

# Cornered Rat

## Subtier 9-10

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

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stat block document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit [paizo.com/communityuse](http://paizo.com/communityuse). For more information about Paizo Inc. and Paizo products, please visit [paizo.com](http://paizo.com).

## A. Stellar Defenses

### SUPERIOR DRONE FIGHTERS (2)

TIER 8

Tiny starship drone

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

**AC** 28; **TL** 28

**HP** 45; **DT** –; **CT** 9

**Shields** medium 200 (forward 50, port 50, starboard 50, aft 50)

**Attack (Forward)** plasma cannon (5d12; 10 hexes), high explosive missile launcher (4d8; 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 9 defenses, mk 5 duonode computer; **Expansion Bays** none

**Modifiers** +5 any two checks per round, Computers +4, Piloting +1; **Complement** automated

#### CREW

---

**On-Board Computer** gunnery +13 (8th level), Piloting +18 (8 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 4d8 in Subtier 9–10. 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 9–10, a turret has AC 20, TL 20, and gunnery +10. 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:

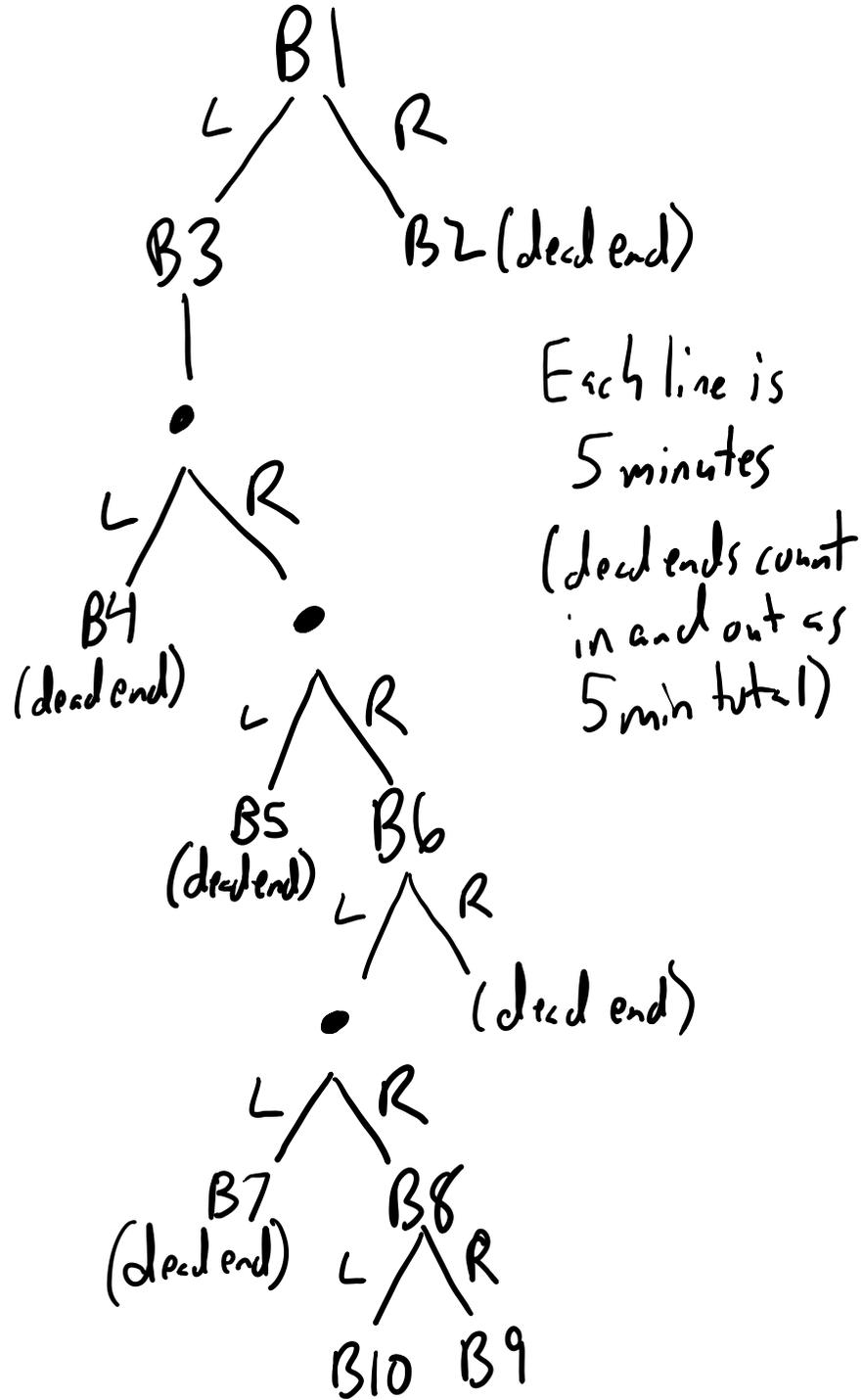
Persistent particle beam +9 (10d6, range 20)

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 8

Female ysoki mystic

NE Small humanoid (ysoki)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +16

