

The Kobold Queen



Special thanks to artist Robert Quill for his work. Visit Robert's site at <http://www.robertquill.com> to see more of his art.

Serpent's Tongue (weapon): The Kobold Queen wields an especially enchanted whip that makes her goal of dominating both her fellow kobolds and potential adversaries much easier. On a successful critical hit, the target must succeed at a Will Save or suffer as if under the effects of a *Charm Person* spell. Use the Kobold Queen's total sorcerer levels to determine the Will Save DC and duration of the charming effect.

Kobold Queen; Kobold Sor5: CR 5; ECL 5; Size S; HD 5d4+5; hp 22; Init +3; Spd 30 ft; AC 15, touch 14, FF 12; BAB +2; Grapple +2; Melee Unarmed -1 (1d2 - 2), Serpent Tongue (Whip of Charming) -1 (1d3 - 2); Ranged Dagger +4 (1d4 - 2/crit 19-20); SA -; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +4, Will +6; Str 7, Dex 16, Con 12, Int 15, Wis 15, Cha 14.

Languages spoken: Draconic

Skills and Feats: Craft (Alchemy) +6, Bluff +9, Concentration +8, Diplomacy +6, Gather Information +4, Knowledge (Arcana) +4, Spellcraft +6; Alertness, Brew Potion, Simple Weapon Proficiency, Spell Focus.

Sor Spells Known (6/7/5): 0--*Acid splash, Daze, Detect magic, Mage hand, Open/close, Read magic, 1--Charm person, Comprehend languages, Disguise self, Mage armor, 2--Alter self, Hypnotic pattern.*

Equipment: Serpent tongue (whip of charming), Elixir of love, Weasel familiar, Hat of disguise, Bracers of armor +1, Dagger.

The Kobold Queen; Kobold Sor11: CR 11; ECL 11; Size S; HD 11d4+11; hp 48; Init +4; Spd 30 ft; AC 17, touch 15, FF 13; BAB +5; Grapple +5; Melee Unarmed +2 (1d2 - 2), Serpent Tongue (+2 Whip of charming) +4 (1d3); Ranged Dagger +1 +9 (1d4 - 1/crit 19-20); SA -; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +9, Will +9; Str 7, Dex 19, Con 13, Int 16, Wis 15, Cha 16.

Languages spoken: Draconic, common, goblinoid

Skills and Feats: Craft (Alchemy) +11, Bluff +12, Concentration +9,

Diplomacy +11, Disguise +19, Gather Information +6, Knowledge (Arcana) +8, Sense Motive +5, Spellcraft +9; Alertness, Brew Potion, Greater Spell Focus, Simple Weapon Proficiency, Spell Focus, Still Spell.

Sor Spells Known (6/7/7/6/4): 0--*Acid splash, Daze, Detect magic, Mage hand, Open/close, Ray of frost, Read magic, Resistance, Touch of fatigue, 1--Charm person, Comprehend languages, Disguise self, Hypnotism, Mage armor, 2--Alter self, Blindness/deafness, Blur, Glitterdust, Hypnotic pattern, 3--Blink, Dispel magic, Suggestion, Tongues, 4--Confusion, Crushing despair, Detect scrying, 5--Break enchantment, Dominate person.*

Equipment: Weasel familiar, Serpent tongue (+1 whip of charming), Elixir of love, Hat of disguise, Bracers of armor +1, Dagger +1, Serpent tongue (+2 whip of charming).

The Kobold Queen; Kobold Sor15: CR 15; ECL 15; Size S; HD 15d4+15; hp 64; Init +4; Spd 30 ft; AC 19, touch 15, FF 15; BAB +7/+2; Grapple +7; Melee Unarmed +4/-1 (1d2 - 2), Serpent Tongue (+2 Whip of charming) +7/+2 (1d3); Ranged Dagger +2 +12/+7 (1d4/crit 19-20); SA -; SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +6, Ref +11, Will +11; Str 7, Dex 19, Con 13, Int 16, Wis 15, Cha 17.

