Rite Publishing Presents

Faces of the Tarnished Souk: Magnus Thrax, Sculptor of War



By Matt Banach and Justin Sluder



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Dedication: To Clinton Boomer and Jonathan McAnulty —For bringing us the *Coliseum Morpheuon*.

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Magnus Thrax, Sculptor of War

Thrax once fought for survival and glory on the bloody sands of the arena, but now uses his hard-won martial expertise as proprietor and lanista (manager of gladiators) of the Ludus Thraxus, the Coliseum Morpheuon's largest gladiator school. A literal mountain of an ogre, his immense muscles bulge like weathered boulders, and complex scars streak his stone-plated hide like veins of ore. Even more so than his staggering strength or brutal fighting skills, the quality most responsible for Thrax's fearsome reputation is his absolute lack of pity, mercy, or compassion. Due to a long life hardened by endless brutality, stone-hearted Thrax values no love except the cheers of the crowd and respects only those virtues - strength, fortitude, cunning - which yield victory on the battlefield. The coal-eyed warrior is exactly as gruff as he appears, curt and humorless when dealing with his peers and ruthlessly harsh when disciplining his students. He has extensive firsthand knowledge of the rules and strategies of every gladiatorial contest the Coliseum Morpheuon has to offer, but only shares his wisdom to those who prove themselves worthy through combat. An armored prosthetic right arm Thrax obtained after losing an earth-shaking duel with Ahnkar-Kosh notably augments Thrax's hulking form. While the legend of that epic bout is a favorite local tavern tale, few know that the defeated Thrax received the replacement arm as a forced "gift" from the calculating Jack of Diamonds, who continues to hold the boon over Thrax's head.

Dreamburning and Magnus Thrax

Hope: Thrax wishes he had won eternal glory in the Damnation Epoch when he competed long ago. He fantasizes about standing triumphant in the Chimeric Amphitheater, basking in the roar of the crowd.

Hope (2nd): Thrax has a strange recurring dream where the metal of his prosthetic arm spreads over his entire body, transforming him into a gleaming immortal construct. (This dream is not his own.)

Aspiration: Thrax wants to join the Khan of Nightmares' inner court as master of the games.

Goal: Thrax daydreams about violence - landing the perfect punch, the satisfying snap of bone, or simply savoring the look of fear in his opponents' eyes.

In the Tarnished Souk

The Ludus Thraxus is a large stonework property located just outside the Tarnished Souk, near the Probationer's Park. Several two-story, open-balcony buildings surround a sandy courtyard where gladiators train against each other, nightmarish beasts, or a host of battered battle-golems. Early each morning Thrax strolls (stomps) from the ludus down through the Souk to the slave pits. There, he shrewdly examines the 'morning catch' of potential gladiators like an old man browsing for ripe fruit.

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Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 - Magnus Thrax, a stone-hearted ogre, runs the Ludus Thraxus, a prominent gladiator school that supplies many fighters for the Coliseum's games. DC 20 – He is a dreadnaught, earth-infused fighter. He says, "All men are stone. The strong become statues of the gods - the weak are ground into sand." DC 25 – He is very strong, an expert in combat maneuvers, immune to mind-affecting effects and several conditions, and resistant to magic. He likes to sunder special weapons with his spiked gauntlets. **DC 35** – He keeps his feet on the ground and refuses to fly. His warrior's pride is sensitive; the last fool to call him "washed up" died in an instant honor duel. DC 45 - Thrax lost his arm in a duel with Ahnkar-Kosh, The Unstoppable. Afterwards, the two beasts of battle formed an unexpected friendship that only they understand. They occasionally train together in secret, sharing dire methodologies of destruction.

How To Use Magnus Thrax, Sculptor of War

Use Thrax to emphasize the dark side of gladiatorial bloodsport - despite the glitz and glamour of the all-volunteer Damnation Epoch, most gladiators are slaves condemned to suffer and die for the amusement of others. Thrax completely accepts this system. Do the PCs?

