

The Mad Bomber

Athrax's greatest joy in life is the sound of his explosives detonating, and the ensuing cries of anguish from his mutilated victims.

ATHRAX

Male kobold alchemist (alchemical trapper^{MC}) 4 (*Pathfinder RPG*

Bestiary 183, *Pathfinder RPG Advanced Player's Guide* 26,

Pathfinder RPG Monster Codex 128)

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 29 (4d8+8)

Fort +6, **Ref** +8, **Will** +2; +2 vs. paralysis, poison, and sleep

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *shortspear* +4 (1d4)

Ranged bomb +8 (2d6+3 fire)

Special Attacks bomb 9/day (2d6+3 fire, DC 15)

Alchemist Extracts Prepared (CL 4th; concentration +7)

2nd—*fire breath*^{APG} (DC 15), *spider climb*

1st—*bomber's eye*^{APG}, *disguise self*, *expeditious retreat*, *shield*

STATISTICS

Str 9, **Dex** 16, **Con** 12, **Int** 16, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +1; **CMD** 14

Feats Brew Potion, Extra Bombs^{APG}, Point-Blank Shot, Throw Anything

Traits Blood of Dragons^{UCA}, Meticulous Concoction^{UCA}

Skills Acrobatics +4, Craft (alchemy) +12 (+16 to create alchemical

items), Craft (traps) +14, Escape Artist +7, Knowledge (local) +7,

Perception +9, Spellcraft +10, Stealth +13; **Racial Modifiers** +2 Craft

(traps), +2 Perception

Languages Common, Draconic, Dwarven, Gnome, Undercommon

SQ alchemy (alchemy crafting +4), bomb trap, mutagen (+4/-2,

+2 natural armor, 40 minutes), poison use, swift alchemy,

trapping +2

Combat Gear *boro bead* (1st level), *potion of bear's endurance*,

potion of cat's grace, *potion of cure light wounds* (2), *potion*

of cure moderate wounds (3), *potion of jump*, *potion of spider*

climb, alchemist's fire (3), itching powder^{UE}, smokestick (2),

tanglefoot bag; **Other Gear** +1 *shortspear*, *cloak of resistance* +1,

alchemy crafting kit^{APG}, formula book^{APG} (contains all prepared

extracts plus *cure light wounds*, *enlarge person*, *jump*, *reduce*

person, *true strike*, *cure moderate wounds*, and *invisibility*),

masterwork tool (craft [alchemy]), masterwork tool (craft [traps]), alchemical results journal, non-functional *wayfinder*, a glass with a beetle drenched in honey, 110 gp

SPECIAL ABILITIES

Alchemy (Su) Athrax prepares his spells by mixing ingredients into a number of extracts, and then "casts" his spells by drinking the extract. If anyone else drinks one of the extracts, the extract has no effect. Athrax deals 3 additional points of damage with splash weapons, such as alchemist's fire. Athrax can spend one round alchemist to use Craft (alchemy) to identify potions as if using *detect magic*.

Alchemy Crafting Kit This kit contains all the ingredients and tools that Athrax needs to make his bombs and extracts.

Blood of Dragons Athrax's draconic lineage grants him a +2 trait bonus on saving throws against effects that cause sleep and paralysis.

Bomb (Su) Alchemists are adept at swiftly mixing volatile chemicals and infusing them with their magical reserves to create powerful bombs. Mixing and throwing a bomb is a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). Those caught in the splash damage take 5 points of damage and can attempt a DC 15 Reflex save for half damage.

Bomb Trap (Su) Athrax can expend one of his bombs to make a trap. Setting a bomb trap is a full-round action that provokes attacks of opportunity. A bomb trap fills a single 5-foot square and cannot be placed in the same area as any other trap. A creature that steps on that square triggers the trap and takes 2d6+3 fire damage.

Creatures in adjacent squares take 5 points of damage (Reflex DC 15 half). The DCs of the Perception check to notice the bomb trap and the Disable Device check to disable it are both 15. The bomb trap lasts for 40 minutes, after which it becomes inert.

Extra Bombs This feat grants Athrax 2

additional bombs per day. Its effects are already included in his stat block.

Extracts Below are descriptions of some of the alchemist extracts Athrax has prepared.

