**Dragonkin Kobolds**

These kobolds turn their race’s normal reverence of dragons into fanaticism. Driven to bind their souls to that of a dragon lord, dragonkin kobolds assume traits and qualities of their new master. The effects of this binding are not immediately apparent, but the kobolds undergo subtle changes in their appearance and stature and acquire unusual powers—at the cost of their independence and individuality.

Every dragonkin kobold bears a dragon scale on its chest that binds it to its master. The flesh around the scale rebels against this unnatural graft, becoming reddened and infected (though causing no discomfort). Dragonkin gain physical features of the dragons they serve, including a more scaly appearance than normal and strange, glowing eyes. They clothe their bodies in the shed scales of their masters, or even stitch them into their flesh, furthering the bond with the lord they gladly serve.

**Dragonkin Kobold Lore**

A character knows the following information with a successful Nature check.

**DC 25:** Dragonkin protect the lairs and interests of dragons. The process of binding to a dragon master involves permanently fusing a dragon scale to the kobold’s chest, using the dragon’s blood to complete the ceremony. This ritual exacts a terrible price: It strips away all the participant’s ambitions and memories, replacing them with unwavering dedication to its master. The kobold becomes a mere extension of the dragon’s will.

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**Dragonkin Sentry Tactics**

Sentries guard all the entrances into their master’s lair. They perform this duty with pride; when confronted by intruders, they engage the foes to buy time and send out a telepathic warning to let their master escape or lead a counterattack.

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**Dragonkin Sentry**

**Level 5 Skirmisher**

Small natural humanoid (reptile)  XP 200

- Initiative +6
- Senses Perception +6; darkvision
- HP 63; Bloodied 31; see also telepathic warning
- AC 19; Fortitude 16, Reflex 15, Will 16; see also trap sense
- Resist 5 fire
- Speed 5
- ✦ Spear (standard; at-will) ✪ Weapon
  +10 vs. AC; 1d8 + 3 damage.
- ✦ Mighty Dragon Strike (standard; encounter) ✪ Fire, Weapon
  Requires spear; +10 vs. AC; 1d8 + 3 damage, and ongoing 5 fire damage (save ends).
- Telepathic Warning (standard; encounter)
  The sentry sends a warning to its dragon master, which cannot be more than 1 mile away. The sentry automatically sends out its warning when it is reduced to 0 hit points, whether or not it has previously used this power.
- Shifty (minor; at-will)
  The sentry shifts 1 square.
- Trap Sense
  The sentry gains a +2 bonus to all defenses against traps.
- **Alignment**: Evil
- **Languages**: Common, Draconic
- **Skills**: Stealth +6, Thievery +6
- **Str** 17 (+6)  **Dex** 12 (+4)  **Wis** 18 (+6)
- **Con** 14 (+5)  **Int** 11 (+3)  **Cha** 16 (+6)
- **Equipment**: scale armor, spear

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**Dragonkin Defender**

**Level 6 Soldier**

Small natural humanoid (reptile)  XP 250

- Initiative +6
- Senses Perception +4; darkvision
- HP 70; Bloodied 35
- AC 22; Fortitude 18, Reflex 15, Will 16
- Resist 5 fire
- Speed 5
- ✦ Longsword (standard; at-will) ✪ Weapon
  +13 vs. AC; 1d8 + 3 damage, and the target is marked until the end of the defender’s next turn.
- ✦ None Shall Pass (standard; recharge ₤ ⚅)
  Requires longsword; +13 vs. AC; 2d8 + 3 damage, and the target is immobilized and takes a –2 penalty to all defenses (save ends both).
- For the Master
  The defender gains a +1 bonus to attack rolls while it is within 5 squares of a dragon.
- Shifty (minor; at-will)
  The defender shifts 1 square.
- Trap Sense
  The defender gains a +2 bonus to all defenses against traps.
- **Alignment**: Evil
- **Languages**: Common, Draconic
- **Skills**: Stealth +6, Thievery +6
- **Str** 17 (+6)  **Dex** 12 (+4)  **Wis** 18 (+6)
- **Con** 14 (+5)  **Int** 11 (+3)  **Cha** 16 (+6)
- **Equipment**: scale armor, longsword

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