

Cornered Rat

Subtier 11-12

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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A. Stellar Defenses

ULTRA-ADVANCED DRONE FIGHTERS (2)

TIER 10

Tiny starship drone

Speed 10; **Maneuverability** good (turn 1)

AC 30; **TL** 32

HP 45; **DT** –; **CT** 9

Shields medium 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) plasma cannon (5d12; 10 hexes), tactical nuclear missile launcher (5d8; 20 hexes)

Attack (Turret) persistent particle beam (10d6; 20 hexes)

Power Core Arcus Maximum (200 PCU); **Drift Engine** none; **Systems** advanced medium-range sensors, mk 8 armor, mk 11 defenses, mk 7 duonode computer; **Expansion Bays** none

Modifiers +7 any two checks per round, Computers +4, Piloting +1; **Complement** automated

CREW

On-Board Computer gunnery +15 (10th level), Piloting +20 (10 ranks)

SPECIAL ABILITIES

Automated (Ex) A drone fighter has no crew, although it has an on-board computer that can perform most crew actions. The on-board computer can perform pilot and gunnery actions as if it has a crew of two. When a drone fighter takes a critical damage effect, it instead loses 2 additional hull points.

Asteroids: Hexes with asteroids are dangerous for starships to enter. The pilot of the ship entering the hex can attempt an Average Piloting check as part of a pilot action (but not a stunt) to avoid taking damage while entering the hex, provided that the pilot does not attempt any other stunts on the same turn. This damage targets the front quadrant and is 4d10 in Subtier 11-12. If a starship ends its movement in an asteroid hex, it gains a +2 bonus to AC and a +4 bonus to TL. Firing through hexes with asteroids does not affect the attack, however. If a starship starts the round in a hex with asteroids, the ship does not take damage from asteroids unless the ship later enters another hex with asteroids.

Turrets: These stationary enemies have 60 HP each. They take no actions except to fire a particle beam (8d6; 20 hexes) during the gunnery phase. They have no facing and can fire in any direction. In Subtier 11-12, a turret has AC 24, TL 24, and gunnery +13. A scan of these turrets automatically reveals all the information on them.

Drone Action Cheat Sheet

Piloting Phase (Drone: 1d20+19)

Fly

Move your speed. (Drone 10 (good, turn 1))

Maneuver (Platform 1d20+19 vs. DC 27)

Move your speed with increased maneuverability (Drone 10 (perfect, turn 0))

Stunt (Both)

Perform one of these stunts:

Back Off (DC 22), Barrel Roll (DC 22), Evade (DC 27), Flip and Burn (DC 27), Flyby (DC 27), Slide (DC 22), Turn in Place (no check needed)

Gunner

Shoot

Attack with persistent particle beam +13 (10d6, range 20)

(technically you can attack with other stuff, but why would you?)

Fire At-Will

Choose 2 of the following:

