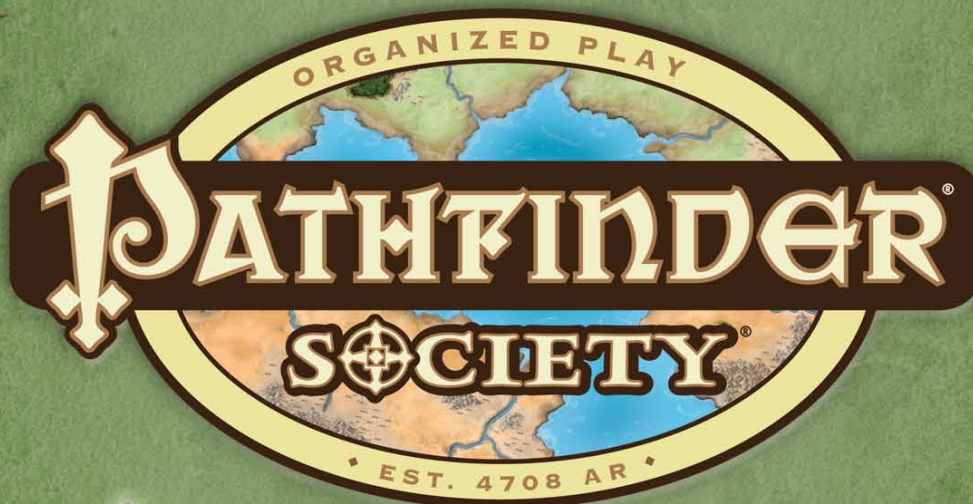


Pathfinder Society Scenario #3-22



The Rats of Round Mountain, Part II:
PAGODA OF THE RAT

By Russ Taylor



THE RATS OF ROUND MOUNTAIN, PART II: PAGODA OF THE RAT

PATHFINDER SOCIETY SCENARIO #3-22

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Pathfinder Society Scenario #3-22: The Rats of Round Mountain, Part II: Pagoda of the Rat is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG Bestiary 3*.

These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at

paizo.com/pathfinderRPG/prd.

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THE RATS OF ROUND MOUNTAIN, PART II: PAGODA OF THE RAT

BY RUSS TAYLOR

Nearly five centuries ago, in the year 4251 AR, ratfolk boiled forth from their Darklands kingdom of Diguo-Dashu and threatened Lung Wa. A dozen cities fell before imperial forces drove the rats back into their caves. To end their menace, the legendary arcanist Hao Jin ripped a great sphere of earth free from Nar-Voth, collapsing the ratfolk tunnels and leaving them trapped in their own realms in Sekamina. Hao Jin left the sphere half-submerged in the center of a great lake within her own personal pocket dimension. Much of the remaining ratfolk army was left stranded with the sphere, along with many other Darklands creatures.

In time, the ratfolk mastered their new environment and even prospered. They dubbed the stolen sphere of Nar-Voth Round Mountain, and claimed it as their home. In a chasm at its heart they built a great pagoda of quarried stone, half temple and half warren. Within they enshrined mementos of their life on Golarion and their glorious year of conquest in Lung Wa.

Within her pocket dimension, Hao Jin collected countless other curiosities and wonders. In time she vanished from mortal affairs, yet her museum realm remained, reachable through the fabled the *Hao Jin Tapestry*, which was itself part of Hao Jin's unparalleled collection. The creatures inside this pocket dimension survived and developed their own cultures and civilizations. Among the creatures trapped within the isolated demiplane—whisked away with the ruins and temples they lived in—was the rakshasa Durriya, who was trapped in the plane centuries before the rats of Round Mountain. She saw in the ratfolk ideal tools for her own ambition: to escape the tapestry and ultimately build a base of power and influence on the Material Plane. Disguised as one of the ratfolk's own, Durriya proclaimed herself the chosen of the Tian rat goddess Lao Shu Po. She ensorcelled their warlord and proclaimed herself undying queen of the ratfolk of Round Mountain.

Under Durriya's leadership, the ratfolk rose to dominate much of the *Hao Jin Tapestry*, and their civilization is one of the most stable and influential in the entire realm. Now stylizing herself empress, the rakshasa schemes to escape the tapestry and spread her rule beyond its

WHERE ON GOLARION?

Pagoda of the Rat takes place entirely within the *Hao Jin Tapestry*, the physical copy of which is sitting in a well-guarded vault beneath of the Grand Lodge in Absalom. The tapestry contains a pocket demiplane, created by the Tian sorceress Hao Jin to hold her largest and most dangerous treasures. Any creature can select a target location on the tapestry and enter the demiplane instantaneously with the utterance of a command word.

Behind each creature arriving in the tapestry floats a 2-foot-diameter sphere of pulsing blue light, visible only to the creature whose journey to the tapestry created it. A creature stepping into its own extraplanar eddy is shifted back to the Material Plane, to the same place it traveled from. If that space is occupied by another creature, the teleported creature appears in the nearest unoccupied square. See *Getting Started* for information on how to handle PCs' arrival depending on their experience in the previous chapter of this adventure arc.

Within the tapestry, Round Mountain is a large sphere of stone spanning over 10 miles in its diameter that was literally plucked from a region of the Darklands called Nar-Voth and brought to Hao Jin's personal pocket dimension. For additional details on Nar-Voth and the Darklands, see *Pathfinder Campaign Setting: Into the Darklands*, available at your local bookstore or hobby store, or online at paizo.com.



weave. The recent arrival of the Aspis Consortium has provided the opportunity she desires, and with their alliance she hopes at last to return to the world of Golarion, with an army of loyal ratfolk followers on her heels. In exchange for her freedom, Durriya is likely to promise the consortium anything they desire within the tapestry—this could prove disastrous to the Pathfinder Society, which hopes to carefully explore and catalogue all the wonders within. Luckily, a growing schism has split the ratfolk into two camps, and many ratfolk hold only tenuous loyalty to their so-called Undying Empress. Were the Pathfinder Society to play upon this burgeoning conflict between Durriya's faithful and the malcontents, they could undercut the Aspis Consortium's negotiations regardless of any deals the Consortium might have reached with Durriya.

SUMMARY

Pagoda of the Rat begins directly after the events of *Pathfinder Society Scenario #3–20: The Rats of Round Mountain, Part I: The Sundered Path*, and the adventure assumes the PCs have already braved the hazards of the Darklands tunnel into Round Mountain's hollow heart. This adventure begins with the PCs entering the Pagoda of the Rat, the ratfolk's stronghold and seat of power. At least three means of entry present themselves: the obvious doors, a hidden postern gate (see area A6), or the seven-story stone structure's many windows.

Once inside the structure, the PCs' task is straightforward: explore the pagoda, neutralizing any resistance along the way. Rather than exterminating all ratfolk within, however, the PCs' primary goal is to locate the Aspis Consortium agents within the pagoda and prevent them from cementing their alliance with the ratfolk. Unfortunately, the Aspis Consortium's delegation have already taken precautions to ensure the PCs can't easily talk their way past the ratfolk, though particularly diplomatic parties who participated in *The Sundered Path* may have an easier time gaining entry if they present the note given to them by the ratfolk guardians at the Sundered Path's mouth.

The pagoda has seven floors, each smaller than the one that supports it. The first floor is home to a guard outpost as well as servants of the ratfolk goddess, Lao Shu Po. While the guards hold their post, the servants respond to an alarm by moving to fend off intruders. The second floor, more shrine than lair, holds an ambush set with the aid of the Aspis Consortium, meant to lure meddling Pathfinders to their doom.

The next three floors constitute an extensive ratfolk lair, filled to bursting with noncombatants. Though the PCs may take some time to speak with the inhabitants, it's

expected they'll avoid direct conflict. A battle here likely poisons the ratfolk against the Pathfinders for good.

On the sixth floor, a ratfolk guard releases monsters against the PCs. Once the monsters have been dispatched, the path to the final floor lies clear. No apparent foes live in this pinnacle chamber, but in fact a druid disguised as a mundane rat observes the PCs, deciding whether she should help or hinder their efforts. Her decision may be influenced by the PCs' handling of their encounter with the underworld dragon Xiangnuer in the previous chapter. If the druid decides to aid, she offers her assistance to the PCs in deposing the ratfolk's current ruler. If not, she follows the PCs at a discreet distance before joining the fight against them in the final encounter. Alert PCs may find her hiding among the rats or following them, and can attack or negotiate as they please.

Hidden in the central pillar on the topmost floor is a secret door opening to a ladder leading to a chamber beneath the pagoda. Here the self-styled ratfolk empress, actually a rakshasa in disguise, holds court. The PCs interrupt her meeting with the Aspis Consortium emissaries—now thoroughly under the sway of her magical enchantments, who they must defeat in order to ensure no alliance is cemented.

GETTING STARTED

Before commencing the adventure, check each PC's most recent Chronicle sheet to determine whether they are playing the scenario as an immediate sequel to its predecessor, *The Sundered Path*. PCs whose most recent adventure brought them through the treacherous Darklands passageway may have a number of boons marked on their Chronicle sheets that will make this adventure easier.

A character with the Dogged Adventurer boon decided at the last scenario's conclusion not to break from the mission's objectives by returning to Absalom through her extraplanar eddy. Such a PC receives no faction mission handout at the start of this scenario and is not expected to complete a faction mission, as her faction leader would have no way of contacting them with further instructions. For more information on the rewards a PC receives for playing the Rats of Round Mountain adventure arc in order and consecutively, see the Conclusion section on page 21.

Some PCs who played *The Sundered Path* may also have received a letter from the ratfolk tower captain granting the PCs passage along the Sundered Path, as indicated on their Chronicle sheets. This letter can be shown to the guards in area A1 in order to improve their initial attitude from hostile to unfriendly. See page 7 for more information.

At the conclusion of *The Sundered Path*, the PCs encountered an evil underworld dragon that had demanded tribute from the ratfolk for centuries. If the Pathfinders killed the dragon, word of their victory has already reached some high-ranking members of the ratfolk's society and may aid them in gaining allies against their final enemies beneath the pagoda. See page 19 for more information.