Languages spoken: Draconic, common, goblinoid

Skills and Feats: Craft (Alchemy) +13, Bluff +16, Concentration +11, Diplomacy +16, Disguise +12, Forgery +6, Gather Information +11, Knowledge (Arcana) +9, Sense Motive +5, Spellcraft +9; Alertness, Brew Potion, Greater Spell Focus, Simple Weapon Proficiency, Spell Focus, Spell Penetration, Still Spell, Weapon Focus.

Sor Spells Known (6/7/7/7/6/6/6/4): 0--*Acid splash, Daze, Detect magic, Mage hand, Open/close, Ray of frost, Read magic, Resistance, Touch of fatigue, 1--Charm person, Comprehend languages, Disguise self, Hypnotism, Mage armor, 2--Alter self, Blindness/deafness, Blur, Glitterdust, Hypnotic pattern, 3--Blink, Dispel magic, Suggestion, Tongues, 4--Charm monster, Confusion, Crushing despair, Detect scrying, 5--Break enchantment, Dominate person, Hold monster, Seeming, 6--Greater heroism, Mass suggestion, Symbol of persuasion, 7--Mass hold person, Symbol of stunning.*

Equipment: Weasel familiar, Serpent tongue (+1 whip of charming), Elixir of love, Amulet of health +2, Ring of protection +3, Circlet of persuasion, Bracers of armor +3, Serpent tongue (+2 whip of charming), Dagger +2.

Who is the Kobold Queen?

Sneaky, Sexy (um, for a kobold), and Sassy, the Kobold Queen rules over her warren of adoring kobolds with a velvet glove and a whip. But kobolds aren't the only ones at risk of falling for her seductive ways. As Johnathan Richards shares in his story *Love Slave of the Kobold Queen* (featured in **The Koboldnomicon**), she's more than happy to turn her attentions on handsome human adventurers as well.

Here we offer you four versions of the Kobold Queen for your general amusement. To learn more about the Kobold Queen's exploits (and the hapless, lovesick adventurer that pines for her), get your copy of the **Koboldnomicon!**

The Kobold Queen; Kobold Sor18: CR 18; ECL 18; Size S; HD 18d4+18; hp 93; Init +4; Spd 30 ft; AC 22, touch 18, FF 18; BAB +9/+4; Grapple +9; Melee Unarmed +6/+1 (1d2 - 2), Serpent Tongue (+2 Whip of charming) +9/+4 (1d3); Ranged Dagger +2 +14/+9 (1d4/crit 19-20); SA -; SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +8, Ref +12, Will +13; Str 7, Dex 19, Con 15, Int 16, Wis 15, Cha 18.

Languages spoken: Draconic, common, goblinoid

Skills and Feats: Craft (Alchemy) +14, Bluff +23, Concentration +15, Diplomacy +17, Disguise +13, Forgery +7, Gather Information +12, Knowledge (Arcana) +10, Listen +6, Sense Motive +5, Spellcraft +9; Alertness, Brew Potion, Greater Spell Focus, Persuasive, Simple Weapon Proficiency, Spell Focus, Spell Penetration, Still Spell, Weapon Focus.

Sor Spells Known (6/7/7/7/6/6/6/5/3): 0--*Acid splash, Daze, Detect magic, Mage hand, Open/close, Ray of frost, Read magic, Resistance, Touch of fatigue, 1--Charm person, Comprehend languages, Disguise self, Hypnotism, Mage armor, 2--Alter self, Blindness/deafness, Blur, Glitterdust, Hypnotic pattern, 3--Blink, Dispel magic, Suggestion, Tongues, 4--Charm monster, Confusion, Crushing despair, Detect scrying, 5--Break enchantment, Dominate person, Hold monster, Seeming, 6--Greater heroism, Mass suggestion, Symbol of persuasion, 7--Mass hold person, Power word blind, Symbol of stunning, 8--Mass charm monster, Mind blank, 9--Dominate monster.*

Equipment: Weasel familiar, Serpent tongue (+1 whip of charming), Elixir of love, Slippers of spider climbing, Ring of mind shielding, Wand of magic missile (9th), Amulet of health +2, Ring of protection +3, Circlet of persuasion, Bracers of armor +3, Serpent tongue (+2 whip of charming), Dagger +2.

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