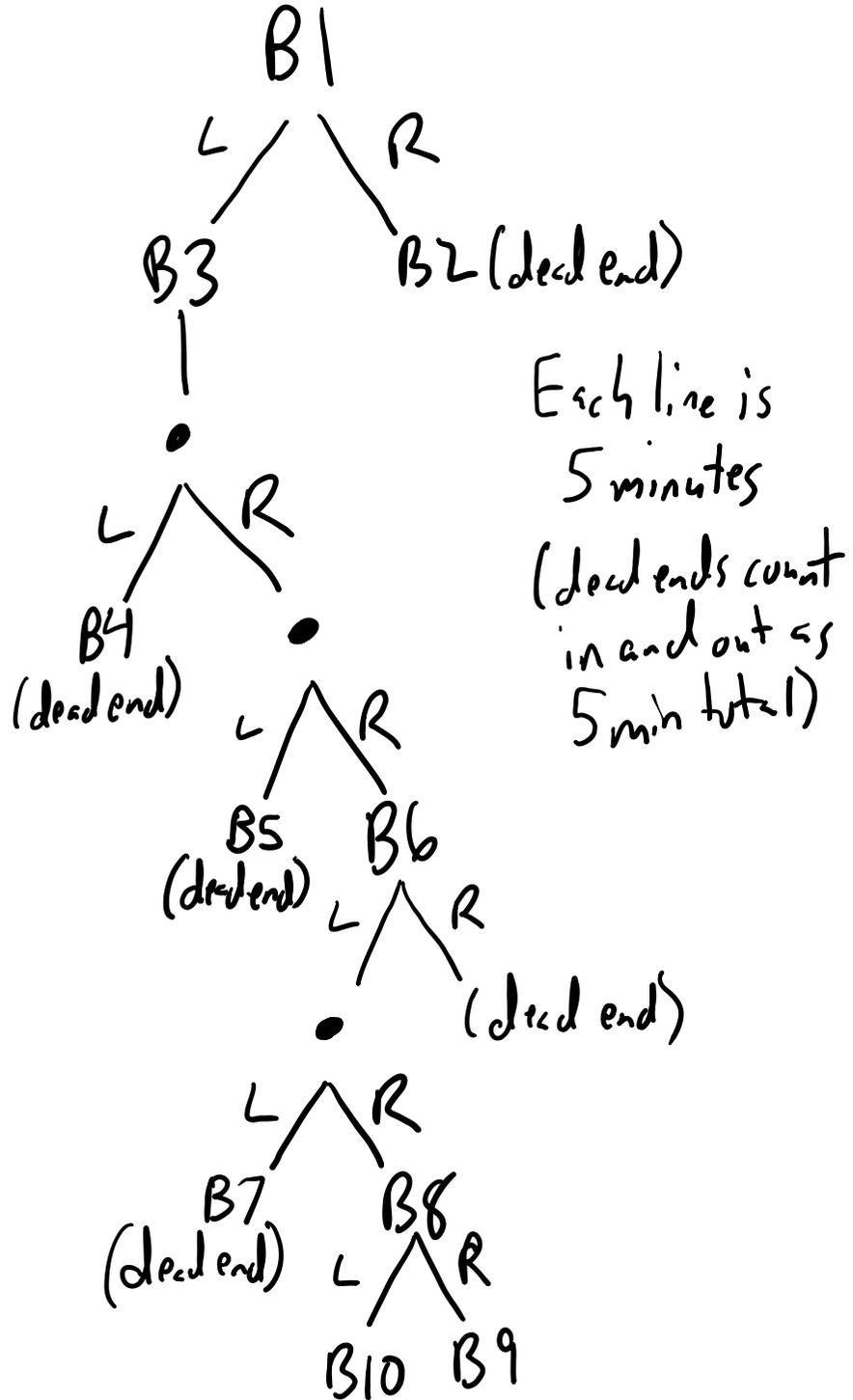
Persistent particle beam +9 (10d6, range 20)

Plasma cannon +9 (5d12, range 10)

High Explosive Missile Launcher (4d8, range 20)

Don't forget – there are two +5 bonuses in the computer available each round.

Maze Map



B8. The Warrens

LAOITE CULTIST

CR 10

Female ysoki mystic

NE Small humanoid (ysoki)

Init +8; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

HP 140

EAC 22; **KAC** 23

Fort +9; **Ref** +9; **Will** +13

OFFENSE

Speed 60 ft.

Melee sintered scythe +18 (4d6+10 S)

Ranged decimator disintegrator rifle +20 (3d10+10 A; range 30 ft.; critical corrode 2d6)

Offensive Abilities echoes of obedience, greater forced amity [DC 19], inexplicable commands

Mystic Spell-Like Abilities (CL 10th)

At will—*mindlink*

Mystic Spells Known (CL 10th; ranged +16)

4th (3/day)—*confusion* (DC 22), *mind thrust* (DC 22)

3rd (6/day)—*bestow curse* (DC 21), *dispel magic*, *ray of exhaustion* (DC 21), *suggestion* (DC 21)

2nd (at will)—*hold person* (DC 20), *mystic cure* (DC 20)

Connection overlord

TACTICS

Before Combat The cultist uses her *haste circuit*.

During Combat The cultist uses *confusion*, *hold person*, *mind thrust*, and other attacks to target whichever foe seems most dangerous. She coordinates with the spies to try to incapacitate or kill one PC at a time. Preferring to stay out of melee, the cultist usually moves either before or after attacking or casting a spell. If she cannot safely cast a spell, she instead uses Shot on the Run to attack with her rifle.

Morale The cultist flees if both of the halflings are defeated and she has been reduced to fewer than 40 HP.

Base Statistics Without her *haste* circuit, she has **Speed** 30 ft.

STATISTICS

Str +0; **Dex** +4; **Con** +5; **Int** +1; **Wis** +8; **Cha** +3

Skills Acrobatics +24, Bluff +24, Diplomacy +24, Engineering +24, Intimidate +24, Mysticism +24, Sense Motive +19, Stealth +24, Survival +19

Feats Shot on the Run

Languages Abyssal, Common, Ysoki

Other Abilities cheek pouches, moxie

Gear zeizerer diffractor III^{PW} (*haste circuit*), sintered scythe^{AR}, decimator disintegrator rifle^{AR} with a high-capacity battery (40 charges)

SPECIAL ABILITIES

Echoes of Obedience (Su) Even creatures that resist your dominance can't shake the lingering echoes of your mind. When a creature succeeds at a saving throw against one of your mind-affecting charm or compulsion spells or spell-like abilities and negates the effect, it takes a –1 penalty to AC, attack rolls, and skill checks until the beginning of your next turn. This is a mind-affecting effect.