Aside from the Dogged Adventurer boon, as long as one PC in the party has either of the two campaign accomplishments on a Chronicle sheet from *The Sundered Path*, assume the entire party completed the associated task. PCs who have not played through *The Sundered Path* or who do not otherwise have the Dogged Adventurer boon are assumed to have joined the rest of the expedition here, at the base of the Pagoda of the Rat, with a faction mission in hand. PCs with the Dogged Adventurer boon may choose to assist fellow faction members in completing their assigned tasks, but gain no benefit from doing so.

If any of the PCs in party have not played through *The Sundered Path*, you should impart upon them the following mission objectives on behalf of the Pathfinder Society's Master of Spells, Aram Zey. Feel free to encourage players who have already played *The Sundered Path* to help brief their new allies on their mission objectives, but attempt to avoid any spoilers for the first chapter of the Rats of Round Mountain arc, as some PCs may still wish to play both parts, even if the must play the parts out of order.

The Aspis Consortium has found a way into the Pathfinder Society's private adventuring demiplane—the Hao Jin Tapestry, prize of the Ruby Phoenix Tournament in Goka. What was supposed to be an isolated realm full of some of the greatest wonders and mysteries in the history of Golarion is now a battleground between the Pathfinder Society and Aspis Consortium agents. We have discovered that a delegation of Aspis Consortium diplomats is currently meeting with the leadership of the influential and powerful ratfolk who live in the Pagoda of the Rat, which lies in the hollow center of what inhabitants of the tapestry call Round Mountain. These negotiations must not result in an alliance between the ratfolk and the Aspis Consortium.

Once all players understand the primary mission—whether newly assigned the task or as a reminder after their previous adventure, read the following to get the adventure underway.

With the Sundered Path traversed, all that remains is the stronghold of the ratfolk. At the end of the path stands the Pagoda of the Rat, hewn from the stone of Round Mountain. Eaves sweep upward into points between each of the tower's seven tiers, and the top of the pagoda tapers into a graceful spire. At the center of each floor, a round window gazes blindly at the barren expanse of Round Mountain's vast central chamber. Unassuming steps lead up the pagoda's base to a set of bronze doors.



**Master of Spells
Aram Zey**

PAGODA OF THE RAT

Inside and out, close-fit quarried stone forms the walls of the Pagoda of the Rat. The ceilings rise 15 feet above the floor. Both interior and exterior walls are hewn stone (*Pathfinder RPG Core Rulebook* 411). Each interior door is divided horizontally; the lower portion is sized to admit ratfolk, or both halves can open to allow larger creatures to pass. Simple locks (Disable Device DC 20) secure the top half of each door. A Medium creature can squirm through the lower half of a door using the rules for squeezing. Large creatures only fit through with a successful DC 30 Escape Artist check to squeeze through

a tight space.

The ratfolk rely primarily on darkvision and leave most rooms in the Pagoda of the Rat unlit. Braziers light a few rooms, providing normal light, and the third, fourth, and fifth floors have dim lighting from the many small light sources in the ratfolk dwellings. Exceptions to these lighting conditions are noted in specific encounter areas.

A 10-foot wide central pillar helps support the pagoda's structure. A spiral staircase circles this column, with steps sized for Small creatures. Medium and Large creatures can still navigate its steps, but they treat it as difficult terrain. Bringing a Medium or Large animal up or down the stairs requires either the Heel trick or pushing the animal to do something it wouldn't normally do with the Handle Animal skill.

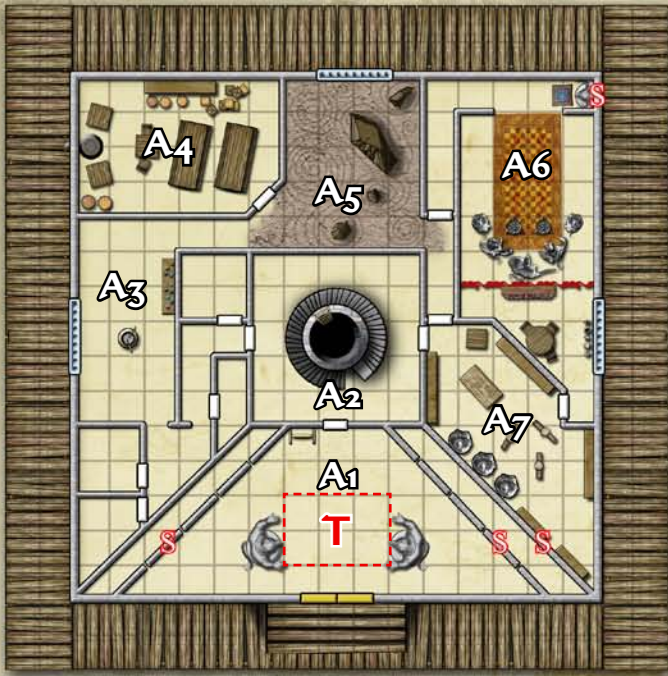
Inside the pillar is a hollow interior and a ladder leading from the top floor to a chamber beneath the pagoda. A PC can discover the hollow interior and hidden passage with a successful DC 25 Knowledge (engineering) or DC 30 Perception check. Entering this passage requires either locating the secret door on the seventh floor or smashing a hole through the pillar. See page 19 for more information.

A 10-foot-diameter window opens onto the center of each wall on each floor, except the southern wall of the

Pagoda of the Rat

1 square = 5 feet

LEVEL 1



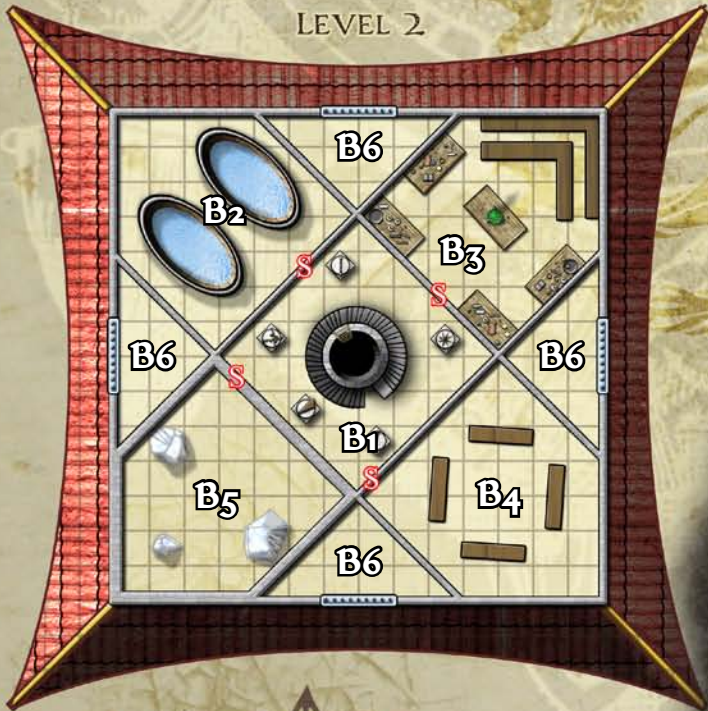
LEVEL 6



LEVEL 7



LEVEL 2



SANCTUM

first floor, where great bronze doors stand instead. Stout iron bars (hardness 10, hp 40, Break DC 26) keep creatures out. A Diminutive creature can fit between the bars easily and Tiny creatures can squeeze through; Small creatures can only get through with a successful DC 30 Escape Artist check made to squeeze through tight spaces.

Rats, both normal and dire, infest the Pagoda of the Rat. The ratfolk view them somewhere between pets and nuisances. The PCs should catch glimpses of brown fur and tails throughout the pagoda as the rats flee the approach of strangers.

A1. Guard Post (CR 8 or CR 11)

Ornate bronze doors lead into an entrance hall. On either side, a pair of ten-foot-tall ratfolk statues beckon toward the north wall. There, a fresco depicts a female ratfolk stooped by age with dozens of smaller ratfolk huddled around her. Between her ankles stands a human-sized door, with a smaller door sized for ratfolk set within it. A frame holding an iron gong stands to the side of the nested doors. Beyond the columns, arrow slits pierce both side walls. Well-worn tiles of gold-veined white marble line the floor.

The arrow slits, sized for Small creatures to fire through, provide improved cover to those behind them. Sliding panels in the walls provide access to narrow passages behind each arrow slit. Locating these panels requires a DC 18 Perception check. Inside the east passage is another concealed door to area A7 which is slightly better hidden (Perception DC 20). The secret doors and passages are sized for ratfolk. Small creatures can move through them without penalty but larger creatures must squeeze.

The two statues depict the same ratfolk, but as mirror images of each other. The painting depicts Lao Shu Po, the Tian goddess of night, rats, and thieves known as Old Rat Woman, represented here as an elderly ratfolk rather than a human. A PC can identify her with a successful DC 25 Knowledge (religion) check.

Creatures: A pair of ratfolk guards stand at attention on either side of the northern door. They've been warned by the Aspis Consortium envoys to be on alert for hostile intruders, and quickly strike the gong or use a *screaming bolt* to raise the alarm unless the PCs present them with the letter of passage from the guard tower commander in the previous scenario. Should they ring the gong, doing so also activates the flaming pit trap in the center of the room (see below).

Suspicious of forgeries or other deceptions, the ratfolk guards question the PCs about how they came to possess the letter, asking whether the tower guard "made them fight his minotaur guardian" before giving them the letter. This question is as much a trick as it is an inquiry

into the veracity of the PCs' letter, as the tower guards have no minotaur working with them to protect the entrance to the Sundered Path. If the PCs convince the ratfolk guards that they are indeed peaceful, the guards grant them entry to the pagoda, and give the Pathfinders the following warning.

"You may enter as friends of the Rats of Round Mountain, but heed our warning. Not all within will honor this letter. The guards beyond the Sundered Path have long been stationed away from the rest of us within the pagoda, and they don't know of the growing division among our people. There is dissension between those loyal to the Undying Empress and those who wish to be free of her rule. We are among the latter, but any within who disagree with us are likely to ignore this letter and the message of peace that it represents. Best of luck, Pathfinders."

