

Desert Kobold Racial Traits:

- +2 [Dexterity](#), -4 [Strength](#), -2 [Wisdom](#): Desert kobolds are hardier than other kobolds, but are weak-willed.
- [Humanoid \(Reptilian\)](#).
- [Small](#) size: +1 bonus to [Armor Class](#), +1 bonus on [attack rolls](#), +4 bonus on [Hide](#) checks, -4 penalty on [grapple](#) checks, lifting and carrying limits 3/4 of those of [Medium](#) characters.
- A desert kobold's [base land speed](#) is 30 feet.
- [Darkvision](#) out to 60 feet.
- +1 [natural armor](#) bonus.
- Heat Endurance: Desert kobolds gain a +4 racial bonus on [Fortitude](#) saves made to resist the effects of hot weather.
- +2 racial bonus on [Craft](#) (trapmaking), [Search](#), and [Survival](#) checks.
- [Automatic Language](#): Draconic. [Bonus Languages](#): Common, Undercommon.
- [Favored Class](#): [Rogue](#). A [multiclass](#) desert kobold's rogue class does not count when determining whether he takes an experience point penalty for multiclassing.

Feats / Flaws:

Dragon Wings:

You have wings that aid your jumps, granting a +10 racial bonus on Jump checks. In addition, you can use your wings to glide, negating damage from a fall from any height and allowing 20 feet of forward travel for every 5 feet of descent. You glide at a speed of 30 feet with average maneuverability. Even if your maneuverability improves, you can't hover while gliding. You can't glide while carrying a medium or heavy load. If you become unconscious or helpless while in midair, your wings naturally unfurl, and powerful ligaments stiffen them. You descend in a tight corkscrew and take only 1d6 points of falling damage, no matter what the actual distance of the fall.

Dragon Tail:

You have a tail that you can use to make a secondary natural attack in combat. This attack deals bludgeoning damage according to your size, as shown on the table below. If you already have a tail slap attack when you take this feat, use the value from the table or your existing damage value, whichever is greater. Size --- Tail Slap Damage. Fine ----- 1. Diminutive --- 1d2. Tiny ----- 1d3. Small ----- 1d4. Medium ----- 1d6. Large ----- 1d8. Huge ----- 2d6. Gargantuan - 2d8. Colossal ----- 4d6.

Combat Reflexes:

When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. For example, a fighter with a Dexterity of 15 can make a total of three attacks of opportunity in 1 round--the one attack of opportunity any character is entitled to, plus two more because of his +2 Dexterity bonus. If four goblins move out of the character's threatened squares, he can make one attack of opportunity each against three of the four. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.

Trap Lover:

If you see a Trap you have the urge to set it off. You take a -4 penalty to Disable Device checks. If you are within 30' of a trap you know about, you are shaken (-2 penalty on attack rolls, saving throws, skill checks, and ability checks) until you personally trigger the trap or the trap can no longer be seen by you.

Shaky: -2 ranged attacks

Rogue Class Features:

Weapon and Armor Proficiency:

Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack:

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding:

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Gaknulak:

Deity of Protection, Stealth, Trickery, and Traps. His symbol is a cauldron with whirling ellipses

Gaknulak's avatar takes the form of a small, dark-skinned, white-haired kobold. He wears a cloak with bulging pockets, and wields a +3 hand axe. He also has two ioun stones of his choice at any time, and carries an assortment of magic items related to spying, escape, and detections such as: boots of speed, wand of magic detection, ring of chameleon power, and a wand of polymorphing that he uses to turn opponents into piglets for eating.

Relationships

Gaknulak is subordinate to Kurtulmak.

Realm

Gaknulak's realm of Aknuthrak is located on the plane of Gehenna.

Worshippers

Priests of Gankulak serve as spies and scouts, but are the defenders of lairs and homelands above all else. They are experts in setting any kind of trap or ambush, and in the construction of defenses.

Clergy

Gaknulak's favored weapon is the battleaxe.