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- Thrax can be a stern but valuable mentor in a game focused on arena combat. If the PCs arrive at the Coliseum Morpheuon early, they can join (or be forced into) the Ludus Thraxus as an opportunity to fight regularly in arena events and gain levels as they rise up through the ranks.
- Thrax likes the Coliseum Morpheuon just the way it is. If playing "Destroying the Umbral Blot", "Sympathy for the Devil", or "Setting the Captives Free" (Coliseum Morpheuon, Chapter 10), Thrax opposes the PCs' disruptive schemes and will fight to defend the Khan's status quo.
- If the PCs must be punished: the Khan imprisons them in the Coliseum Prison, releasing them only if they agree to fight in additional events. Thrax takes custody of the PCs, acting as jailer and taskmaster until they fulfill their sentence.
- A hot-headed gladiator from the Ludus Thraxus picks a fight with a PC. Thrax appears to oversee the duel, displeased with his man but dead set on upholding the ludus' honor. If his man dies, he demands restitution for his lost property, or requires that the PC fight in the man's place.

Male dreadnaught earth-infused ogre fighter (trick fighter) 12

LE Large monstrous humanoid (augmented humanoid, earth, giant)

Init +15; Senses darkvision 60 ft., low-light vision, tremorsense 20 ft.; Perception +13

Defense

AC 40, touch 21, flat-footed 33 (+8 armor, +5 deflection, +6 Dex, +1 dodge, +11 natural, -1 size)

hp 264 (16 HD; 4d8+12d10+112)

Fort +23, Ref +15, Will +12

Defensive Abilities elemental body; DR 16/magic, 1/-; **Immune** disease, mind-affecting effect, poison, paralysis, stunning; Resist acid 10, cold 10, electricity 10, fire 10; SR 30

Offense

Speed 40 ft., burrow 40 ft.

Melee +3 collision sundering spiked gauntlet +26/+21/+16 (1d6+17) or +3 collision sundering spiked gauntlet +24/+19/+14 (1d6+17), +3 collision sundering spiked gauntlet +24/+19(1d6+12)

Ranged mwk javelin +21 (1d8+9)

Special Attacks felling strike (3/day), grounded, punishing strike (3/day, +4 to attack, +16 to damage), rapid strike

Spell-Like Abilities (CL 16th; concentration +20) 4/day-haste (self only)

Jactics

Before Combat Thrax activates his haste spell-like ability.

During Combat Thrax employs his fighting style, "The Way of Shaking Earth". He makes full use of his combat feats, favoring Greater Trip attacks versus solo grounded opponents and using Repositioning Strike to draw enemies into the blades of his allies if fighting alongside his students. He delights in grappling spellcasters and sundering the favored weapons of fighters who dare face him one-on-one.

Morale Thrax still envisions himself dying in glorious battle, and may fight to the death if presented with worthy opponents and in front of an appreciative crowd. Otherwise, he bows out if reduced to 30 hit points or fewer, burrowing away and healing with his wand of cure critical wounds.

Statistics

Str 28, Dex 22, Con 24, Int 15, Wis 12, Cha 18

Base Atk +15; CMB +25 (+27 bull rush, dirty trick, disarm, grapple, +29 reposition, +32 trip); CMD 47 (49 vs. bull rush, dirty trick, disarm, grapple, reposition, 52 vs. trip)

Feats Additional Traits* (Dangerously Curious, Starry-Eyed Dreamer), Combat Expertise^B, Dodge,



Endurance^B, Greater Reposition^B, Greater Trip^B, Improved Bull Rush, Improved Dirty Trick^{B*}, Improved Disarm, Improved Grapple^B, Improved Reposition^{B*}, Improved Trip^B, Improved Two-Weapon Fighting^B, Iron Will^B, Leadership, Muscle Reaction, Power Attack, Repositioning Strike^B, Two-Weapon Fighting

Skills Acrobatics +20, Climb +20, Handle Animal +10, Heal +10, Intimidate +10, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Perception +13, Profession (gladiator trainer) +14, Ride +10, Survival +5, Swim +17, Use Magic Device +14

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Languages Common, Draconic, Giant

SQ armor training 3, armory, maneuverist (+3 trip) Combat Gear wand of cure critical wounds (42 charges), wand of lightning bolt (CL 10th, 39 charges); Gear +3 collision sundering spiked gauntlet (2), mwk javelin (5), +1 mithral breastplate, mwk armored kilt, adamantine armored repairing mithral arm, belt of physical perfection +4, bracers of resistance +4 (as cloak), ring of confidence +6, ring of protection +5, showman's sandals Special Abilities

Armory Being the trainer for a stable of up and coming gladiators, Thrax has access to nearly any type of armor and weapons he wants to use, including magical armor and weapons with a market price below 5,000 gp. He prefers to use his spiked gauntlets.