Bomber's Eye: While this extract is in effect,

Athrax receives a +1 insight bonus on attack rolls

made with thrown weapons and increases the range of thrown weapons by 10 feet.



KS 2014
LTP 14

Disguise Self: For 10 minutes, Athrax can change his appearance (including his clothing, armor, weapons, and equipment) to whatever he likes, although he cannot change his creature type. He can, however, appear as another subtype of humanoid.

Expeditious Retreat For 1 minute, Athrax can increase his land speed by 30 feet.

Fire Breath: Up to thrice during this spell's duration of 4 rounds, Athrax can belch forth a 15-foot cone of fire as a standard action. The first cone deals 4d6 points of fire damage to every creature in the area. And the second and third cones deal 2d6 and 1d6 points of fire damage, respectively. A successful DC 15 Reflex save halves this damage. After the third cone of flame, the spell ends.

Shield: Athrax gains a +4 shield bonus to AC for 1 minute and becomes immune to *magic missile*.

Spider Climb: For 10 minutes, Athrax or a touched creature can climb on vertical surfaces or ceilings. The affected creature gains a climb speed of 20 feet and a +8 racial bonus on Climb checks. It does not need to make Climb checks to traverse a vertical or horizontal surface (even a ceiling), but it cannot use the run action while climbing.

Formula Book Athrax's formula book contains the formulas for all of the extracts he knows. It functions like a wizard's spellbook.

Meticulous Concoction Once per day, Athrax can either add a +2 trait bonus to the saving throw DC against one of his bombs, or extend the duration of one of his extracts for 2 rounds.

Mutagen (Su) Athrax can brew a mutagen that he can drink as a standard action to heighten his physical prowess at the cost of his personality. The mutagen grants him a +2 natural armor bonus, a +4 alchemical bonus a physical ability score, and a -2 penalty to a mental ability score for 40 minutes. His three possible mutagens are +4 Strength/-2 Intelligence, +4 Dexterity/-2 Wisdom, and +4 Constitution/-2 Charisma. Athrax can brew a mutagen in 1 hour, and he can only have one active mutagen at a time; if he brews a second mutagen, the first becomes inert. A non-alchemist who drinks a mutagen becomes nauseated for 1 hour (DC 15 Fortitude negates).

Swift Alchemy (Ex) Athrax can craft alchemical items at twice the normal speed.

Combat Gear Below are descriptions of some of Athrax's consumables.

Alchemist's Fire: Athrax's alchemist's fire deals 1d6 points of fire damage on a hit and 1 damage to all adjacent creatures (a "splash"). On the next round, the target of a direct hit takes another 1d6 points of damage.

Boro Bead (1st level): Once per day as a standard action, Athrax can recharge any one extract that he had mixed and then consumed that day. The extract is then reconstituted and usable again, just as if it had not been drunk.

Itching Powder: This powder causes targets to suffer from uncontrollable itching until they spend at least 1 round washing it off. A packet of itching powder is a thrown splash attack with a range increment of 10 feet. Anyone standing on the square of impact must succeed at a DC 12 Fortitude save to resist the powder, while those in adjacent squares must succeed at a DC 8 Fortitude save. Creatures that fail the save take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks until they wash the powder off. This is a poison effect.

Ever shunned by his kobold peers, Athrax only earned the respect and fear of his fellow tribe members after the death of the Sewer Dragons' former alchemist, Yippitok, at the hands of vengeful Pathfinder agents. Overjoyed at his sudden "promotion" to chief alchemist of the tribe, Athrax came to excel in the creation of powerful explosives, eventually merging his hobby with the innate kobold lust for traps. One side project kept by the alchemist is his desire to craft an exploding insect, attempting to lather a beetle in honey and fill it with explosive. Athrax hopes that this "furious honey elemental" will distract enemies long enough to approach and be caught in the ensuing explosion. Athrax is convinced that this theory will result in a terrifying new weapon for the Sewer Dragons, despite the derision his friends and tribe mates sometimes level his way.

Owing his new station in life to the Pathfinder Society, Athrax developed a sort of fetishism over the agency. Clutching onto a broken *wayfinder*, the alchemist believes himself one step away from being an honorary member of the Society; every day he looks for a chance to join the Society proper.

