everything else often did little to aid its outcasts; more often than not, Quizrel would get in as much or more trouble for being victimized than her bullies would suffer for victimizing her. Eventually, Quizrel decided to try a different approach. The next time a group of kobolds surrounded her with ill intentions, she bit the ringleader right on the nose and refused to let go. Quizrel got in trouble for this too, but the bullying stopped.

Yet this hard-learned lesson never sat well with Quizrel, and she struggled to fully embrace it. After a great deal of soul-searching, she came to two conclusions: first, it wasn't fair for other outcast kobolds to suffer like she did, and second, Quizrel didn't like getting in trouble. To this end, she threw herself into the study of warren laws, regulations, and punishments. She found every loophole that she could use to force the other kobolds to rule in her favor when conflicts arose. Armed with the power of knowledge, Quizrel was able to wrangle better treatment for kobold misfits, gaining a smug satisfaction from manipulating the authorities who had abandoned her into finally acting. And when the legal approach failed, a claw hammer to the face in a dark tunnel worked wonders.

Quizrel's experiences have given her a casual disregard for rules and authority, despite having learned to wield both to her advantage. Nothing thrills Quizrel more than doing something forbidden and getting away with it. She constantly ignores curfews and no-go zones, sneaking out past warren guards and traps to explore off-limits areas of Absalom's underground and possibly pilfer a few treasures while she's there. Quizrel has ambitions of finally making it up to the surface of Absalom, walking among the people and streets and luxuries of the city, then making it back to tell the tale and fill her fellow kobolds with awe.

QUIZREL

N **SMALL** **HUMANOID** **KOBOLD**

Female kobold rogue 1 (*Advanced Player's Guide*)

Heritage dragonscaled

Background barrister

Racket thief

Perception +6; darkvision

Languages Aklo, Common, Draconic, Undercommon

Skills Acrobatics +7, Arcana +4, Athletics +4, Crafting +4, Deception +4, Diplomacy +4, Kobold Lore +4, Legal Lore +4, Medicine +4, Occultism +4, Performance +4, Religion +4, Society +4, Stealth +7, Thievery +7

Str 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 12, **Cha** 12

Items adventurer's pack, candle, crossbow plus 20 bolts, jar of honey, ladybug brooch, leather armor, meat tenderizer (light mace), medicine tools, replacement picks (thieves' tools), thieves' tools, 3 sp, 4 cp

AC 18; **Fort** +4, **Ref** +9, **Will** +6

HP 15

Speed 25 feet

Melee ♦ light mace +7 (agile, finesse, shove), **Damage** 1d4+4 B

Melee ♦ jaws +7 (finesse, unarmed); **Damage** 1d6+1 P

Ranged ♦ crossbow +7 (range 60 feet, reload 1), **Damage** 1d6 P

Feats Battle Medicine, Group Impression, Kobold Lore, Trap Finder

Other Abilities sneak attack 1d6, surprise attack



RHIN

Rhin spent his younger days as a scavenger, digging through the crumbling bricks and compacted dirt of Absalom's undercity in search of useful things. One day when excavating the buried remains of a house, Rhin managed to retrieve a mostly intact children's book. Intrigued by the colorful pictures, Rhin carefully peeled the pages apart to investigate his new find. Though the book was written in a language he didn't understand and the writing was mostly ruined, the illustrations painted a clear story: Rhin was entranced by the tale of a human boy with a magic ring who went on daring adventures and could call a dragon from the sea with a special tune.

Convinced this was some manner of history book, Rhin has done everything to emulate this mysterious hero.



He scrimped coins and collected cloth scraps to stitch together an outfit to match the boy in the tale. A copper ring, tarnished to green, graces one of his fingers. Somewhat more practically, Rhin put himself through a crash course in martial arts, emulating the poses and maneuvers the boy performed—while this was hardly the best of teachers, it also proved to be far from the worst of them. The most surprising thing to the other Hookclaw kobolds, however, was Rhin's music. Whenever Rhin plays a certain set of tunes, magic seems to answer.

Rhin firmly believes that his power comes from a sleeping dragon in Absalom's harbor that listens to his ocarina in its dreams and sends its power in return. The other Hookclaws are skeptical, but no one can hold their breath for long enough to prove Rhin wrong. His songs are clearly effective, and the ever pragmatic kobolds figure it's as likely his powers come from a sunken dragon as anything. Rhin himself is ever searching for new music and inspiration, convinced that if he can just play the right tune, his dragon will awaken and rise up to meet him.