If the PCs further question the guards about the growing schism among the Rats of Round Mountain, they describe a tyrannical rule by an exceptionally large ratfolk "witch" who uses powerful magic to maintain dominance—the so-called Undying Empress, who has ruled the ratfolk enclave of Round Mountain for generations. She rarely shows herself to her subjects, the guards say, instead using go-betweens to deliver edicts from her lair in the top floor of the Pagoda of the Rat.

Behind the eastern arrow slits lurks an aged ratfolk wizard named Shenru, who walks with a permanent stoop but remains nimble despite his age. White hairs spot his brown fur, and he smells faintly of brimstone from his long hours in the alchemical lab. While he is ostensibly on duty to serve as an additional guard, Shenru is also keeping watch on his fellow ratfolk, who he believes to be members of the insurrectionist faction within the pagoda. Staunchly loyal to the Undying Empress, Shenru exits the secret position into area A7 and alerts the ratfolk in area A6 of impending intruders should the PCs peacefully deal with the pagoda guards here. If the PCs instead fight the guards, Shenru fights alongside the guards to defend the pagoda. The arrow slit gives the enchanter improved cover (*Core Rulebook* 196), including a +10 bonus on Stealth checks.

In Subtier 10–11, four more ratfolk guard the room, standing in pairs next to each statue, but not over the flaming pit trap.

Subtier 7–8 (CR 8)

PAGODA GUARDS (2)

CR 4

 Ratfolk fighter 4/rogue 1 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

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

hp 39 each (5 HD; 4d10+1d8+9)

Fort +5, Ref +7, Will +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk rapier +11 (1d4+3/18–20)

Ranged mwk light crossbow +10 (1d6/19–20)

Special Attacks sneak attack +1d6, swarming

TACTICS

Before Combat If the pagoda guards hear the PCs' approach, they drink their *potions of bull's strength*.

During Combat As quickly as possible, one guard fires a *screaming bolt* to alert her compatriots within the pagoda. The guards otherwise keep their distance initially in order to use their special bolts and alchemical items.

Morale When reduced to 10 or fewer hit points, the pagoda guards flee and seek our reinforcements.

STATISTICS

Str 12, Dex 18, Con 12, Int 12, Wis 13, Cha 8

Base Atk +4; CMB +4; CMD 18

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Climb +7, Craft (alchemy) +3, Handle Animal +5 (+9 to influence rodents), Knowledge (dungeoneering) +5, Perception +11, Sense Motive +5, Stealth +16, Survival +6, Use Magic Device +5; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Tian

SQ armor training 1, trapfinding +1

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, +1 *dwarf bane bolt*, +1 *human bane bolt*, *screaming bolt*, alchemist's fire (2), tanglefoot bag; **Other Gear** masterwork chain shirt, masterwork buckler, masterwork light crossbow with 20 bolts, masterwork rapier

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

SHENRU

CR 4

Male ratfolk enchanter 5 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)

hp 30 (5d6+10)

Fort +5, Ref +4, Will +6

OFFENSE

Speed 20 ft.

Melee mwk dagger +3 (1d3–1/19–20)

Special Attacks swarming

Arcane School Spell-Like Abilities (CL 5th; concentration +9) 7/day—dazing touch

Enchanter Spells Prepared (CL 5th; concentration +9)

3rd—*fireball* (DC 17), *suggestion* (2, DC 18)

2nd—*hideous laughter* (DC 17), *mirror image*, *see invisibility*, *web* (DC 16)

1st—*charm person* (DC 16), *grease*, *mage armor*, *magic missile* (2) 0 (at will)—*daze* (DC 15), *detect magic*, *detect poison*, *ray of frost*

Opposition Schools Necromancy, Transmutation

TACTICS

Before Combat Shenru casts *mage armor* at the start of each shift of guard duty.

During Combat The enchanter opens combat with an area attack such as *fireball* or *web*, then alternates between enchantments and damaging spells. A favorite *suggestion* is “Grab that person and restrain him; he’s been charmed.” If attacked by weapons, Shenru casts *mirror image* to increase his survivability.

Morale If reduced to 10 or fewer hit points, Shenru surrenders or flees.

Base Statistics Without the benefit of his *mage armor*, Shenru has AC 13, flat-footed 11.

STATISTICS

Str 8, Dex 15, Con 12, Int 18, Wis 8, Cha 14

Base Atk +2; CMB +0; CMD 12

Feats Empower Spell, Great Fortitude, Iron Will, Scribe Scroll, Spell Focus (enchantment)

Skills Craft (alchemy) +14, Knowledge (arcana) +12, Knowledge (history) +8, Perception +6, Spellcraft +12, Stealth +10, Use Magic Device +9; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Aklo, Common, Dwarven, Tien, Undercommon

SQ arcane bond (dagger), enchanting smile

Combat Gear *potion of cure moderate wounds*, *scroll of resist energy* (CL 7th), *scroll of scorching ray* (CL 7th), *wand of magic missile* (CL 5th, 15 charges); **Other Gear** masterwork dagger, *cloak of resistance* +1, spell component pouch, spellbook (contains all prepared spells as well as *comprehend languages*, *shield*, *sleep*, and *true strike*)

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Subtier 10–11 (CR 11)

PAGODA GUARDS (6) CR 4

hp 39 each (use the stats from Subtier 7–8)

SHENRU CR 8

Male ratfolk enchanter 9 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)

hp 61 (9d6+27)

Fort +7, **Ref** +7, **Will** +8

OFFENSE

Speed 20 ft.

Melee mwk dagger +5 (1d3–1/19–20)

Special Attacks aura of despair (9 rounds/day), swarming

Arcane School Spell-Like Abilities (CL 9th; concentration +14)
8/day—dazing touch

Enchanter Spells Prepared (CL 9th; concentration +14)

5th—*dominate person* (DC 22), *feeblemind* (DC 22),
empowered *lightning bolt* (DC 18)

4th—*black tentacles*, *confusion* (DC 21), *greater invisibility*,
empowered *scorching ray*

3rd—*dispel magic*, *fireball* (DC 18), *heroism*, *hold person*
(DC 20), *suggestion* (DC 20)

2nd—*glitterdust* (DC 17), *hideous laughter* (DC 19), *mirror*
image, *see invisibility*, *touch of idiocy*, *web* (DC 17)

1st—*charm person* (DC 18), *grease*, *mage armor*, *magic*
missile (2), *shield*, *true strike*

o (at will)—*daze* (DC 17), *detect magic*, *detect poison*, *ray*
of frost

Opposition Schools Necromancy, Transmutation

TACTICS

Before Combat Shenru casts *mage armor* at the start of each shift of guard duty. If he has a chance before an unavoidable combat, he casts *shield* and *heroism* (neither of which is represented in his statistics).

During Combat The enchanter opens combat with an area attack such as *black tentacles*, empowered *lightning bolt*, or *fireball*, then alternates between enchantments and damaging spells against soft targets. A favorite *suggestion* or command for a dominated opponent is “Grab that person and restrain him; he’s been charmed.” If Shenru is attacked by weapons, he casts *mirror image* to increase his chances of survival.

Morale If reduced to 15 or fewer hit points, Shenru surrenders or flees.

BASE STATISTICS WITHOUT THE BENEFIT OF MAGE ARMOR, SHENRU

HAS AC 14, FLAT-FOOTED 11. STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 20, **Wis** 8, **Cha** 14

Base Atk +4; **CMB** +2; **CMD** 15

Feats Empower Spell, Great Fortitude, Greater Spell Focus

(enchantment), Iron Will, Scribe Scroll, Spell Focus

(enchantment), Toughness

Skills Craft (alchemy) +19, Knowledge (arcana) +17, Knowledge (history) +17, Perception +10, Spellcraft +17, Stealth +16, Use Magic Device +13; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Aklo, Common, Dwarven, Terran, Tien, Undercommon
SQ arcane bond (dagger), enchanting smile

Combat Gear *potion of cure serious wounds*, *scroll of resist energy* (CL 7th), *scroll of scorching ray* (CL 7th), *wand of magic missile* (CL 5th, 15 charges); **Other Gear** masterwork dagger, *cloak of resistance* +1, *headband of vast intelligence* +2, spell component pouch, spellbook (contains all prepared spells as well as *comprehend languages*, *rainbow pattern*, and *sleep*)

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes’ detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Trap: A concealed pit trap lies in the center of the room. The trap is not active unless the gong next to the door is rung, raising the alarm. When triggered, several inches of oil at the bottom of the pit ignite and burn for 3 rounds.

FLAMING PIT TRAP CR 4

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 20 avoids; oil ignites at the bottom of the pit, dealing 2d6 points of fire damage to creatures at the bottom of the pit each round for 3 rounds; multiple targets (all targets in a 10-ft.-by-15-ft. area)

Development: If the guards here raise the alarm or Shenru departs to warn his allies, the ratfolk in area A6 move quickly to area A2 to defend the central pillar and the access it provides to the pagoda’s upper floors from incursion. If Shenru warned them, he travels with them on their patrol.

Rewards: If the PCs defeat the guards or negotiate their way past the ratfolk, reward each subtier thusly:

Subtier 7–8:

Give each PC 679 gp.

Subtier 10–11:

Give each PC 1,838 gp.

A2. Pillar Chamber (CR varies)

A ten-foot-diameter pillar fills the center of this square chamber, with the narrow steps of a spiral stair rising up its sides. Murals of the raising of the Pagoda of the Rat dominate the walls. Doors stand in the center of three of the four murals. In the scene on the northern wall, the pagoda stands nearly finished as a majestic ratfolk female—a giant among her kind—looks on approvingly, her hands folded behind her back in a regal pose.

Closer examination of the northern painting and a successful DC 25 Perception check or DC 20 Craft (painting) check reveal that the large ratfolk was added long after the mural was finished.

Creatures: If they are alerted to the PCs' approach by either the pagoda guards' alarm or Shenru's warning, the ratfolk in area A6 move here and prepare for the PCs' incursion into the pagoda, knowing the PCs can only reach

the upper levels through this chamber. The pagoda guards and servants of Lao Shu Po surround the spiral stairwell to prevent the PCs from ascending, while Shenru, if he joins them, positions himself near the north wall where he is farthest from the room's three doorways.