Subverting the ideals of "Explore, Report, and Cooperate," Athrax believes in exploring new ways of creating explosions, reporting his horrific findings in his journal, and cooperating by following the orders of chief Yiddlepode.

Kobold Slang: A "shiny shiny" is a treasure, regardless of how shiny it actually is.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder Player Companion: Kobolds of Golarion* (KOG), and *Pathfinder RPG Ultimate Campaign* (UCA).



The Dragon Speaker

Engashez has spent her whole life preparing for a meeting with a true dragon. She tirelessly studies the difficult arts of oratory and inspiration, secure in the knowledge that one day she will find a draconic patron and become the dragon's voice to the tribe.

ENGASHEZ

Female kobold bard (dragon yapper) 4 (*Pathfinder RPG Bestiary* 183,

Pathfinder RPG Monster Codex 128)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 12, flat-footed 17 (+4 armor, +1 Dex, +1 natural, +1 shield, +1 size)

hp 29 (4d8+8)

Fort +3, **Ref** +6, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk shortsword +5 (1d4/19-20)

Ranged sling +5 (1d3)

Special Attacks bardic performance 13 rounds/day (countersong, distraction, yapping song, inspire competence +2, inspire courage +1)

Spell-Like Abilities (CL 4th, concentration +6)
2/day—ghost sound (DC 11)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—glitterdust (DC 15), mirror image

1st (4/day)—charm person (DC 14), feather fall, grease, hideous laughter (DC 14)

0 (at will)—dancing lights, daze (DC 13), ghost sound (DC 13), mage hand, message, prestidigitation

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 13

Feats Extra Performance, Skill Focus (Perform [sing])

Traits Draconic Echo^{KOG}, Desperate Resolve^{UCA}

Skills Acrobatics +8, Bluff +13, Craft (traps) +3, Diplomacy +10, Disguise +20, Knowledge (arcana) +10, Knowledge (local) +10, Perception +2,

Perform (percussion) +9, Perform (sing) +13, Sense Motive +13,

Stealth +11; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Draconic, Undercommon

SQ bardic knowledge +2, bardic performance: yapping song, versatile performance (sing)

Combat Gear potion of cure light wounds (2), scroll of grease, scroll of

haste, scroll of minor image (DC 13), wand of heroism (3 charges), calltrops; **Other Gear** +1 studded leather, cloak of resistance +1, hat of disguise, mwk buckler, mwk shortsword, sling with 20 bullets, artisan's tools, ball (5 in. diameter), kobold "heraldic banner", fishhook (10), flint and steel, masterwork drum, scroll case, 105 gp

SPECIAL ABILITIES

Desperate Resolve Engashez gains a +1 trait bonus on concentration checks. This bonus increases to +4 when she is grappled, pinned, in violent weather, or entangled.

Yapping Song (Su) Engashez can use performance to annoy those who hear it, causing them to take a -1 penalty on attack and damage rolls and a -1 penalty on saves against fear effects and charm effects as long as she continues performing. Yapping song is a mind-affecting ability that uses audible components, but is not language-dependent.

Engashez represents a different breed of kobold, one who shunned the many tropes of her species and instead struck out to become a diplomat. Eschewing the traditional trappings of kobolds, Engashez has dedicated her life to eventually meeting a true dragon, and then convincing that creature to become the patron of the Sewer Dragon tribe. Many of her fellow kobolds scoff at Engashez's odd life goal, but she endures their constant torment, soothing her periods of rest with dreams of riding atop a fierce dragon and directing the creature to consume those that once spoke out against her decisions.

Until such time as her sweet draconic destiny manifests, Engashez is still considered a valuable member of the Sewer Dragons, for her uncanny ability to direct her allies in combat is unparalleled. Able to support those around her with impressive displays of magic, she also possesses a unique item in the form of a *hat of disguise*. In tandem with her odd diplomatic skills, Engashez is able to negotiate with members of various other species by assuming a basic disguise to maintain her dealings. Impressive as a skill, she is still mocked by others of her tribe for her clunky skills at crafting traps—a skill that the tribe believes all true kobolds should possess, but she lacks.

Kobold Slang: A "trueblood" is a kobold; a "true trueblood" is a dragon.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder Player Companion: Kobolds of Golarion* (KOG), and *Pathfinder RPG Ultimate Campaign* (UCA).