*See the Advanced Player's Guide.

Feats and Traits

Dangerously Curious [Magic]

You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic

devices, and frequently caused quite a bit of damage and headaches for your parent as a result.

Benefit You gain a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Muscle Reaction (Combat)

Your muscles are always tense, ready to start swinging.

Benefit You add your Strength modifier to initiative checks. This is in addition to other modifiers to initiative checks, like the bonus provided by a high Dexterity or the Improved Initiative feat.

Starry-Eyed Dreamer [Dream]

You are truly a being of infinite designs. Benefit Your character has an additional, secret Hope that can fuel his lifelong ambitions. This Hope functions identically to any other Dream.

Equipment

Armored Kilt When you add an armored kilt to a suit of light armor, the set counts as medium armor. Likewise, an armored kilt added to medium armor counts as heavy armor. Adding an armored kilt to a heavy armor has no effect.

Armored Kilt* (light armor): Cost 20 gp; Armor Bonus +1; Maximum Dex Bonus +6; Armor Check Penalty 0; Arcane Spell Failure Chance 0%; Speed 30 ft./20 ft.; Weight 10 lbs.

*Can be worn alone or added to existing suits of armor.

The Judus Thraxus

Magnus Thrax runs the Ludus Thraxus, a respected school for gladiators that has provided great warriors for the Coliseum Morpheuon's games for many years. Thrax rents out his most skilled gladiators to wealthy patrons and benefactors; the gladiators fight in the Coliseum's games (usually the Theater of Triumph and the Probationer's Park) under their patron's banner, with Thrax's ludus to share in the purse and the glory should the fighter win. Thrax's fighters are highly valued and command a high price.

The ludus currently holds a stable of twenty-eight gladiators (2 6th-level, 2 5th-level, 4 4th-level, 7 3rdlevel, 13 2nd-level). The ludus also has a large staff (135 1st-level) of servants, slaves, clerks, healers, cooks, armorers, weaponsmiths, and trainers. While they all serve mundane roles necessary to support the fighters and run the estate, all staff members of the ludus are skilled combatants, some hoping to be "promoted" to gladiator one day. Thrax's most trusted servant is Haemyor (CN male stone giant barbarian 1), a brutal taskmaster of few words, is also a seasoned ex-gladiator.

Leather Breastplate Appearing much like standard breastplates, leather breastplates are lighter and provide slightly less protection than their metal counterparts.

Leather Breastplate (light armor): *Cost* 150 gp; Armor Bonus +4; Maximum Dex Bonus +5; Armor Check Penalty -3; Arcane Spell Failure Chance 25%; *Speed* 30 ft./20 ft.; *Weight* 20 lbs.

Prosthetic Clockwork Arm The clockwork arm appears to be a normal arm sleeved in plate armor, but when one listens closely the sound of gears whirring and clicking can be heard whenever the arm moves. First perfected by gnomes, clockwork arms are now built by several master smiths. The clockwork arm provides a near-perfect semblance of full functionality, but is quite expensive. Wearing a clockwork arm grants a character a +2 bonus to Strength when determining lifting/carrying capacity and for attacks and damage with weapons wielded by the clockwork arm (the bonus does not apply to weapons wielded by the other arm, except for twohanded weapons), as well as for grappling. It also negates the wearer's penalties for losing an arm at the shoulder or elbow.

Hardness 10; Hit Points: 30 Price 500 gp

Armor for Prosthetics

Armored prosthetics are easily achieved by adding armor-grade leather or steel to a prosthetic. A character with funds to spend can choose to add mithral or adamantine armor to a prosthetic. Typically, only full-length prosthetic arms or legs are armored. Rather than granting an armor class bonus (as armor worn by a character would), armor for prosthetics instead increases the hardness and hit points of the prosthetic, making it less vulnerable to damage from an enemy's blade.