A3. Eastern Hall

A round window fit with closely spaced bars opens into the dark caverns beyond. Opposite the window, smoke curls up from two sticks of burning incense thrust into a pot of sand. A nearby shelf holds jars of incense.

The incense holds no significant value. Each of the rooms off this hall holds supplies of little worth, mainly preserved food and clothing.

A4. Kitchen

A battered stove, a few tables, and benches mark this as a kitchen and dining area. Grease and grime coat every surface.

A PC who succeeds at a DC 15 Perception check turns up a well-crafted pair of kitchen knives wrapped in oilcloth. A successful DC 15 Craft (weapons) check reveals they were forged using an unusual technique.

Treasure: The kitchen's knives were forged with a steel alloy and techniques not seen for centuries. The set can be sold for 100 gp.

Mission Notes: Qadira faction PCs should be interested in the unusual kitchen knives located here; retrieving them earns members of the faction 1 Prestige Point.

Rewards: If the PCs obtain the set of knives, give each PC 16 gp.

A5. Rock Garden

Sand and a scattering of large rocks cover the floor of this hallway. The sand has been carefully raked and shaped into intricate patterns and whorls. The dark, echoing caverns of Round Mountain lie outside a circular window fit with closely spaced bars.

Except in times of emergency—such as when they are alerted to the PCs' unwelcome incursion into the pagoda—any ratfolk passing through this serene room take care to use the rakes located near both halls to erase their steps and restore the harmony of the rock garden. Whenever possible, they opt to bypass the room entirely by crossing the pagoda through area A2 instead.



Servant of
Lao Shu Po

A6. Shrine of Lao Shu Po (CR 10 or CR 13)

A fine carpet leads to an assembly of five statues that dominate this temple. The largest depicts a withered ratfolk woman, stooped with age yet radiating power. To her right stand two smaller statues of female ratfolk, and to her left are two statues of ratfolk males. All gaze toward the entrance to the temple in its northern wall. In front of the statues, two braziers light the room. A curtain cordons off the back of the temple. In an alcove outside the temple stands a small statue obviously depicting the same ratfolk woman portrayed by the central statue; before this statue lies a well-worn prayer mat.

The lesser statues depict revered leaders of the ratfolk, though they cannot easily be identified as such. The large statue and the smaller one in the alcove to the north of the shrine both depict Lao Shu Po, the Old Rat Woman, but as a ratfolk rather than a human. A DC 20 Knowledge (religion) check identifies the goddess. Behind the curtain can be found a long bookshelf filled with religious writings on Lao Shu Po, pottery jars holding oil for the braziers, and a round table with three chairs. Also in the bookshelf is a curious sculpture of a six-legged rat.

Hidden in the statue alcove in the pagoda's northeast corner is a secret door leading out to the cavern beyond, a postern gate to allow the ratfolk an exit in times of emergency. It can be discovered from either side with a successful DC 25 Perception check. As the door has not been used in many years, there are no tracks betraying its location.

Creatures: Five faithful servants of Lao Shu Po—all loyal to the Undying Empress—worship at this shrine. If the guards in area **A1** raised the alarm or Shenru warned them of the PCs' approach, they gather their weapons and move quickly to area **A2** to defend the pagoda.

Should the PCs attempt to negotiate with the ratfolk here by showing them their letter from the guard captain in the previous scenario, the leader of these servants of Lao Shu Po takes the letter, reads it slowly while his soldiers prepare to strike, then dramatically rips the letter up, declaring it a forgery and an insult to the Undying Empress.

If Shenru warned these guards of the PCs' approach, he can be found here as well, fighting alongside them.

Subtier 7–8 (CR 10)

PAGODA GUARDS (4) CR 4
hp 39 each (use the stats on page 7)

SERVANT OF LAO SHU PO CR 8
Female ratfolk inquisitor of Lao Shu Po 9 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 size)

hp 80 (9d8+36)

Fort +9, **Ref** +7, **Will** +10

OFFENSE

Speed 20 ft.

Melee mwk spear +10/+5 (1d6+3/x3)

Ranged mwk dagger +10 (1d3+2/19–20)

Special Attacks bane (9 rounds/day), swarming

Inquisitor Spell-Like Abilities (CL 9th; concentration +11)

5/day—touch of darkness (4 rounds)

At will—*detect alignment*

9 rounds/day—*discern lies*

Inquisitor Spells Known (CL 9th; concentration +8)

3rd (3/day)—*deeper darkness*, *heroism*, *prayer*, *ward the faithful*^{APG}

2nd (5/day)—*confess*^{APG} (DC 14), *cure moderate wounds* (DC 14), *flames of the faithful*^{APG} (DC 14), *silence* (DC 14)

1st (6/day)—*bles*, *divine favor*, *expeditious retreat*, *shield of faith*, *wrath*^{APG}

0 (at will)—*brand*^{APG} (DC 12), *detect magic*, *detect poison*, *guidance*, *read magic*, *sift*^{APG}

Domain Darkness

TACTICS

Before Combat If she has time to prepare for combat, the inquisitor drinks her *potion of barkskin*, casts *heroism*, and reads a *scroll of false life* (Use Magic Device DC 22). Then she casts *deeper darkness* on a pebble and puts it in her pocket to mask the effect.

During Combat At the start of combat, the servant of Lao Shu Po activates her justice and protection judgments as a swift action, and then pulls the pebble out of her pocket and drops it, relying on her eyes of darkness domain power to see through the dark. She withdraws as her special vision expires, attacking her foes as they leave the area of magical darkness. The servant of Lao Shu Po prefers to attack lightly-armored targets and makes heavy use of her bane special attack.

Morale Dedicated to her goddess and the Undying Empress, the servant of Lao Shu Po fights to the death.

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 20

Feats Dodge, Iron Will, Lightning Reflexes, Lookout^{APG}, Outflank^{APG}, Power Attack, Precise Strike^{APG}, Skill Focus (Stealth)

Skills Bluff +11, Craft (alchemy) +3, Intimidate +15, Knowledge (religion) +5, Perception +16, Sense Motive +18, Spellcraft +11, Stealth +20, Survival +6, Use Magic Device +10; **Racial**

Modifiers +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Tien

SQ cunning initiative^{APG}, eyes of darkness (4 rounds/day), judgment (2, 3/day), monster lore^{APG} +2, solo tactics, stern gaze^{APG}, track^{APG} +4

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, *scrolls of false life* (2); **Other Gear** masterwork chain shirt, masterwork dagger, masterwork spear, *belt of mighty constitution* +2, spell component pouch, silver holy symbol of Lao Shu Po

SPECIAL ABILITIES

Bane (Su) The inquisitor can imbue one weapon she holds with the *bane* weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. The 9 rounds per day this ability may be used need not be consecutive.

Judgment (Su) Three times per day, the inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment she made. When pronouncing judgment, the inquisitor can choose two judgments simultaneously, expending only a single use of the power. The inquisitor must participate in the combat to gain these bonuses. If the inquisitor is either frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again.

Justice: This judgment spurs the inquisitor to seek justice, granting a +2 sacred bonus on all attack rolls.

Protection: This judgment surrounds the inquisitor with a protective aura, granting a +2 sacred bonus to her Armor Class.

Solo Tactics (Ex) All of the inquisitor's allies are treated as if they possessed the same teamwork feats as the inquisitor for the purpose of determining whether the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

^{APG} See the *Advanced Player's Guide*.

Subtier 10–11 (CR 13)

SERVANTS OF LAO SHU PO (5)

CR 8

hp 80 each (use the stats from Subtier 7–8)

TACTICS

During Combat In addition to the tactics presented in Subtier 7–8, the inquisitors take advantage of their teamwork feats whenever possible, and vary their spell use to stack spell effects.

Mission Notes: Taldor faction PCs may be interested in the sculpture of the six-legged rat found behind the shrine's curtain. They can bless the sculpture before the statue of the Old Rat Woman in the alcove by saying a simple prayer. Bringing the blessed icon back to Lady Gloriana Morilla on the Material Plane earns Taldor faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the ratfolk, reward each subtier thusly:

Subtier 7–8:

Give each PC 1,244 gp.

Subtier 10–11:

Give each PC 2,285 gp.

A7. Armory

The racks and shelves of this armory stand mostly bare. A trio of battered training dummies occupies the center of room, resembling a band of bald dwarves dressed in scraps of chainmail.

The secret door (a pivoting section of rock) on the southwestern wall can be located with a successful DC 20 Perception check. The door is sized for ratfolk, and must be squeezed through by larger creatures. What weapons and armor remain in the armory are worn out, damaged, or corroded, and have no value.

B1. Wood Chamber

A 10-foot-wide diameter pillar circled by a narrow staircase rises at the center of this room. Pedestals scattered around the room hold bits of ancient wood and the desiccated remains of plants and vegetables native to Tian Xia. Each of the four walls depicts a different scene from the surface world. To the northwest, ratfolk bask at a lush desert oasis, with others standing guard or waiting in queues for their turn to bathe. To the northeast, the sun sets over towering mountains, setting the sky aflame. Seemingly endless legions of ratfolk armies muster to the southeast, and in the southwest, ratfolk lay the foundations of a grand fortress. The fortress painting appears to have been intended to conceal a door, but the hidden portal stands ajar.

Each mural contains a secret door that can be located with a successful DC 20 Perception check. The northwest door is hidden in the painting of a date palm. A pass between two mountains hides the northeast door. The southeast and southwest doors are hidden by the palanquin of a ratfolk general and a heap of quarried stone, respectively, with the southwestern door standing open as a lure to lead intruders into peril. All of the doors are sized for ratfolk; larger creatures must squeeze through them.

This chamber honors the element of wood and the ratfolk's lost goal of conquering the surface world of Tian Xia. Its few pitiful trophies (all relics from the surface of Golarion rather than other realms of the *Hao Jin Tapestry*) have no value.

B2. Water Chamber

Two ornately sculpted basins brimming with water occupy this chamber. Murals depicting lakes, oceans, rivers, and oases decorate the walls. A jumble of buckets and carrying yokes lie in one corner.

Acolytes of Lao Shu Po attend to this chamber once per week, filling the basins with at-will *create water* spells.