PATHFINDER SOCIETY

The Trap Master

A loner in a tribe of kobolds, the master trapsmith Fazzgyn believes in preparation above all things. All Fazzgyn needs is the time to prepare the traps necessary to slaughter his foes.

FAZZGYN

Male kobold unchained rogue 4 (*Pathfinder RPG Bestiary* 183,

Pathfinder RPG Pathfinder Unchained 20)

LE Small humanoid (reptilian)

Init +5; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 natural, +1 size)

hp 29 (4d8+8)

Fort +2, **Ref** +8, **Will** +1

Defensive Abilities danger sense +1, evasion, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *shortsword* +7 (1d4+5/19–20) and *mwk shortsword* +7 (1d4+2/19–20) or +1 *shortsword* +9 (1d4+5/19–20)

Ranged *mwk shortbow* +9 (1d4–1/+3)

Special Attacks sneak attack +2d6

STATISTICS

Str 9, **Dex** 18, **Con** 12, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +1; **CMD** 15

Fears Skill Focus (Craft [traps]), Two-Weapon Fighting, Weapon Finesse

Traits Tactician^{UGA}, Trap Savvy^{KOG}

Skills Acrobatics +11, Bluff +7, Climb +6, Craft (traps) +17, Disable Device +15, Escape Artist +11, Knowledge (dungeoneering) +9,

Knowledge (engineering) +6, Perception +9, Stealth +15; **Racial**

Modifiers +2 Craft (traps), +2 Perception

Languages Common, Draconic, Dwarven, Undercommon

SQ debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, rogue talents (fast stealth, trapsmith savant), trapfinding +2

Combat Gear *potion of cure moderate wounds* (2), *greenblood oil* (2), *giant wasp poison* (2), *large scorpion venom* (2); **Other Gear** +1 *studded leather*, +1 *shortsword*, *crossbow bolts* (20), *mwk shortbow*, *mwk shortsword*, *masterwork thieves' tools*, *masterwork tool* (Craft[traps]), *satchel of broken locks*, *cracked ventriloquist's dummy*, 96 gp

SPECIAL ABILITIES

Cunning Trigger Fazzgyn can use a swift action to set off any trap within 30 feet that he constructed.

Danger Sense (Ex) Fazzgyn gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. He

also gains a +1 bonus on Perception checks to avoid being surprised by a foe.

Debilitating Injury (Ex) Whenever Fazzgyn deals sneak attack damage to a target, he can also apply one of the following penalties for 1 round. *Bewildered*: The target takes a –2 to AC against all attacks, and an additional –2 penalty to AC against Fazzgyn's attacks.

Disoriented: The target takes a –2 penalty on all attack rolls, and an additional –2 penalty on all attack rolls against Fazzgyn. *Hampered*: All of the target's speeds are reduced by half (minimum 5 feet), and the target cannot take a 5-foot step.

Fast Stealth (Ex) Fazzgyn can move at full speed using the stealth skill without any penalty.

Finesse Training (Ex) Fazzgyn gains Weapon Finesse as a bonus feat and may add his Dexterity modifier in place of his Strength modifier on damage rolls with shortswords. These effects are already factored in to his statistics.

Poison Fazzgyn carries several poisons, whose effects are summarized below.

Giant Wasp Poison—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 1 save.

Greenblood Oil—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Con damage; *cure* 1 save.

Large Scorpion Venom—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Sneak Attack As the *Core Rulebook* rogue ability of the same name, except Fazzgyn can sneak attack creatures with concealment, but not total concealment.

Tactician Fazzgyn gains a +1 trait bonus on Initiative checks. Once per day when he makes an attack of opportunity, he may add a +2 bonus on his attack roll.

Trap Savvy You gain a +1 trait bonus on Craft (traps) checks, and gain a +1 bonus to AC against attacks by traps or on saving throws against effects created by traps. These bonuses stack with the bonuses granted by danger sense.

Trapsmith Savant(Ex) Even when embroiled crafting traps himself, Fazzgyn can direct allies to construct their traps more efficiently. Up to two PCs receive a +2 competence bonus on checks to craft traps if Fazzgyn wishes. This cannot be used on allies taking 10 to complete their check. If Fazzgyn opts not to grant this bonus to allies, he can instead reduce the construction time of any trap he is working on by 1 round (to a minimum of 1 round).