Leather armor adds:

• +2 to the hardness and +5 hit points to a prosthetic arm. Cost: 15 gp, Weight: 2 lbs.

• +2 to the hardness and +7 hit points to a prosthetic leg. Cost: 20 gp, Weight: 4 lbs.

Steel armor adds:

 +10 to the hardness and +7 hit points to a prosthetic arm. Cost: 25 gp; Weight: 4 lbs.

• +10 to the hardness and +15 hit points to a prosthetic leg. Cost: 30 gp; Weight: 6 lbs.

Adamantine armor adds:

• DR 1/-, +20 hardness and +10 hit points to a prosthetic arm. Cost: 1,500 gp; Weight: 6 lbs.

• DR 1/-, +20 hardness and +20 hit points to a prosthetic leg. Cost: 2,000 gp; Weight: 10 lbs. Mithral armor adds:

• +15 hardness and +7 hit points to a prosthetic arm. Cost: 1,000 gp; Weight: 2 lbs.

• +15 hardness and +15 hit points to a prosthetic leg. Cost: 1,500 gp; Weight 3 lbs.

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Magic Items

Collision Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition.

Moderate metacreativity; **ML** 10th; Craft Magic Arms and Armor, *matter manipulation*; **Price** +2 bonus.

Prosthetic Iron Arm

Aura faint transmutation; CL 11th Slot none; Price 3,700 gp; Weight 5 lbs.

Description

An iron arm mimics every function of a real arm perfectly. It also functions like a gauntlet, and unarmed strikes with the arm deal 1d3 (plus Strength bonus) lethal damage (as opposed to nonlethal). The iron arm also acts as a buckler, granting a +1 shield bonus. An iron arm includes an iron hand.

Construction

Requirements Craft Wondrous Item, *animate object*; **Cost** 2,340 gp

Prosthetic Iron Hand

Aura faint transmutation; CL 11th Slot none; Price 2,600 gp; Weight 2 lbs. Description

An iron hand mimics every function of a real hand perfectly. It also functions like a gauntlet, and unarmed strikes with the hand deal 1d3 (plus Strength bonus) lethal damage (as opposed to nonlethal).

Construction

Requirements Craft Wondrous Item, *animate object*; **Cost** 1,340 gp

Prosthetic Mithral Arm

Aura moderate transmutation; CL 8th Slot hands; Price 16,500 gp; Weight 2 lbs. Description

Dwarves and drow elves have argued for hundreds of years over which of the two races invented this particular magical prosthetic, as the item is well known in both cultures. The mithral arm is a very lifelike arm, matching the body style and shape of the wearer. If it wasn't for the fact that the arm is silverblue and shiny, someone looking at it could mistake it for a real arm. Anyone wearing a mithral arm has a +4 bonus to Strength. The arm does grant some feelings: the wearer can sense heat, cold, and pressure with the arm, but not pain. Mithral arms have been crafted that replace the entire arm from the shoulder, or just the forearm and hand.

Construction

Requirements Craft Wondrous Item, *animate object, bear's strength;* **Cost** 8,500 gp



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Repairing This ability is designed to be added to prosthetics. It grants fast healing 1 to only the prosthetic and any armor added to it.

Moderate transmutation; **CL** 9th; Craft Wondrous Item, *rapid repair*; **Price** +5,000 gp

Ring of Confidence

Aura moderate transmutation; CL 8th

Slot ring; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); **Weight** –

Description

This intricately crafted platinum band grants the wearer an enhancement bonus to Charisma or +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the ring is worn.

Construction

Requirements Forge Ring, *eagle's splendor*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

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Showman's Sandals

Aura moderate transmutation; CL 10th Slot feet; Price 5,000 gp; Weight 1 lb. Description

These sandals grant their wearer a +5 morale bonus to Charisma-based ability and skill checks while in front of a crowd.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*; **Cost** 2,500 gp

Sundering This kind of weapon allows a wielder to attack opponents' weapons as if he had the Improved Sunder feat.

Faint metacreativity; **ML** 5th; Craft Magic Arms and Armor, Greater Sunder, *metaphysical weapon*; **Price** +1 bonus.