B3. Fire Chamber

This chamber bears depictions of rising flames on the northwest and southeast walls, paintings of a glorious dawn to the north and east, and a darkening sunset to the southwest. A dizzying array of alchemical equipment clutters the room: beakers, flasks, alembics, retorts, and racks and shelves brimming with reagents. On a central table, a green flame burns in a steel brazier. Bundles of dried herbs surround it.

The oil in the brazier burns for up to 6 hours after the PCs enter. Clay jars beneath the table hold enough oil for several more days. Though treated to burn with a green flame, the oil has little value. PCs searching the brazier's table who succeed at a DC 18 Perception check find a cache of notes on alchemical processes buried beneath the dried herbs strewn across its surface.

Treasure: The alchemical equipment includes 7 flasks of acid, 12 flasks of alchemist's fire, 10 vials of antitoxin, and a thunderstone.

Mission Notes: Lantern Lodge faction PCs find the formulae their faction desires among in the alchemical notes; these formulae may be copied with a DC 15 Craft (alchemy) or Linguistics check, or simply collected and returned to Amara Li. Retrieval of the formulae or accurate copies of them earns Lantern Lodge faction PCs 1 Prestige Point.

OPTIONAL ENCOUNTER

The encounter in area **B5** deliberately takes place in unusually cramped conditions, with the PCs potentially off-balance. As an optional encounter, it can be dispensed with entirely if time runs short or if the GM doesn't want the added complications of a close-quarters brawl. The listed treasure can still be found even if the encounter is skipped. In this case the scimitar merely presents a mystery.

Rewards: If the PCs collect the alchemical equipment in the laboratory, give each PC 70 gp.

B4. Metal Chamber

This room is part armory and part shrine, and several racks of well-oiled weapons take center stage. Each wall features a painting of a martial scene, some on the surface, some in the Darklands, and one of well-disciplined troops drilling in front of the Pagoda of the Rat. A tall, well-dressed figure reviews the troops in the latter painting.

The art depicts the same female ratfolk as the painting in area **A2**. Like that painting, close examination and a successful DC 25 Perception check or DC 20 Craft (painting) check reveal she was added long after the mural was first finished. A PC who succeeds at a DC 30 Perception check while examining the figure notices that the large ratfolk woman's hand seems to curve backward around the golden scepter she holds. A DC 25 Knowledge (planes) check can identify such a feature as characteristic of rakshasas—a hint at Durriya's true nature.

Treasure: The mix of ratfolk weapons and trophies from battle that line the racks include a masterwork dwarven waraxe, a masterwork cold iron spiked chain, a masterwork silver heavy pick, 2 Small masterwork rapiers, and a Small masterwork greatsword.

Rewards: If the PCs claim the weapons in this chamber, give each PC 172 gp.

B5. Earth Chamber (CR 9 or CR 12)

Granite blocks polished mirror-smooth make up the walls of this chamber. Dozens of niches pocket the wall; a few are empty, but most hold samples of rocks and minerals. A few display gems or precious stones. Along the walls, three opaque crystal monoliths stretch nearly to the ceiling.

A successful DC 15 Perception check made while examining the room reveals a Medium falchion half-pulled from its scabbard lying behind the monolith in the southwestern corner. The Aspis Consortium contingent laid the blade as a trap, expecting—likely correctly—that

any Pathfinders following them would notice the open door to the room, peer inside, and investigate. A successful DC 21 Survival check to find tracks reveals that some days ago, two barefoot ratfolk and a Medium humanoid in boots entered the room and walked over to where the sword lies. Note that following the tracks takes the tracker far enough into the room to alert its guardians.

Creatures: Several creatures native to the Plane of Earth hide within the monoliths, bound as guardians to this chamber. In Subtier 7–8, the guardians take the form of a pair of earth elementals and a xorn, while a pair of xorns and a carnivorous crystal are present in Subtier 10–11. The elementals squeeze to keep their Large bodies entirely within the crystals. If any creature disturbs the contents of the room or crosses to the far side from the door, they emerge from the stone and attack. Ratfolk entering the room warn of friendly visitors with a series of taps (4 long, 1 short, and 2 long). All the ratfolk encountered outside the warrens know the proper sequence.

Subtier 7–8 (CR 9)

LARGE EARTH ELEMENTALS (2) CR 5
hp 68 each (*Pathfinder RPG Bestiary* 122)

ADVANCED XORN CR 8
Pathfinder RPG Bestiary 284, 294

N Medium outsider (earth, extraplanar)
Init +2; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +16

DEFENSE

AC 25, touch 12, flat-footed 23 (+2 Dex, +13 natural)
hp 80 (7d10+42)
Fort +10, **Ref** +4, **Will** +7

DR 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide
Melee bite +12 (4d6+5), 3 claws +12 (1d4+5)

STATISTICS

Str 21, **Dex** 14, **Con** 21, **Int** 14, **Wis** 15, **Cha** 14
Base Atk +7; **CMB** +12; **CMD** 24 (26 vs. trip)
Feats Cleave, Improved Bull Rush, Power Attack, Toughness
Skills Appraise +12, Intimidate +12, Knowledge (dungeoneering) +12, Knowledge (planes) +12, Perception +16, Sense Motive +12, Stealth +12, Survival +12; **Racial Modifiers** +4 Perception
Languages Common, Terran, Tien, Undercommon

SPECIAL ABILITIES

All-Around Vision (Ex) A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

Earth Glide (Ex) A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water.

Its burrowing leaves no sign of its passage or hint of its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

Subtier 10–11 (CR 12)

CARNIVOROUS CRYSTAL CR 11

Pathfinder RPG Bestiary 3 45

N Medium ooze (earth, extraplanar)

Init –5; **Senses** blindsight 120 ft.; **Perception** –5

Aura subsonic hum (60 ft., DC 22)

DEFENSE

AC 17, touch 5, flat-footed 17 (–5 Dex, +12 natural)

hp 136 (16d8+64)

Fort +9, **Ref** +0, **Will** +0

DR 10/—; **Immune** cold, electricity, ooze traits; **Resist** fire 20

Weaknesses brittle, vulnerable to sonic

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +18 (7d8+9/18–20 plus entrap)

Special Attacks crystallize, entrap (DC 22, 1d10 rounds, hardness 10, hp 10), razor sharp

STATISTICS

Str 22, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 23 (can't be tripped)

Skills Climb +14, Stealth +0 (+5 in rocky environs); **Racial**

Modifiers +5 stealth (+10 in rocky environs)

SQ freeze, split (critical hit from a bludgeoning or sonic attack, 15 hp)

SPECIAL ABILITIES

Brittle (Ex) Bludgeoning and sonic attacks can deal critical hits to a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack itself causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

Crystallize (Ex) A creature entrapped by a carnivorous crystal's attack must succeed at a DC 22 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains. The save DC is Constitution-based.

Razor Sharp (Ex) A carnivorous crystal's slam attack deals devastating piercing and slashing damage, and threatens a critical hit on a roll of 18, 19, or 20.

Subsonic Hum (Su) An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 22 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's

subsonic hum for 24 hours. This is a sonic mind-affecting effect. The save DC is Constitution-based.

ADVANCED XORNS (2)**CR 8**

hp 80 each (use the stats from Subtier 7–8)

Treasure: Gems and semi-precious stones worth 1,350 gp can be retrieved from the niches. The sword is a masterwork falchion in the Qadiran style, a trophy claimed by one of the Aspis Consortium emissaries from a Qadiran expatriate serving in the Andoran Eagle Knights.

Mission Notes: Andoran faction PCs may recognize the falchion as belonging to Fareed with a successful DC 20 Knowledge (local) check, though it provides no evidence of his fate. They must interrogate the Aspis Consortium envoys in area H1 to complete their faction mission.

Osirion faction PCs find a piece of meteoric nickel in one of the niches with a successful DC 15 Perception check—recovering the meteorite earns members of the faction 1 Prestige Point.

Rewards: If the PCs retrieve the gems, give each PC 256 gp.

B6. Window Niches

Each of these triangular chambers has no exit save for a 10-foot-diameter window guarded by close-set bars. They are purely decorative.

C. Third Floor Warrens

A great sprawl of makeshift tents and ramshackle stone huts fill this square chamber, some homes built right on top of others. The air is thick with smoke and the miasma of urban life. In the center of each wall, a round barred window opens out onto Round Mountain. A spiral staircase circling a central pillar leads to the upper and lower levels of the pagoda.

The third tier of the pagoda measures 65 feet by 65 feet with a 10-foot diameter pillar in the center. A teeming ratfolk warren fills every available foot outside the stairs, and the entire level constitutes difficult terrain. The guards and clergy below make their homes on this level.

Creatures: Approximately 120 noncombat ratfolk adults and children inhabit this floor, making their homes here instead of the more dangerous (though more roomy) warrens in the caverns of Round Mountain. They draw away in fear from intruders, and do not engage in combat under any circumstances, though attacks on them may draw ratfolk combatants from other levels of the pagoda. If statistics for a noncombatant are needed, use a ratfolk expert (*Pathfinder RPG Bestiary* 3 231).

Mission Notes: Silver Crusade faction PCs can preach to the ratfolk here. Keeping an audience long enough

to spread word of good-aligned deities or virtuous deeds requires 10 minutes and success at either a DC 20 Diplomacy check or a DC 15 Perform (oratory) check. Each Silver Crusade faction PC may attempt this once in each of areas C–E. A successful attempt earns members of the faction 1 Prestige Point.

D. Fourth Floor Warrens

This chamber is similar to the third pagoda level (area C), except it measures 60 feet by 60 feet and is home to 100 ratfolk noncombatants.

E. Fifth Floor Warrens

This chamber is similar to the third pagoda level (area C), except it measures 55 feet by 55 feet and is home to 85 ratfolk noncombatants.

F1. Chamber of the Starknife (CR 8 or CR 11)

A statue occupies each arm of a great chamber shaped like a four-pointed star. In the center passes a pillar encircled by a spiral stair. The statue of an angry Tian woman stands to the north, her arms extended as though weaving a spell. To the east, a jackal-headed humanoid with a scarred belly raises her arms, one holding a sacrificial knife. In the south, an elderly ratfolk woman looks on sternly. The western alcove contains a butterfly-winged elven woman bearing a gracious expression. Beyond each statue a round barred window can be glimpsed.