RHIN

LN SMALL HUMANOID KOBOLD

Male kobold bard 1 (*Advanced Player's Guide*)

Heritage dragonscaled

Background martial discipline

Muse enigma (dragon)

Perception +5; darkvision

Languages Common, Draconic, Gnomish, Undercommon

Skills Arcana +4, Acrobatics +6, Bardic Lore +4, Deception +7, Kobold Lore +4, Medicine +3, Occultism +4, Performance +7, Society +4, Stealth +6, Thievery +6, Warfare Lore +4; **Armor Check Penalty** -1

Str 10, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 18

Items adventurer's pack, candle, damaged children's book, medicine tools, ocarina, shoddy green ring, short sword, studded leather armor, thieves' tools, trilobite fossil, 1 gp, 5 sp, 9 cp

HP 15; **FP** 1

AC 18; **Fort** +4, **Ref** +6, **Will** +5

Speed 25 feet

Melee ♦ short sword +6 (agile, finesse, versatile S), **Damage** 1d6 P

Ranged ♦ telekinetic projectile +7 (cantrip), **Damage** 1d6+4 B, P, or S

Occult Spontaneous Spells (Class DC 17) **1st** color spray, magic weapon, true strike; **cantrips** detect magic, ghost sound, inspire courage^F, mage hand, prestidigitation, telekinetic projectile

Focus Spells counter performance (*Core Rulebook* 386)

Feats Bardic Lore, Cat Fall, Kobold Lore



SIMEEK

Simeek isn't very brave. For years, the Hookclaws despaired over finding him a job within the tribe, despite his incredible strength. The militia commanders threw Simeek out after he constantly failed the most basic of instructions. Simeek's stint as a trap re-setter ended when he was too nervy to learn to work a crossbow without causing accidents. Eventually the hapless kobold wound up as a simple laborer, tasked with nothing more complex than moving heavy crates from one place to another. And yet, this simple decision would wind up drastically changing the course of the Hookclaw tribe's history. When a bloodthirsty adventurer proved too skilled for the kobolds' traps and broke into the warren, Simeek happened to be working in the area. For once, the kobold reacted boldly in his panic and hit the adventurer with a barrel until the intruder ran away.

Now Simeek is a hero to the tribe—at least, the other kobolds reason, until something inevitably eats him. The Hookclaws discovered they liked having a hero, though, and have invested a lot of work to make Simeek live up to the title. Simeek has been delighted by unexpected gifts of clothing and armor, which allow him to look like the shining knights he admired as a hatchling (having crucially misunderstood the point of knight and dragon tales, especially among kobolds). Of course, Simeek is still completely hopeless, and so the Hookclaws have made sure that several other kobolds remain with him at all times to ensure he doesn't freeze and get himself killed.

Simeek himself is simply happy that the other kobolds like him now, and cheerfully goes along with whatever he's told. He has survived his change in profession mostly through luck, but on occasion, when he panics in the right direction, he lives up to his title of hero again. He has proven too oblivious to trick and too innocent to corrupt, which drives the Hookclaws to despair, but has also sparked a certain amount of possessive pride. After all, Simeek has a heart of metaphorical gold... which is the closest thing to real gold most Hookclaws have ever encountered.

SIMEEK

LG SMALL HUMANOID KOBOLD

Male kobold fighter 1 (*Advanced Player's Guide*)

Heritage cavern kobold

Background laborer

Perception +6; darkvision

Languages Common, Draconic

Skills Athletics +7, Acrobatics +4, Crafting +3, Diplomacy +4, Labor Lore +3

Str 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 12, **Cha** 12

Items adventurer's pack, breastplate, candle, knife-on-a-stick (halberd), *minor healing potion*, whittling knife (dagger), wooden toys of a knight and dragon, 9 cp

HP 18

AC 18; **Fort** +7, **Ref** +6, **Will** +3

➤ **Attack of Opportunity**

➤ **Shield Block**

Speed 25 feet

Melee ➤ halberd +9 (reach, versatile S), **Damage** 1d10+4 P

Melee ➤➤ halberd with power attack +9 (flourish, reach, versatile S), **Damage** 2d10+4 P

Ranged ➤ dagger +6 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+4 P

Feats Cringe, Hefty Hauler, Power Attack, Shield Block