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Rector Thrax, The Sharpening StoneCR 14

XP 38,400

Male dreadnaught earth-infused ogre fighter (trick fighter) 7

LE Large monstrous humanoid (augmented humanoid, earth, giant)

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 20 ft.; Perception +5

Defense

AC 36, touch 16, flat-footed 30 (+8 armor, +1 deflection, +5 Dex, +1 dodge, +11 natural, +1 shield, -1 size)

hp 169 (11 HD; 4d8+7d10+66)

Fort +17, Ref +10, Will +8

Defensive Abilities elemental body; **DR** 11/magic; **Immune** disease, mind-affecting effect, poison, paralysis, stunning; **Resist** electricity 10, fire 10; **SR** 24

Offense

Speed 40 ft., burrow 40 ft.

Melee +1 sundering spiked gauntlet +15/+10(1d6+6) or +1 sundering spiked gauntlet +13/+8(1d6+6), +1 sundering spiked gauntlet +13/+8(1d6+3)

Ranged mwk javelin +15 (1d8+5)

Special Attacks felling strike (2/day), grounded, punishing strike (2/day), rapid strike

Spell-Like Abilities (CL 11th; concentration +13) 3/day—*haste* (self only)

Jactics

Before Combat Thrax activates his *haste* spell-like ability.

During Combat Thrax employs his fighting style, "The Way of Shaking Earth". He makes full use of his combat feats, favoring Improved Trip attacks versus solo grounded opponents, then raining down punishing strikes without mercy. He delights in grappling spellcasters and sundering the favored weapons of fighters who dare face him one-on-one.

Morale Thrax still envisions himself dying in glorious battle, and may fight to the death if presented with worthy opponents and in front of an appreciative crowd. Otherwise, he bows out if reduced to 20 hit points or fewer, burrowing away and healing himself with his *wand of cure critical wounds*.

Statistics

Str 20, Dex 20, Con 22, Int 13, Wis 12, Cha 14

Base Atk +10; **CMB** +16 (+18 bull rush, disarm, grapple, reposition, +20 trip); **CMD** 33 (35 vs. bull rush, disarm, grapple, reposition, 37 vs. trip)

Feats Additional Traits* (Dangerously Curious, Starry-Eyed Dreamer), Combat Expertise^B, Dodge, Endurance^B, Improved Bull Rush, Improved Disarm, Improved Grapple^B, Improved Reposition^{B*}, Improved Trip^B, Improved Two-Weapon Fighting^B, Iron Will^B, Power Attack, Two-Weapon Fighting **Skills** Acrobatics +15, Climb +13, Handle Animal +6, Heal +5, Intimidate +6, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Perception +5,

Profession (gladiator trainer) +10, Ride +9, Survival +5, Swim +13, Use Magic Device +12

Languages Common, Giant

SQ armor training 2, armory, maneuverist (+2 trip) **Combat Gear** oil of make whole (5d6, 3), wand of cure critical wounds (7 charges); **Gear** +1 sundering spiked gauntlet (2), mwk javelin (5), +1 mithral breastplate, mwk armored kilt, steel armored iron arm, belt of physical might +2 (Dex, Con), bracers of resistance +2 (as cloak), ring of confidence +2, ring of protection +1, showman's sandals Spacial Abilities

Special Abilities

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Armory Owed favors by many armorers and weaponsmiths, Thrax has access to nearly any type of non-magical armor and weapons he wants to use. He prefers to use his spiked gauntlets. *See the *Advanced Player's Guide*.

Thrax the Iron-Fisted CR7

XP 3,200

Male earth-infused ogre fighter (trick fighter) 3 LE Large humanoid (earth, giant) **Init** +1: **Senses** darkvision 60 ft low-light vis

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 20 ft.; Perception +5

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Defense

AC 23, touch 11, flat-footed 21 (+5 armor, +1 Dex, +1 dodge, +7 natural, -1 size) hp 52 (7 HD; 4d8+3d10+14) Fort +9, Ref +3, Will +5 Defensive Abilities elemental body

Offense

Speed 40 ft., burrow 40 ft.