The 12-foot-tall statues represent Hao Jin, Lamashtu, Lao Shu Po in her ratfolk aspect, and Desna. PCs must succeed at a DC 30 Knowledge (history) check to identify Hao Jin, a DC 10 Knowledge (religion) check to identify Lamashtu or Desna, and a DC 20 Knowledge (religion) check to identify La Shu Po. Worshippers of Desna or those who succeed at a DC 15 Knowledge (religion) check recognize that the chamber's shape matches a starknife, the goddess's sacred weapon.

Each of the four walls hides a cunningly disguised secret door (Perception DC 25 to find). The statue of Hao Jin hides their operating mechanism within its hollow interior. From a compartment inside, a Small creature can see through holes in the statue's eyes and pull levers to operate the doors. Opening or closing a single door requires a move action. The statue itself is accessed through a secret entrance on the back of its left leg, which can be found with a successful DC 22 Perception check. Someone who climbs the statue's exterior or who can otherwise reach its head can operate the levers but only if the statue's head is smashed open first (hardness 8, hp 40, Break DC 20).

Creatures: A single ratfolk hides in the statue's head. She has improved cover in her hiding place (*Core Rulebook* 196), giving her a +10 bonus on Stealth checks among other benefits. When intruders either move into the room or ascend halfway up the stairs to the next tier of the pagoda, she releases the chamber's guardian monsters. In Subtier 7–8, the southwestern cell holds a single destrachan—a hunched reptilian beast with an eyeless head dominated by a huge, circular mouth filled with sharp teeth. In Subtier 10–11, the southwest and northeast cells both hold advanced destrachans. The ratfolk captured these strange creatures in the hinterlands of Round Mountain for use as shock troops in their armies. They maintain control despite the destrachans' intelligence through a combination of magical brainwashing and ruthless

conditioning. After years of captivity, the destrachans view the ratfolk more as beloved masters than as hated captors.

Subtier 7–8 (CR 8)

PAGODA GUARD CR 4
hp 39 (see page 7)

DESTRACHAN CR 8

Pathfinder RPG Bestiary 2 83

NE Large aberration

Init +5; **Senses** blindsight 100 ft.; Perception +27

DEFENSE

AC 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, –1 size)

hp 90 (12d8+36)

Fort +9, **Ref** +7, **Will** +12

Defensive Abilities protection from sonics; **Immune** gaze attacks, visual effects, illusions, and attacks relying on sight; **Resist** sonic 30

OFFENSE

Speed 30 ft.

Melee bite +12 (2d6+4), 2 claws +12 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks destructive harmonics

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 13, **Wis** 18, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 26

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills Climb +19, Perception +27, Sense Motive

+16, Stealth +12, Survival +19; **Racial Modifiers** +8

Perception (hearing only)

Languages Common (cannot speak)

SPECIAL ABILITIES

Destructive Harmonics (Su) A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based.

Destruction: All creatures within the area of effect of the destructive harmonics take 8d6 points of sonic damage—a successful DC 19 Reflex save halves this damage. If the destrachan wishes, this ability can instead deal nonlethal damage rather than sonic damage.

Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes 8d6 points of damage.



This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 19 Reflex save to halve the damage.

Pain: Rather than dealing damage to targets, the destrachan can instead cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed at a DC 19 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

Protection from Sonics (Ex) A destrachan gains a +4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.

Subtier 10–11 (CR 11)

PAGODA GUARD CR 4

hp 39 (see page 7)

ADVANCED DESTRACHANS (2) CR 9

Pathfinder RPG Bestiary 2 83, 292

NE Large aberration

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, –1 size)

hp 114 each (12d8+60)

Fort +11, **Ref** +9, **Will** +14

Defensive Abilities protection from sonics; **Immune** gaze attacks, visual effects, and attacks relying on sight; **Resist** sonic 30

OFFENSE

Speed 30 ft.

Melee bite +14 (2d6+6), 2 claws +14 (1d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks destructive harmonics (DC 21)

STATISTICS

Str 22, **Dex** 17, **Con** 20, **Int** 17, **Wis** 22, **Cha** 17

Base Atk +9; **CMB** +16; **CMD** 30

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills Climb +21, Escape Artist +18, Intimidate +18, Perception +29, Sense Motive +18, Stealth +14, Survival +21; **Racial**

Modifiers +8 Perception (hearing only)

Languages Common (cannot speak)

SPECIAL ABILITIES

Destructive Harmonics (Su) See Subtier 7–8.

Protection from Sonics (Ex) See Subtier 7–8.

Rewards: If the PCs defeat the ratfolk and destrachans here, give each PC 196 gp.

F2. Cells

Each of these cells shows signs of recent occupation. A clean pile of straw lies in a corner, a trough for water and a stone slab for food in another. The destrachans likely encountered in area **F1** inhabit these rooms. In Subtier 7–8, only the southwestern cell is occupied; in Subtier 10–11 the northeastern cell is occupied as well. The cells cannot be opened from within.

G. The Pinnacle (CR 7)

This chamber, finished in jet-black marble, stands atop the Pagoda of the Rat. Four diamond-shaped pillars and a larger round central column support the ceiling high above. A staircase winds down around the column to the floors below. Carved writing covers much of each of the smaller pillars. Barred windows in each direction open onto the dark cavern outside. Thousands of faceted crystals set into the dark stone ceiling shed faint light, mimicking stars in the canopy of the ebony night sky. Small tables and chairs sit beyond the pillars in three of the four corners of the room. The fourth corner holds a larger table holding a pair of maps and several tattered journals.

This chamber has a 30-foot-high ceiling. The crystal stars, while attractive and slightly luminescent, have no significant value. Together, they provide dim lighting in the chamber. The writing on the pillars records the lives of the generations of ratfolk who lived and died since Round Mountain was ripped free of Golarion. Only the bottom quarter of each pillar remains untouched.

A successful DC 19 Survival check reveals that about a day ago, both humans and ratfolk climbed the stairs into this room and circled halfway around the pillar, where their tracks end. They exited through a well-hidden sliding stone panel set into the central pillar. It sits 5 feet above the floor on the pillar and can be found with a successful DC 25 Perception check. Beyond the secret door, a 5-foot-wide shaft runs down the center of the pillar to a hidden cavern beneath the Pagoda of the Rat. The 150-foot descent is eased by a ladder built into the shaft.

The maps in the room's northwest corner depict much of the *Hao Jin Tapestry's* geography, most accurately in the vicinity of Round Mountain. The journals detail the military exploits of the ratfolk, along with accounts of the tribute provided them by the other denizens of the tapestry; and the tribute they in turn pay to the underworld imperial dragon Xiangnuer.

Creatures: Dozens of rats both normal and dire lurk in the shadows of this room. Most pose no threat to the PCs. However, a ratfolk druid named Krella in rat form and her animal companion hide among the rats. They stand out plainly under the scrutiny of *detect magic* or similar spells

because of their magical protections, but otherwise cannot be distinguished from the other rats until they separate from the throng. Krella remains content to observe the PCs for the most part. However, if any of the PCs played *The Rats of Round Mountain Part 1: The Sundered Path* and killed the underworld dragon—as indicated on their Chronicle sheet for that scenario—Krella has heard of their deeds and takes particular interest in the Pathfinders. The dragon had long demanded tribute from the rats of Round Mountain, and its slayers have done her and her kin a great favor. She takes a chance and negotiates with the PCs as described under Development below.

In rat or humanoid form, Krella has silver fur accented by brown splotches over much of her left side, including a stripe passing from her left eye to her neck. She wears simple clothing except for a well-worn jade pendant in the shape of a wingless dragon, a gift from her grandmother. Descended from the bloodlines of the officers who ruled before the ascent of Durriya, Krella holds much influence in the ratfolk courts. Nominally, she is viceroy to the Undying Empress's rule, but Durriya prefers to exclude Krella from her scheming. For her part, Krella distrusts the ratfolk's immortal empress and her mysterious dealings with the world beyond the *Hao Jin Tapestry*, and she holds much sympathy for those who openly oppose Durriya's rule.

KRELLA **CR 7**

Female ratfolk druid 8 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

Init +3; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 size)

hp 71 (8d8+32)

Fort +9, **Ref** +6, **Will** +11; +4 vs. fey and plant-targeted effects,

Defensive Abilities resist nature's lure

OFFENSE

Speed 20 ft.

Melee mwk cold iron dagger +1/+6 (1d3–1/19–20)

Ranged dagger +10/+5 (1d3–1/19–20)

Special Attacks swarming, wild shape 3/day

Druid Spells Prepared (CL 8th; concentration +12)

4th—*flame strike* (DC 18), *freedom of movement*, *ice storm*

3rd—*cure moderate wounds* (DC 17), *greater magic fang*, *meld into stone*, *sleet storm*

2nd—*barkskin* (2), *bull's strength*, *flaming sphere* (DC 16)

1st—*cure light wounds* (DC 15), *faerie fire*, *longstrider* (2), *produce flame*

o (at will)—*create water*, *detect magic*, *guidance*, *resistance*

TACTICS

Before Combat Krella first observes the PCs in the wildshape form of a dire rat. If they discover her and seem prepared to

take violent action, she transforms back into her ratfolk form.

During Combat Krella casts *sleet storm* and *flaming sphere* to hamper the PCs' movements, and boosts Darkeyes's abilities with *barkskin*, *bull's strength*, and *greater magic fang*, hoping her animal companion can do most of the melee fighting for her. If she can get more than one target in the area of effect, she casts *flame strike* or *ice storm*, preferring to rain attacks upon her foes from range rather than risk personal harm in close combat.