There is nothing a trap can't handle: so goes the creed of Fazzgyn. A consummate stalker of Absalom's sewers, the kobold trapsmith

has personally laid over a hundred traps in locations throughout the territories of the Sewer Dragon tribe. Those who stumble into one of his traps are often scarred by the encounter, and many Sewer Dragons bear the "cut of Fazzgyn" as a result. Still, chief Yiddlepode relies on Fazzgyn's uncanny ability to coordinate and set up traps when forces move against the tribe.

If there's one thing that motivates Fazzgyn more than laying expert traps, it's the thought of finding a new device or contraption that he can incorporate into his own mad creations. Fazzgyn's ambitions are larger than protecting the small domain of the Sewer Dragons; any opportunity to explore a new locale intrigues him.

Kobold Slang: A "slow fang" is a trap.

Special Note: When using Fazzgyn outside of this scenario, replace the unique rogue talent trapsmith savant with bleeding attack.

Bleeding Attack (Ex) Fazzgyn causes living creatures that he hits with a sneak attack to bleed. Bleeding creatures take 2 points of damage each round at the start of each of their turns. The bleeding can be stopped with a successful DC 15 Heal check or with any effect that heals hit point damage. Bleed damage from this ability does not stack with itself, but it does bypass the creature's damage reduction.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder Player Companion: Kobolds of Golarion* (KOG), *Pathfinder RPG Ultimate Campaign* (UCA).



The Muscle

Lesser races often claim that kobolds are weak. Pethjun has fought against this preconception since she was a young clutchling. Ever proving enemies wrong, the bull-headed bruiser of the Sewer Dragons has only made more of a name for herself since prying a magical belt off a dead adventurer.

PETHJUN

Female kobold fighter 4 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 22, touch 13, flat-footed 20 (+6 armor, +2 Dex, +1 natural, +2 shield, +1 size)

hp 34 (4d10+8)

Fort +5, **Ref** +3, **Will** +2; +1 vs. fear

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 rapier +10 (1d4+6/18-20) and mwk razored tail +4 (1d6+1/19-20) or

+1 rapier +10 (1d4+6/18-20)

Ranged spear +7 (1d6+4/*3) or sling +7 (1d3+3)

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 18

Feats Power Attack, Tail Terror^{me}, Toughness, Weapon Focus (rapier),

Weapon Specialization (rapier)

Traits Dirty Fighter^{me}, Frost Spitter^{me}

Skills Craft (traps) +8, Intimidate +3, Perception +7, Stealth +7, Survival +5; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Draconic

SQ armor training 1

Combat Gear *potion of cure light wounds*, *potion of fly*; **Other Gear**

+1 rapier, belt of giant strength +2, mwk breastplate, mwk heavy wooden shield, mwk razored tail^{me}, sling, sling bullets (20), spear (5), masterwork tool (Craft[traps]), two sacks of discarded human trinkets, raven-feather headdress, 10 gp

SPECIAL ABILITIES

Dirty Fighter Pethjun adds a +1 trait bonus on damage rolls against opponents she is flanking.

Favored Class Bonus Pethjun adds +2 to her damage rolls against opponents that she is flanking and opponents who are denied their Dexterity bonus to AC.

Frost Spitter Once per day as a standard action, Pethjun can breathe a frigid cloud of dense fog, which sinks to the ground to create a 10-foot-square sheet of ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks on the ice increases by 5. A successful DC 10 Acrobatics check is required to run or charge across an ice sheet.

Razored Tail Pethjun's razored tail attachment augments the natural attack she gains from the tail terror feat. The effects of this augmentation are factored in to her statistics.

Tail Terror This feat allows Pethjun to attack with her tail as a secondary natural attack.

Pethjun was a fighter from birth, slaying those of her siblings who dared try and take food or trinkets she'd claimed. Spending her time developing physical aspects over mental or social endeavors, by the time Chief Yiddlepode assumed command of the Sewer Dragons, Pethjun has already declared herself as the chieftain's personal protector. Unwilling to antagonize the temperamental kobold, Yiddlepode allowed Pethjun the honor of being her protector, except on the occasions when Pethjun was sent off on missions for the tribe. Sometimes, those "missions" had little to do with tribe business and more to do with the chief's exasperation with the fighter.