### DEFENSE

HP 105

**EAC** 19; **KAC** 20

**Fort** +7; **Ref** +7; **Will** +11

### OFFENSE

**Speed** 60 ft.

**Melee** buzzblade dueling sword +15 (2d6+8 S)

**Ranged** hailstorm-class zero rifle +17 (2d8+8 C; range 60 ft.; critical staggered)

**Offensive Abilities** echoes of obedience, forced amity (DC 18), inexplicable commands

**Mystic Spell-Like Abilities** (CL 10th)

At will—*mindlink*

**Mystic Spells Known** (CL 8th; ranged +13)

3rd (3/day)—*mind thrust* (DC 20), *suggestion* (DC 20)

2nd (6/day)—*hold person* (DC 19), *remove condition* (DC 19), *see invisibility* (DC 19)

1st (at will)—*command* (DC 18), *mystic cure* (DC 18)

**Connection** overlord

### TACTICS

**Before Combat** The cultist uses her *haste circuit*.

**During Combat** The cultist uses *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** +3; **Con** +4; **Int** +1; **Wis** +6; **Cha** +2

**Skills** Acrobatics +21, Bluff +21, Diplomacy +21, Engineering +21, Intimidate +21, Mysticism +21, Sense Motive +16, Stealth +21, Survival +16

**Feats** Shot on the Run

**Languages** Abyssal, Common, Ysoki

**Other Abilities** cheek pouches, moxie

**Gear** zeizerer diffractor III<sup>PW</sup> (*haste circuit*), buzzblade dueling sword and hailstorm-class zero rifle 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

### 3<sup>rd</sup> level

**Mind Thrust** (divination (mind-affecting), close, one creature, SRyes) – 7d10 damage, WILL half

**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.

### 2<sup>nd</sup> 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.

**Remove Condition** (conjuration (healing), touch, one creature, SRyes) – Remove frightened, nauseated, shaken, sickened, staggered.

**See Invisibility** (divination, personal, 10min/lvl) – See invisible and know they're invisible

### 1<sup>st</sup> level

**Command** (enchantment (compulsion, language-dependent, mind-affecting), close, one living creature, 1 round, SRyes) – WILL or one of Approach, Drop, Fall, Flee, Halt

**Mystic Cure** (conjuration (healing), touch, SRyes) – Heal for 1d8+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** +12; **Senses** darkvision 60 ft.; **Perception** +22

**DEFENSE**

**HP 115**

**EAC** 20; **KAC** 21

**Fort** +8; **Ref** +11; **Will** +12; +2 vs. fear

**Defensive Abilities** evasion, uncanny agility

**OFFENSE**

**Speed** 40 ft.

**Melee** tactical knife +15 (2d4+8 S)

**Triple Attack** tactical knife +11/+11/+11 (2d4+8 S)

**Ranged** aphelion laser pistol +17 (3d4+8 F; range 90ft; boost 1d4; critical burn 1d4)

**Triple Attack** aphelion laser pistol +13/+13/+13 (3d4+8 F; range 90ft; boost 1d4; critical burn 1d4)

**Offensive Abilities** debilitating trick, trick attack +4d8, 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** +6; **Con** +1; **Int** +4; **Wis** +2; **Cha** +2

**Skills** Acrobatics +17, Athletics +17, Bluff +22, Culture +22, Diplomacy +22, Disguise +22, Medicine +17, Mysticism +22, Perception +22, Sense Motive +17, Stealth +22

**Feats** Shot on the Run

**Languages** Common, Halfling, Ysoki

**Other Abilities** operative exploits (knee shot<sup>AR</sup>, master of disguise [2/day, 80 minutes or 8 minutes, DC 18]), sneaky, specialization (spy)

**Gear** zeizerer diffractor III<sup>PW</sup> (infrared sensors), aphelion laser pistol with a high-capacity battery (40 charges), tactical knife

**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.

**Knee Shot** For your debilitating trick, you can attempt to knock the target prone. The target must succeed at a Reflex save or fall prone. If the target gains a bonus to its KAC against trip combat maneuvers, it adds this bonus to its saving throw, and if it is immune to the trip combat maneuver it is immune to this operative exploit. Once you've used this ability to attempt to knock a target prone, that creature is immune to your knee shot for 24 hours.

**Shot on the Run** As a full action, you can move<sup>AR</sup> 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+26 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 13

Male ysoki operative

NE Small humanoid (ysoki)

**Init** +12; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +29

### DEFENSE

HP 210 RP 6

**EAC** 27; **KAC** 28

**Fort** +12; **Ref** +15; **Will** +16

**Defensive Abilities** improved evasion, shadow sacrifice, uncanny agility

### OFFENSE

**Speed** 50 ft., fly 50 ft. (Su)

**Melee** zero-edge dagger +24 (6d4+14 S)

**Quad Attack** zero-edge dagger +20/+20/+20/+20 (6d4+14 S)

**Ranged** zero-edge dagger +22 (6d4+14 S; range 50 ft.)

**Quad Attack** zero-edge dagger +18/+18/+18/+18 (6d4+14 S; range 50 ft.)

**Offensive Abilities** blade mastery, debilitating trick, quad attack, shadow swap, tail strike, terrain attack, trick attack +7d8

### 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** +1; **Dex** +8; **Con** +2; **Int** +6; **Wis** +4; **Cha** +3

**Skills** Acrobatics +29, Athletics +29, Bluff +29, Culture +24, Disguise +29, Engineering +29, Mysticism +24, Stealth +29, Survival +24

**Languages** Abyssal, Common, Ysoki

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

**Gear** estex suit IV, zero-edge 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.

**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 21 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+29 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 70 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.