Melee mwk spiked gauntlet +10/+5 (1d6+4) or mwk spiked gauntlet +8/+3 (1d6+4), mwk spiked gauntlet +8 (1d6+2)

Ranged javelin +6 (1d8+4) **Special Attacks** grounded

Jactics

During Combat Thrax employs his fighting style, "The Way of Shaking Earth". He makes full use of his combat feats, favoring Improved Trip attacks versus solo grounded opponents. He delights in grappling spellcasters and hitting opponents when they're down. **Morale** Thrax still envisions himself dying in glorious battle, and may fight to the death if presented with worthy opponents and in front of an appreciative crowd. Otherwise, he bows out if reduced to 10 hit points or fewer, burrowing away and healing himself with his *potions of cure moderate wounds*. Statistics

Str 18, Dex 13, Con 14, Int 13, Wis 12, Cha 10

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Base Atk +6; CMB +11 (+13 bull rush, +14 trip); CMD 23 (25 vs. bull rush, 26 vs. trip)

Feats Combat Expertise^B, Dodge, Improved Bull Rush, Improved Trip^B, Iron Will^B, Power Attack, Two-Weapon Fighting

Skills Acrobatics +7, Climb +10, Handle Animal +4, Heal +5, Intimidate +4, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Perception +5, Profession (gladiator trainer) +5, Ride +4, Survival +5, Swim +10

Languages Common, Giant

SQ armor training 1, armory, maneuverist (+1 trip)

Combat Gear oil of make whole (3d6, 2), potion of cure moderate wounds (2); **Gear** mwk spiked gauntlet (2), javelin (5), mwk leather breastplate, mwk armored kilt, steel armored clockwork arm, showman's sandals

Special Abilities

Armory Well-known and respected among the armorers and weapon smiths of the Coliseum, Thrax has access to nearly any type of non-magical armor and weapons he wants to use. He prefers to use spiked gauntlets.

Trick Fighter Archetype

Fighting with flare and tactical genius, the trick fighter doesn't limit himself to particular weapons, but instead focuses his training on combat maneuvers. Over time, the trick fighter develops a broad range of combat techniques, becoming a master of chess while other fighters play checkers.

Maneuverist (Ex) At 2nd level, a trick fighter gains a +1 bonus on a single type of combat maneuver. This bonus adds to both CMB and CMD for the combat maneuver selected. At 6th level, and every 4 levels thereafter, a trick fighter gains another +1 bonus to a combat maneuver, which can be added to a previously selected combat maneuver, or a different one. This ability replaces bravery.

Trickster (Ex) At 5th level, and every 4 levels after, a trick fighter gains an additional bonus feat. These bonus feats must be feats that modify the trick fighter's combat maneuver bonus or combat maneuver defense. A trick fighter must still fulfill all prerequisites for their bonus feats, except for prerequisite feats that do not modify CMB or CMD. For example, Improved Grapple can be gained as a bonus feat with this ability, but you do not need Improved Unarmed Strike as it does not have an effect on CMB or CMD. This ability replaces weapon training 1, 2, 3, and 4.

Templates

Dreadnaught Creature

You want to be tougher? You want to be stronger? You want to be the baddest guy on your block? If yes, then

you need to pass the test, and become a dreadnaught creature.

Creating a Dreadnaught

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"Dreadnaught" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). The base creature should be among the toughest of its kind in order to survive the transformation into a dreadnaught.

A dreadnaught uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating HD 5 or less, as the base creature +1; HD 6-10, as the base creature +2; HD 11-15, as the base creature +3; HD 16 or more, as the base creature +4.

Type Animals and vermin become magical beasts. Humanoids become monstrous humanoids. All other creature types remain the same.

Armor Class Natural armor improves by +4.

Hit Dice Dreadnaught creatures have maximum hit points per Hit Die.

Defensive Abilities Dreadnaughts gain damage reduction X/magic, where X equals the dreadnaught's total hit dice. They gain immunity to disease, poison, paralysis, stunning, and mind-affecting effects. For every 4 Hit Dice a dreadnaught has, it gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic) with a minimum of resistance 10 to at least one type of energy (even at less than 4 Hit Dice). This resistance can be applied to the same energy type more than once, adding +10 to the overall amount of resistance each time. They also gain spell resistance equal to their Challenge Rating +10. **Melee** A dreadnaught's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks A dreadnaught gains the following. *Felling Strike (Ex)* Once per day, plus an additional time per 10 Hit Dice, when a dreadnaught scores a successful critical hit, it can elect to make a felling strike by rolling again. If the result of this third roll would hit the target, the target takes the full damage from the critical hit as normal, but must also make a Fortitude save (DC 10 + damage dealt) or die.