Beyond feats of strength, little interests Pethjun as much as the thrill of combat. Wielding light weaponry to compensate for her large wooden shield, the self-declared bodyguard has also mastered the use of her tail as a weapon, augmenting it with a vicious razor implement. It is Pethjun's life goal to prove herself as a martial paragon of the tribe—something the rest of the tribe would never question anyway—though she only sees defeating a truly worthy opponent as a means of preserving her legacy in the Sewer Dragons' history. She is constantly on the lookout for an opponent worthy of her skill.

Kobold Slang: A "bigfoot" is a Medium or larger humanoid.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Advanced Player's Guide* (APG), and *Pathfinder Player Companion: Kobolds of Golarion* (KOG).



The Disciple of Destruction

Few willingly serve Dahak, the patron of evil dragons, but Skyrahk has known no other life. Blessed with visions of the Sorrowmaker, as Dahak is known, Skyrahk chants of a time of destruction and woe for those that oppose the great Sewer Dragons.

SKYRAHK

Female kobold cleric of Dahak 4 (*Pathfinder RPG Bestiary* 183)

NE Small humanoid (reptilian)

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

DEFENSE

AC 18, touch 12, flat-footed 17 (+5 armor, +1 Dex, +1 natural, +1 size)

hp 29 (4d8+8)

Fort +6; **Ref** +4, **Will** +8

Defensive Abilities chameleon aspect^{KOG}

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3–1/19–20)

Special Attacks channel negative energy 5/day (DC 14, 2d6), destructive smite (+2, 6/day)

Cleric Spells Prepared (Cl. 4th; concentration +7)

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*^p, *sound burst* (DC 15)

1st—*alarm*^p, *command* (DC 14), *doom* (DC 14), *magic stone*, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *resistance*

D Domain spell; **Domains** Trickery (Ambush subdomain^{KOG}), Destruction

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +1; **CMD** 12

Feats Improved Initiative, Selective Channeling

Traits Deft Dodger^{KOG}, Kobold Faith^{KOG}

Skills Craft (traps) +8, Diplomacy +6 (+8 vs. other kobolds), Knowledge (religion) +7, Perception +5, Spellcraft +5; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Draconic

Combat Gear *hand of the mage*, *pearl of power* (1st level), *scroll of magic bless* (2), *scroll of magic weapon*, *scroll of remove fear*, *scroll of magic vestment* (2), *scroll of obscuring mist*, *scroll of spiritual weapon*, *wand of cure light wounds*; **Other Gear** +1 chain shirt, dagger, cloak of resistance +1, iron holy symbol of Dahak, masterwork tool (Craft[traps]), cookbook detailing how to “make meals well done,” 18 gp

SPECIAL ABILITIES

Chameleon Aspect As a swift action up to 6 times per day, Skyrahk can subtly blend the color of her scales into the surrounding environment. When she does so, she gains concealment (20% miss chance) against creatures more than 10 feet away, and total concealment (50% miss chance) against creatures more than 40 feet away.

Deft Dodger Skyrahk's experience jumping out of the way of danger grants her a +1 trait bonus on Reflex saves, which is already included in her statistics.

Kobold Faith Skyrahk gains a +2 trait bonus on Diplomacy checks when dealing with other kobolds, and qualifies for the Ambush subdomain.

Religion is a treasured history among kobold tribes, passed down and changed from generation to generation. Skyrahk's devotion to Dahak is pure, and stems from a series of visions gifted by the god himself. Skyrahk has given up her reclusive lifestyle and pledged herself to assisting Chief Yiddlepode and the rest of the Sewer Dragons in what she believes will be a time of trial.

The vision of a great dark wyrm has clouded Skyrahk's vision of fate, and the priest is unsure if it is an image of her deity or an omen. Skyrahk believes in a time when the Sewer Dragons will have a great patron to elevate them beyond their current begging at the feet of the Pathfinder Society, but only believes such an upheaval will come at the blotting of the sun by a great chromatic dragon patron. The cleric believes only in the purity of chromatic dragons, seeing all others as pale imitations of that perfect breed of beings. Until such a fate is assured, the disciple of Dahak is more than willing to accept the Society's allegiance and aid, knowing it only brings strength to the Sewer Dragons, and the promise of greater destruction in the future. To Skyrahk, the sooner that destruction comes about, the better.