Shot on the Run As a full action, you can move up to your speed and make a single ranged attack at any point during your movement.

Laoite Cultist Cheat Sheet

4th level

Confusion (enchantment (compulsion, mind-affecting), medium, 15 ft. radius, 1rd/lvl, SRyes) – All creatures in radius WILL or become confused. Either attack its attackers or roll on table. 1d4: 1 act normally, 2 babble incoherently, 3 1d8+str to self, 4 attack nearest

Mind Thrust (divination (mind-affecting), close, one creature, SRyes) – 10d10 damage, WILL half. Fatigued for 1 rd if failed save.

3rd level

Bestow Curse (necromancy (curse), creature touched, permanent, SRyes) – WILL or target gets a curse -4 penalty to ability checks, attack rolls, saving throws, skill checks OR 50% chance not to act normally in a given round

Dispel Magic (abjuration, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

Ray of Exhaustion (necromancy, close, one creature, 1min/lvl, SRyes) – Ranged vs. EAC to become exhausted, FORT to become fatigued instead

Suggestion (enchantment (compulsion, language-dependent, mind-affecting), close, one living creature, 1 hr/lvl or until completed, SRyes) – WILL or complete reasonable sentence or two.

2nd level

Hold Person (enchantment (compulsion, mind-affecting), medium, 1 humanoid, 1rd/lvl, SRyes) – WILL or be paralyzed. Full round action to attempt a new save each round.

Mystic Cure (conjuration (healing), touch, SRyes) – Heal for 3d8+Wis, transfer hit points

Red = Echoes of Obedience

Haste Circuit – Gain *haste* as a swift action for 10 rounds a day. (Haste – can move and full attack, increase the speed by 30ft. or by the maximum of your speed)

Female and male halfling operatives

NE Small humanoid (halfling)

Init +14; **Senses** darkvision 60 ft.; **Perception** +25

DEFENSE

HP 150

EAC 23; **KAC** 24

Fort +10; **Ref** +13; **Will** +14; +2 vs. fear

Defensive Abilities evasion, uncanny agility

OFFENSE

Speed 50 ft.

Melee ultrathin dagger +18 (2d6+10 S)

Triple Attack ultrathin dagger +14/+14/+14 (2d6+10 S)

Ranged LFD sonic pistol +20 (2d8+10 So; range 40ft.; boost 1d6; critical deafen)

Triple Attack LFD sonic pistol +16/+16/+16 (2d8+10 So; range 40ft.; boost 1d6; critical deafen)

Offensive Abilities debilitating trick, trick attack +5d8, triple attack

TACTICS

During Combat The halflings use trick attack with Shot on the Run to move to a safe distance from PCs who specialize in melee combat.

Morale Fanatic Laoites, the halflings fight to the death.

STATISTICS

Str +0; **Dex** +8; **Con** +1; **Int** +5; **Wis** +3; **Cha** +2

Skills Acrobatics +20, Athletics +20, Bluff +25, Culture +25, Diplomacy +25, Disguise +25, Medicine +20, Mysticism +25, Perception +25, Sense Motive +20, Stealth +25

Feats Shot on the Run

Languages Common, Halfling, Ysoki

Other Abilities operative exploits (stunning shot, master of disguise [3/day, 100 minutes or 10 minutes, DC 19]), sneaky, specialization (spy)

Gear lashunta mind mail II^{AR} (infrared sensors), ultrathin dagger, LFD sonic pistol with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Debilitating Trick When you hit an enemy with a trick attack, you can make the creature flat-footed or off-target until the beginning of your next turn. You might learn exploits that grant you additional options for your debilitating trick, but you can select only one option each time you hit with a trick attack.

Infrared Sensors You gain darkvision.

Stunning Shot For your debilitating trick, you can try to stun your target. The target must succeed at a Fortitude save or be stunned until the start of your next turn. Once you've used this ability to try to stun a creature, it's immune to your stunning shot for 24 hours.

Shot on the Run As a full action, you can move up to your speed and make a single ranged attack at any point during your movement. If you have the trick attack class feature, you can take your movement from trick attack at any time during a trick attack (see page 93) with a ranged weapon (instead of only before).