Punishing Strike (Ex) Once per day, plus an additional time per 10 Hit Dice, a dreadnaught may make a mighty attack against any one opponent, adding its Charisma bonus (positive only) as a bonus on the attack roll and its Hit Dice total as a bonus on the damage roll. Use of this ability must be declared before making the attack. If the attack misses, that punishing strike attempt is wasted. This ability may only be used every fourth round.

Rapid Strike (Sp) Once per day, plus an additional time per 5 Hit Dice, a dreadnaught may grant itself the effects of a *haste* spell (self only). Caster level equals the dreadnaught's total Hit Dice.

Ability Scores Str +4, Dex +4, Con +6, Cha +2. **Feats** Dreadnaught creatures gain Endurance as a bonus feat. If they already have Endurance, they gain Diehard instead.

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Element-Infused Creature

Nature gods and the lords of the elements sometimes grant their champions special powers, infusing them with the essence of one of the four elemental planes. The powers in control of the elements grant this gift only rarely, since its strength can remain in a bloodline for many generations. In fact, elementinfused creatures occasionally become races unto themselves. Some sages argue deep dwarves owe their origins to earth-infused dwarves, and aquatic elves owe theirs to water-infused elves.

Element-infused creatures of different elemental types have little in common, but infused with the same element often share certain features. A waterinfused creature generally has webbed appendages and blue skin, hair, or scales, and a fire-infused creature may have red or orange skin, hair, or scales. An air-infused creature usually looks much like an albino version of its kind, and an earth-infused creature's dark body is typically pebbled and rough.

Creating an Element-Infused Creature

"Element-infused creature" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

An element-infused creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating Same as the base creature +1.

Size and Type Size and type are unchanged, but the creature gains the subtype of the element that infuses it (air, earth, fire, or water). Do not recalculate base attack bonuses, saves, or skill points.

Speed An element-infused creature retains the base creature's speeds and gains a new speed according to the element that infuses it, as given in the following sections. If the base creature already possessed the mode of movement that the element would grant, the element-infused creature retains the higher speed.

Air An air-infused creature gains a fly speed (perfect maneuverability) equal to its highest speed. If the base creature already has a fly speed, it increases to match the base creature's highest speed, with perfect maneuverability.

Earth An earth-infused creature gains a burrow speed equal to its highest speed. It can burrow through rock at half speed, and it does not leave a tunnel behind when it burrows.

Water A water-infused creature gains a swim speed equal to its highest speed if the base creature does not already have one.

Special Attacks An element-infused creature retains all the base creature's special attacks and gains those described here.

Elemental Attack An elemental-infused creature gains special attacks according to the element that infuses it, as given below.



Air - Breath Weapon (Su) Once every 1d4 rounds, an air-infused creature can breathe a 60 ft. long cone of wind that mimics a terrible windstorm. Every creature within this area that is not flying must succeed on an Acrobatics or Strength check (DC 10 + 1/2 air-infused creature's HD + air-infused creature's Cha Modifier) or fall prone. A flying creature that fails is instead blown away from the air-infused creature, moving a distance equal to 5 feet per point by which it failed the check. If the creature encounters a large object (such as a wall) during this movement, it takes 1d6 points of damage per 5 feet the object prevented it from moving.

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Fire – Breath Weapon (Su) A fire-infused creature can breathe a 30 ft. long cone of fire once every 1d4 rounds. Every creature in the area must succeed on a Reflex saving throw (DC 10 + 1/2 fire-infused creature's HD + fire-infused creature's Con Modifier) or take 1d6 points of fire damage per 2 HD the fireinfused creature possesses (minimum 1d6 points). A successful Reflex save halves this fire damage.

Fire – Heat (Su) Each of a fire-infused creature's natural attacks and melee attacks with metallic weapons deals an extra +1d6 points of fire damage.