Kobold Slang: “Goldfever” is excessive greed or bravado.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder RPG Advanced Player's Guide* (APG), and *Pathfinder Player Companion: Kobolds of Golarion* (KOG).



The Master of Magic

All shall tremble before the might of Varanog the Majestic! Imbued beyond the blood of dragons, Varanog is a paragon of kobold lineage, with a gift of innate magic that allows him to overcome any challenge that dares to stand in his way.

VARANOG

Male kobold sorcerer 4 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

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

hp 26 (4d6+8)

Fort +2, **Ref** +4, **Will** +5

Defensive Abilities trap sense +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d3–3/19–20)

Sorcerer Spells Known (CL 4th; concentration +9)

2nd (4/day)—*scorching ray*

1st (7/day)—*alarm, floating disk, magic missile, ray of enfeeblement* (DC 14)

0 (at will)—*acid splash, daze* (DC 13), *detect magic, mending, ray of frost, read magic*

Bloodline Kobold^{DRG}

STATISTICS

Str 4, **Dex** 16, **Con** 12, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +2; **CMB** –2; **CMD** 12

Feats Combat Casting, Dodge, Eschew Materials

Traits Focused Mind^{DRG}, Imposing Scion^{UCA}

Skills Appraise +5, Bluff +7, Craft (traps) +9, Intimidate +10 (+12 vs. kobolds), Knowledge (arcana) +8, Knowledge (planes) +2, Perception +3, Spellcraft +5; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Draconic, Undercommon

SQ trap rune

Combat Gear *potion of cure moderate wounds* (3), *reach metamagic rod* (lesser) carved with a pair of dragon heads, *scroll of fireball* (CL 7th), *scroll of haste, scroll of mirror image, wand of chill touch* (29 charges), *wand of mage armor* (20 charges); **Other Gear** dagger, masterwork tool (Craft [traps]), small wooden statue carved in his own likeness, list of names (he knows what they did), majestic cape, silver crown, satchel filled with delicious mauve mushrooms, two vials filled with the tears of orphaned dire weasels, 44 gp

SPECIAL ABILITIES

Bloodline Arcana Whenever Varanog casts a spell against a creature that is denied its Dexterity bonus to AC, increase that spell's DC by +2.

Kobold Bloodline Varanog gains *alarm* as a bonus bloodline spell.

Trap Rune (Sp) As a standard action, Varanog can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface. When Varanog creates a rune, pick one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than Varanog who steps on or touches the rune's area causes the rune to explode. The rune's explosion deals 1d8+4 points of energy damage to anything in its square (DC 15 Reflex half). The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is the same as the Reflex saving throw to halve the damage. Varanog can use this ability a number of times per day equal to 3 + his Charisma modifier. Each rune lasts for 24 hours or until discharged.

Kobolds born with magical blood in their veins typically display the heritage of true dragons; Varanog breaks this mold by displaying a lineage of blood more akin to those of great kobold heroes. The kobold sorcerer barely restrains his megalomaniacal ego, occasionally muttering about his eventual rise to power over the Sewer Dragons and the enslavement of all of Absalom.

Although he prefers to travel atop of a conjured *floating disk*, Varanog understands the importance of conserving his magical powers and only makes such overt displays of power once or twice in a day, as his whims dictate. He places his spells and traps in the most visible of locations, preferring his targets and allies to witness his awesome and overwhelming power. The kobold sorcerer values two of his material possessions above the rest. The first is his oversized *metamagic rod* carved with two dragon's heads, whose maws breathe the tiny cones of pale blue light whenever he uses it to augment spells. The second item is a sacred scroll once written by a previous sorcerer of the tribe, a near-holy artifact like item of the tribe: a *scroll of fireball*, only to be used in the direst of circumstances.

Kobold Slang: A “softscale” is a weak, incompetent, or dull-witted kobold who the tribe would be better without.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), and *Pathfinder RPG Ultimate Campaign* (UCA).