Trick Attack 1d20+29 vs. DC 20 + CR, if successful, target is flat-footed and takes 4d8 extra damage on hit

Uncanny Agility You are immune to the flat-footed condition, and your opponent doesn't gain any bonuses to attack rolls against you from flanking you or attacking you when you're prone. Furthermore, covering fire and harrying fire don't provide any advantage against you.

C. The Inner Sanctum

DISPASSION

CR 15

Male ysoki operative

NE Small humanoid (ysoki)

Init +14; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +32

DEFENSE

HP 255 RP 7

EAC 29; **KAC** 30

Fort +13; **Ref** +16; **Will** +18

Defensive Abilities improved evasion, shadow sacrifice, uncanny agility

OFFENSE

Speed 60 ft., fly 60 ft. (Su)

Melee molecular rift dagger +26 (10d4+17 S)

Quad Attack molecular rift dagger +22/+22/+22/+22 (10d4+17 S)

Ranged molecular rift dagger +24 (10d4+17 S)

Quad Attack molecular rift dagger +20/+20/+20/+20 (10d4+17 S)

Offensive Abilities blade mastery, debilitating trick, quad attack, shadow swap, tail strike, terrain attack, trick attack +8d8

TACTICS

Before Combat Dispassion summons three umbral puppets.

During Combat Dispassion directs the puppets to strategic positions to hinder enemy movement and set up opportunities for shadow swap. Most of the time, he alternates between spending Resolve Points to attack together with the puppets and making trick attacks. If harassed by a strong melee combatant, Dispassion uses shadow swap to get away and attack a weaker foe. If the PCs manage to gang up on him, he uses tail strike to thin the crowd and to push foes without a fly speed off the platform, so they take falling damage.

Morale Dispassion fights without hesitation. However, if the PCs reduce him to 20 HP or fewer, he willingly gives the PCs the information they want.

STATISTICS

Str +2; **Dex** +9; **Con** +3; **Int** +7; **Wis** +5; **Cha** +4

Skills Acrobatics +32, Athletics +32, Bluff +32, Culture +27, Disguise +32, Engineering +32, Mysticism +27, Stealth +32, Survival +27

Languages Abyssal, Common, Ysoki

Other Abilities cheek pouches, moxie, specialization (daredevil), umbral puppets

Gear elite hardlight series, molecular rift dagger

SPECIAL ABILITIES

Blade Mastery (Su) Dispassion can throw his dagger as though it had the thrown (50 ft.) property. After the attack, the thrown dagger dissipates into wispy shadows, automatically rematerializing in his hand at the end of his turn. If Dispassion is disarmed, he can return the dagger to his hand as a move action regardless of distance.

Debilitating Trick When you hit an enemy with a trick attack, you can make the creature flat-footed or off-target until the beginning of your next turn. You might learn exploits that grant you additional options for your debilitating trick, but you can select only one option each time you hit with a trick attack.

Shadow Sacrifice (Su) As a reaction, Dispassion can spend 1 Resolve Point to swap places with one of his umbral puppets. Any attack or effect that would target Dispassion instead targets the umbral puppet and vice versa. Dispassion is sickened until the end of his next turn.

Shadow Swap (Su) When dispassion attempts a trick attack, he can spend 1 Resolve Point to swap places with one of his umbral puppets instead of moving before the attack.

Tail Strike (Su) Once every 1d4 rounds as a full action, Dispassion can spend 1 Resolve Point to spin around very fast and lash out at his enemies with a shadowy tail. He can make one melee attack with his dagger against each foe within 30 feet as though he were adjacent to the creature. Each creature hit by the attack must succeed at a DC 23 Reflex save or be pushed 10 feet away from Dispassion.

Terrain Attack (Ex) When you and a foe are both balancing, climbing, flying, or swimming, you automatically succeed at any Bluff check required to make a trick attack against that foe.

Trick Attack 1d20+32 vs. DC 20 + CR, if successful, target is flat-footed and takes 7d8 extra damage on hit

Umbral Puppets (Su) Once per day as a full action, Dispassion can summon three umbral puppets, which look like emaciated, shadowy versions of himself. Each puppet has the same statistics as Dispassion, except they are mindless, have only 85 HP each, and cannot use ranged attacks or any of Dispassion's operative abilities or special abilities. Their daggers and armor are part of their shadowy bodies rather than being real. Furthermore, unless Dispassion directs them, they take no actions other than attacks of opportunity. Whenever Dispassion uses a move action to move, he can also command each puppet to move as though it had used a move action. Whenever Dispassion uses a standard action to attack, he can spend 1 Resolve Point to command each puppet to also attack as though it had used a standard action.