Morale Krella flees if reduced to 30 or fewer hit points, using *freedom of movement*, *longstrider*, or *meld into stone* to augment her escape.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 14, **Wis** 18, **Cha** 8

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

Feats Dodge, Natural Spell, Toughness, Weapon Finesse

Skills Climb +6, Handle Animal +10 (+14 to influence rodents), Knowledge (nature) +13, Perception +17, Sense Motive +10, Stealth +15, Survival +13, Swim +6; **Racial**

Modifiers +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception

Languages Common, Druidic, Tien, Undercommon

SQ nature bond (animal companion), nature sense, trackless step, wild empathy +7, woodland stride

Combat Gear *scrolls of cure moderate wounds* (2); **Other Gear** leather armor, masterwork cold iron dagger, daggers (3), *cloak of resistance* +1, *headband of inspired wisdom* +2, spell component pouch, jade pendant worth 150 gp, key to pagoda doors

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

DARKEYES **CR —**

Dire rat animal companion (*Pathfinder RPG Bestiary* 232)

N Small animal

Init +4; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

hp 52 (7d8+21)

Fort +7, **Ref** +9, **Will** +3; +4 vs. enchantment spells and effects

Defensive Abilities devotion, evasion

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +10 (1d4+1 plus disease)

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 2, **Wis** 12, **Cha** 4

Base Atk +5; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Blind-Fight, Skill Focus (Perception), Toughness,

Weapon Finesse

Skills Climb +14, Perception +8, Stealth +14, Swim +13

SQ link, share spells

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves

Development: Under most circumstances, Krella won't directly engage the party in this area. Rather, she observes them, and should they locate the secret door in the pillar and head into the sanctum beneath the pagoda, she sneaks up to the pillar and follows them down, trying to keep about 80 feet away.

Krella isn't immediately hostile even if the party notices her. She starts with an initial attitude of unfriendly (after all, anyone who has made it this far into the pagoda has likely killed many ratfolk). If made at least helpful with Diplomacy, she decides to take a chance on the PCs and eliminate what she views as the ratfolk's true enemy: their ruler, the Undying Empress Durriya. She informs the PCs about the secret door to the sanctum chamber and advises them what threats they may find therein. Securing her aid in battle against Durriya requires a second successful Diplomacy check (DC 24, because of the personal risk involved).

If any of the PCs slew the underworld dragon Xiangnuer in *The Sundered Path*, Krella automatically has a friendly attitude and approaches the PCs (shifting into her ratfolk form) to elicit their aid. She offers to accompany them to the sanctum with no Diplomacy check required, feeling indebted to them for eliminating the dragon and her generations-old demands of tribute for safe passage through the Sundered Path.

Mission Notes: The journals on the table here are of interest to Sczarni faction PCs, who earn 1 Prestige Point for bringing the documents to Guaril Karela in Absalom.

Shadow Lodge faction PCs can find the maps they seek in this room. Retrieving them earns members of the Shadow Lodge faction 1 Prestige Point.

Rewards: If the PCs defeat or befriend Krella, give each PC 468 gp.

THE EMPRESS'S SANCTUM

Beneath the pagoda lies Durriya's sanctum, her retreat from enemies and allies alike. Here, the Aspis Consortium met with the rakshasa (who has still not revealed her true nature to the consortium delegates) to negotiate with her a truce for control of the *Hao Jin Tapestry*. The ceilings in the sanctum average 20 feet in height. Braziers keep the otherwise dank chambers comfortably warm and provide normal light throughout.

H1. The Undying Empress (CR 11 or CR 14)

Braziers burning with green flames keep this cavern well lit. In one corner, a fine carpet leads to an opulent throne. In the other, a curtain blocks off a portion of the cave. A ladder vanishes through a hole in the ceiling, the only visible means of egress. Not far from the ladder, chairs surround a modest table; one chair is larger and grander than the rest. A thick leather book and the remains of a meal sit atop the table. A number of clay jars stand against the wall.

The self-styled Undying Empress Durriya holds court in this chamber, safe from enemies real and imagined. She relays her decrees to the ratfolk above via trusted aides. Durriya rarely mingles with the people of the pagoda, deeming their day-to-day concerns unworthy of her time. Her ambition to rule beyond the tapestry has led her to invite the emissaries of the Aspis Consortium to meet within her sanctum.

The tome on the table contains a history of the rats of Round Mountain, including details on the construction of the Pagoda of the Rat. Also on the table is a key to open the upper halves of the pagoda doors.

Creatures: Here the Pathfinders find Durriya, a rat-headed rakshasa who appears to be merely an unusually large (Medium-sized) ratfolk. She wears thick, flowing robes that mask her lack of a ratfolk's tail and her human legs and torso, and generally keeps her hands—on which the palms and fingers curl backwards—tucked into the ample folds of her cloaks. Except when she needs total privacy, she has ratfolk do menial tasks that would require her to reveal her obscene anatomy. At present, she is meeting with the representatives of the Aspis Consortium and has asked for just such privacy, fearing even her most loyal subjects would betray her if they were learn of her plans to expand her empire beyond the *Hao Jin Tapestry*.

Subtier 7–8 (CR 11)

DURRIYA, THE UNDYING EMPRESS

CR 10

Female rakshasa (*Pathfinder RPG Bestiary* 231)

hp 115

TACTICS

Before Combat If aware of intruders breaching her secure sanctum, Durriya casts *mage armor* and instructs the charmed Aspis Consortium agents to protect her, moving behind them to take a more defensible position. From there, if she still has time, she casts *invisibility* and *silent image*, creating a decoy of herself calmly sitting in the throne.

During Combat Durriya lines up as many targets as possible for a surprise *lightning bolt*. She alternates between

attacks and defensive spells like *shield* and *invisibility*, and only fights in melee if approached by a foe or when her protectors are defeated.

Morale Durriya knows that escape from her underground sanctum is unlikely, and so she fights as long as possible before attempting to flee, only retreating through the tunnel in area **H2** if she is reduced to 20 or fewer hit points. If the way is blocked, she surrenders, hoping to use her powers of enchantment to bargain her own way out of the PCs' hands.

STATISTICS

Combat Gear *wand of scorching ray* (CL 7th, 18 charges); **Other Gear** +1 *kukri*

ASPIS CONSORTIUM EMISSARIES (2) CR 5

Human ranger 6

NE Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 shield)

hp 55 each (6d10+18)

Fort +7, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +8/+3 (1d8+3/x3), mwk kukri +8 (1d4+3/18–20)

Ranged javelin +8 (1d6+3)

Special Attacks favored enemy (dwarves +2, humans +4)

TACTICS

Before Combat If the Aspis Consortium agents have time to prepare for battle, they drink their potions of bull's strength and heroism.

During Combat The Aspis Consortium agents have been charmed by Durriya and attempt to protect her at all costs. They favor human and dwarven targets, but attack any PC directly engaging Durriya in melee.

Morale The emissaries flee if reduced below 10 hit points; if unable to retreat, they plead for their lives.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 15

Base Atk +6; **CMB** +9; **CMD** 21

Feats Double Slice, Endurance, Iron Will, Skill Focus (Diplomacy), Toughness, Two-Weapon Defense, Two-Weapon Fighting

Skills Bluff +8, Climb +8, Diplomacy +11, Intimidate +11, Perception +7, Sense Motive +6, Survival +5, Swim +8

Languages Common

SQ favored terrain (urban +2), hunter's bond (companions), track +3, wild empathy +8

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of heroism*, *potion of invisibility*; **Other Gear** +1 *chain shirt*, masterwork battleaxe, javelins (4), masterwork kukri, *cloak of resistance* +1, 128 gp

Subtier 10–11 (CR 14)

DURRIYA, THE UNDYING EMPRESS CR 13

Female rakshasa sorcerer 3 (*Pathfinder RPG Bestiary* 231)

LE Medium outsider (native, shapechanger)

Init +10; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 30, touch 17, flat-footed 23 (+4 armor, +6 Dex, +1 dodge, +9 natural)

hp 172 (13 HD; 10d10+3d6+107)

Fort +11, **Ref** +14, **Will** +10

DR 15/good and piercing; **SR** 28

OFFENSE

Speed 40 ft.

Melee +1 *defending kukri* +19/+14/+9 (1d4+6/15–20), bite +12 (1d6+2), claw +12 (1d4+2)

Special Attacks detect thoughts (DC 20) **Sorcerer Spells**

Known (CL 10th; concentration +15)

5th (4/day)—*dominate person* (DC 20)

4th (6/day)—*dimension door*, *fear* (DC 19)

3rd (7/day)—*haste*, *lightning bolt* (DC 18), *suggestion* (DC 18)

2nd (7/day)—*acid arrow*, *flaming sphere* (DC 17), *invisibility*, *minor image* (DC 17)

1st (8/day)—*charm person* (DC 16), *identify*, *mage armor*, *magic missile*, *shield*, *silent image* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frost*, *resistance*

Bloodline arcane

TACTICS

Before Combat When not alone in her chambers, Durriya makes sure she always has *mage armor* in effect. If given time to prepare for the PCs' approach, she casts *shield* and *invisibility*, then projects a *silent image* of herself sitting regally in the room's throne. If possible she casts *haste* while still invisible before attacking.

During Combat Durriya lines up as many targets as possible for a surprise *lightning bolt*, and follows up with a barrage of damaging and mind-affecting spells to keep her opponents on their toes. She fights in melee only if approached by a foe or if her protectors are defeated.

Morale Durriya saves one 4th-level spell slot for *dimension door* (or uses her bonded object to cast the spell), using the spell to escape into the tunnel exiting area **H2** once reduced to 30 or fewer hit points. If she is somehow prevented from escaping, she surrenders, hoping to use her powers of enchantment to bargain her own way out of the PCs' hands.

STATISTICS

Str 20, **Dex** 22, **Con** 24, **Int** 13, **Wis** 11, **Cha** 21

Base Atk +11; **CMB** +16; **CMD** 33

Feats Combat Expertise, Dodge, Eschew Materials, Improved Critical (kukri), Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (kukri)

Skills Bluff +24, Diplomacy +21, Disguise +29, Perception +14, Perform (oratory) +18, Sense Motive +16, Stealth +16;
Racial Modifiers Acrobatics (+4 when jumping), +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ arcane bond (object [kukri]), bloodline arcana (+1 DC for metamagic spells that increase spell level), change shape (any humanoid; *alter self*), metamagic adept (1/day)

Combat Gear *wand of scorching ray* (CL 7th, 28 charges); **Other Gear** +1 *defending kukri*

ASPIS CONSORTIUM EMISSARIES (2) CR 9

Human ranger 10

NE Medium humanoid (human)

Init +2 (+6 underground); **Senses** Perception +9

DEFENSE

AC 20, touch 12, flat-footed 18 (+7 armor, +2 Dex, +1 shield)

hp 89 each (10d10+30)

Fort +10, **Ref** +11, **Will** +7

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee +1 battleaxe +13/+8 (1d8+4/x3), +1 kukri +12/+7 (1d4+4/18–20)

Ranged mwk javelin +13 (1d6+3)

Special Attacks favored enemy (dwarves +2, elves +2, humans +6)

TACTICS

Before Combat If the Aspis Consortium agents have time to prepare for battle, they drink their potions of bull's strength and heroism.

