

## 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<sup>MC</sup>) 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*<sup>APG</sup> (DC 15), *spider climb*

1st—*bomber's eye*<sup>APG</sup>, *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<sup>APG</sup>, Point-Blank Shot, Throw Anything

**Traits** Blood of Dragons<sup>UCA</sup>, Meticulous Concoction<sup>UCA</sup>

**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, trapfinding +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<sup>UE</sup>, smokestick (2), tanglefoot bag; **Other Gear** +1 *shortspear*, *cloak of resistance* +1, alchemy crafting kit<sup>APG</sup>, formula book<sup>APG</sup> (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.



**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 drank.

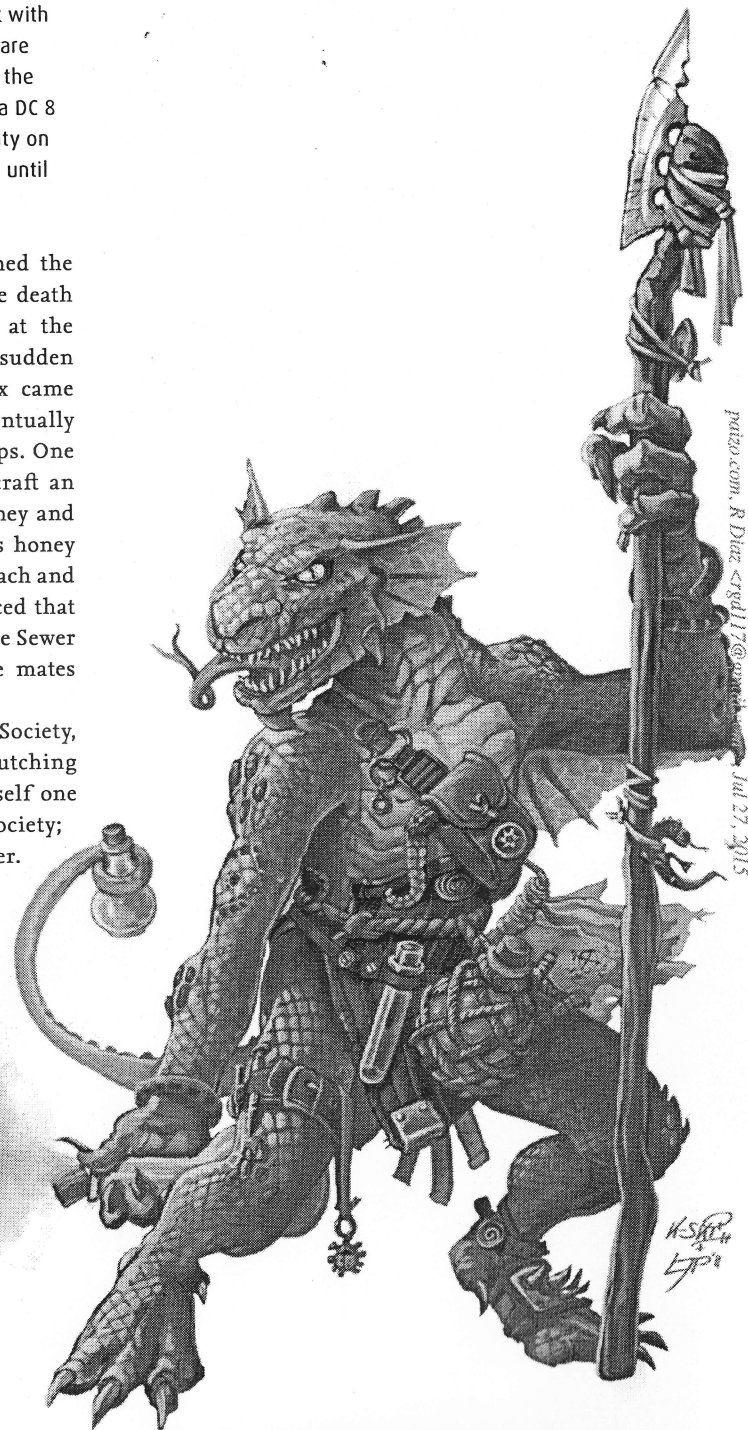
**Itching Powder:** This powder causes targets to suffer from uncontrollable itching until they spend at least 1 round washing it off. A packet of itching powder is a thrown splash attack with a range increment of 10 feet. Anyone standing on the square of impact must succeed at a DC 12 Fortitude save 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).



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