Water - Quench (Sp) A water-infused creature can use quench three times per day (caster level equals water-infused creature's HD).

Water - Waterball (Su) While water is within its reach, a water-infused creature can pick up a cohesive ball of water and throw it at a distant target as a ranged attack. If the water-infused creature can make multiple ranged attacks during a round, it can devote

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as many of them as it wishes to waterball attacks, so long as it has a ready source of water within reach. Waterballs can be thrown underwater or through a border between air and water with no penalties to range or on the attack roll. A waterball is considered a thrown weapon with a range increment of 20 feet. It deals nonlethal damage based on the water-infused creature's size, according to the following table. As with other thrown weapons, the water-infused creature's full Strength bonus applies to the damage roll. A waterball can be used to snuff out a nonmagical fire instead of attacking a creature. To use it in this way, the water-infused creature must succeed on a ranged touch attack against the source of the fire. The size of fire that can be snuffed depends on the size of the creature throwing the waterball, as given in the chart below. Waterballs do not retain their cohesiveness when not grasped or thrown by a waterinfused creature.

Creature Size	Waterball Damage	Fire Size
Fine	1	Candle
Diminutive	1d2	Candle
Tiny	1d4	Candle
Small	1d6	Torch
Medium	1d8	Torch
Large	2d6	Campfire
Huge	3d6	Bonfire
Gargantuan	4d6	Bonfire
Colossal	6d6	Burning House

At the GM's discretion, other liquids can be thrown in a similar matter, but the water-infused creature must touch the liquid and take any damage it deals if not immune to its particular dangers.

Special Qualities An element-infused creature retains all the base creature's special qualities and gains those described here.

Elemental Body (Ex) Element-infused creatures' bodies gain some of the qualities of elementals. Each time an element-infused creature is exposed to a poison, paralysis, sleep, or stunning effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

Elemental Qualities The exact elemental qualities bestowed depend on the element that infuses the base creature, as follows.

Air – Air Born (Ex) When in flight, an air-infused creature gains a +1 morale bonus on attack and damage rolls with ranged attacks.

Air – Gaseous From (Su) The air-infused creature can use *gaseous form*, as the spell (caster level equals air-infused creature's HD), on itself once per day.

Earth – Earth's Armor (Ex) The element-infused creature's natural armor bonus improves by +2 over that of the base creature.

Earth – Grounded (Ex) While in contact with the earth, an earth-infused creature gains a +1 morale bonus on attack and damage rolls for melee attacks.

Earth – Tremorsense (Ex) An earth-infused creature can automatically sense the location of anything within 20 feet that is in contact with the ground.

Fire – Fire Healing (Ex) A fire-infused creature regains 1 hit point for each full round that it remains in contact with fire. When struck by a magical fire effect, the fire-infused creature heals 1 point of damage per 10 points of damage that the fire effect would have dealt.

Fire – Firewalk (Su) A fire-infused creature can climb an object on fire as though it had a climb speed equal to its highest speed. Furthermore, it can fly at its highest speed with perfect maneuverability so long as it remains in contact with fire, and it can walk on flames at its highest speed, as though walking on air via the air walk spell.

Water – Water Born (Ex) While in contact with water, a water-infused creature gains a +2 circumstance bonus on Perception checks. Rainfall or a puddle suffices for water contact, but smaller quantities of water do not.

Water – Water Breathing (Su) Once per day, a waterinfused creature can use *water breathing*, as the spell (caster level equals water-infused creature's HD).

Abilities An elemental-infused creature's ability scores change from the base creature's according to the element that infuses it, as given in the following table.

Element	Str	Dex	Con	Int	Wis	Cha
Air	-4*	+4	-2*	-2*	+2	+2
Earth	+4	-2*	+2	-2*	+2	-4*
Fire	-2*	+2	-2*	+4	-4*	+2
Water	+2	-2*	+4	-4*	+2	-2*

*Minimum 1.

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Skills If the element-infused creature gained a swim speed from the application of the template, it gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats An element-infused creature gains a bonus feat based on the element that infuses it, as given here, assuming that the base creature does not already have it.

Air	Lightning Reflexes.
Earth	Iron Will.
Fire	Quick Draw.
Water	Great Fortitude.

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