During Combat The Aspis Consortium agents favor humans, elves, and dwarves as opponents in melee.

Morale The emissaries flee if they are reduced below 20 hit points; failing that, they surrender to the PCs and plead for their lives.

STATISTICS

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

Base Atk +10; **CMB** +13; **CMD** 25

Feats Double Slice, Endurance, Improved Two-Weapon Fighting, Iron Will, Skill Focus (Diplomacy), Toughness, Two-Weapon Defense, Two-Weapon Fighting, Vital Strike, Weapon Focus (battleaxe)

Skills Bluff +13, Climb +7, Diplomacy +19, Intimidate +16, Perception +9 (+13 underground), Sense Motive +10, Survival +7 (+11 underground), Swim +7

Languages Common

SQ favored terrain (underground +4, urban +2), evasion, hunter's bond (companions), swift tracker, track +5, wild empathy +13, woodland stride

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of heroism*, *potion of invisibility*; **Other Gear** +1 *chainmail*, +1 *battleaxe*, +1 *kukri*, masterwork javelins (4), *cloak of resistance* +2

Development: With the defeat of their leadership, the remaining ratfolk in the pagoda fall into disarray and do not present serious opposition to the PCs if they attempt to leave.

Any surviving emissaries can tell the tale of Fareed's grisly death at the Aspis Consortium's hands (the responsible agent bragged about it often). They offer the tale in exchange for their freedom or in response to a subtier-appropriate Bluff or Intimidate check.

Mission Notes: Andoran faction PCs can speak to a surviving emissary to learn of Fareed's fate, earning them 1 Prestige Point.

Cheliox faction PCs should be interested in the rakshasa's ear, which earns them 1 Prestige Point if recovered from Durriya while she lives.

Grand Lodge faction PCs find details on the construction of the pagoda in the old book lying on the table. Recovering this information earns members of the faction 1 Prestige Point.

Rewards: If the PCs defeat the rakshasa and the Aspis Consortium emissaries, reward each subtier thusly:

Subtier 7–8:

Give each PC 1,111 gp.

Subtier 10–11:

Give each PC 2,544 gp.

H2. Bed Chamber

A heap of silk pillows sits in the corner of this sleeping chamber. Two braziers blazing with green flame provide heat and light. A scattering of trinkets sit atop a desk against the wall.

On the wall beyond the silk pillows lies a well-hidden secret door, which is PC may discover with a successful DC 25 Perception check. Beyond the door a tunnel leads to an escape tunnel leading far into Round Mountain, beyond the scope of this adventure.

Treasure: Among the trinkets on the desk is a pair of sapphire earrings worth 900 gp.

Rewards: If the PCs take the earrings, give each PC 150 gp.

CONCLUSION

As long as the PCs win the final battle, the defeat breaks Durriya's hold over the ratfolk—even if she escapes. The ratfolk, already weary of her undying rule, now control their own destiny in Round Mountain. The immediate future of Round Mountain hinges on whether or not Krella survives and how she feels about the Pathfinders. She takes immediate steps to secure leadership over the rats of Round Mountain if she lives through the final battle, and quickly wins the support of the other survivors.

If the PCs befriended Krella, they have her gratitude for deposing Durriya, but she insists they take their leave as quickly as possible for the sake of stability. She does not begrudge any treasures they may have acquired along the way, but tries to dissuade them from further exploration of the pagoda, as it may endanger future relations. She credits Durriya's mad plans for the death of the ratfolk slain by the PCs, and while some ratfolk nurse grudges, they do so quietly. It's likely the Pathfinders have won a strong ally in the *Hao Jin Tapestry*.

If Krella fought against the PCs but survived, she stays in hiding until they've left the scene. She picks up the pieces as best she can, but enjoys much less support among the other ratfolk. The PCs share the blame for the ratfolk deaths with the Aspis Consortium envoys, and many ratfolk decry the slaughter as the inevitable outcome of bargaining with outsiders. The rats of Round Mountain turn inward and have little inclination toward further contact with either the Aspis Consortium or Pathfinders.

Player characters who meet this scenario's success conditions (below) and who earned the Dogged Adventurer boon on their previous Chronicle sheet may take 20 on their Day Job check at the end of this scenario (if they could normally make a Day Job check). Furthermore, such PCs earn the Cornered Fury boon on this scenario's Chronicle sheet at no cost. Player characters who complete both parts of the Rats of Round Mountain series (in any order and with any number of other adventures in between) may purchase the Cornered Fury boon by spending 5 Prestige Points.

Success Conditions

The purpose of the PCs' journey into the heart of Round Mountain was to disrupt the Aspis Consortium's negotiations with Durriya and the rats under her control. Thus, the Pathfinders must defeat Durriya, either by killing her or causing her to flee and relinquish her claim of rule over the ratfolk who inhabit the pagoda. In so doing, the PCs ensure that the ratfolk rule themselves, and that any alliance forged or in negotiation between the Aspis Consortium and the Undying Empress would

never be upheld. If the party defeats Durriya, each PC earns 1 Prestige Point.

Faction Missions

In addition to their primary mission on behalf of the Pathfinder Society, members of each faction may earn extra Prestige Points for completing their respective faction missions as outlined below. Player characters who have the Dogged Adventurer boon on their previous Chronicle sheet need not complete a faction mission to earn a Prestige Point, though a PC using the slow advancement track is still limited to 1 total Prestige Point for the entire scenario.

Andoran Faction: Andoran faction PCs who question the emissaries in area **H1** and learn the fate of Fareed earn 1 Prestige Point. Merely finding the falchion in area **B5** does not complete the mission.

Cheliox Faction: Cheliox faction PCs who claim an ear from Durriya while she is alive earn 1 Prestige Point. It doesn't matter if she perishes after the ear was taken.

Grand Lodge Faction: Grand Lodge faction PCs who recover the tome detailing the history of Round Mountain from area **H1** earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who discover and copy the alchemical formulae in area **B3** earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who retrieve the meteorite from area **B5** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who bring back the knives from area **A4** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who recover the journals describing the trade agreements of the ratfolk from area **G** earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who bring back the maps of Round Mountain and the tapestry from area **G** earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who spread the faith or the virtue of good deeds on any of the warren levels (areas **C**, **D**, or **E**) earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who find the six-legged rat sculpture, pray with it before the Old Rat Woman, and bring it back earn 1 Prestige Point.

THE RATS OF ROUND MOUNTAIN, PART II: PAGODA OF THE RAT

Andoran

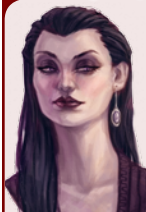


Champion of Liberty,
I fear I bring grim news. A defender of freedom—a Qadiran man named Fareed—volunteered to infiltrate a group of Aspis Consortium agents we believed bound for the Hao Jin Tapestry, though whether he made it through their secret portal or not we don't know. We have word that his identity was compromised, but not word of his fate. Find if he yet draws breath. And if he in truth died, see that his killers do not prosper from our loss. Bring back what comfort you can to his family, even it is only the tale of his sacrifice.

May the deeds of heroes outlive us all,

Major Colson Maldris

Chelax



Servants of Eternal Throne,
The rats you battle have claimed greatness beyond their kind. Truly, their leader bears the mark of destiny. I would have her fortune for my own. Find this Empress of theirs and while she yet lives, claim her ear as my trophy. I care not for her fate after, but be certain she draws breath when you make the cut, or all will be for naught.

All praise to unyielding order,

Paracountess Zarta Dralneen

Grand Lodge



Greetings Pathfinder,
Our deeds bring meaning to the sacrifice of those whose names shall soon adorn the Wall in Absalom. The Hao Jin Tapestry yields its secrets, and with our efforts those secrets belong to the Pathfinders alone. Seek out the histories of the rats of Round Mountain—how they survived in the tapestry, how they built their fortress, how they rose to power. Remember that though you may have to raise arms against the ratfolk, Pathfinders do not engage in wanton slaughter. We seek to break them from the Aspis Consortium, not to bring them unto ruin. With their knowledge we too can learn to tame the Hao Jin Tapestry.

The road be ever open,

Venture-Captain Ambrus Valsin

Lantern Lodge



Most honorable and felicitous greetings,
It is well-known that ratfolk have exceptional skill in the alchemical arts. The formulae of these exiles in the tapestry likely reflect the five elements practice of Tian Xia rather than the inferior four elements venerated in Avistan and Garund. Should you find signs of alchemical experimentation, bend all your effort to finding their formulae and bringing them back to the lighted world. In doing so, you bring honor to us all.

May the blessings of a thousand stars fall upon you,

Venture-Captain Amara Li

Osirion



Blessings of the Ruby Prince fall upon you, Fortune smiles upon us. Among the treasures lost in the sacking of Lung Wa was an extraplanetary fragment recovered from the Crown of the World, said to have been drawn to Golarion in the wake of the Starstone itself. Search the stores of the ratfolk for a bit of gleaming metal, no larger than your fist. The violence and fire of its entry shall have left telltale signs upon it.



Until the ultimate triumph,
Amenopheus
 Amenopheus, the Sapphire Sage

Qadira

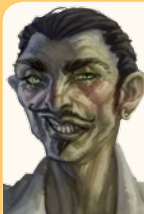


Servant of the Satrap,
 A merchant of some influence has caught wind of our activities in the Hao Jin Tapestry. It happens that ancient metallurgy holds keen interest for him, and when he heard that we would encounter the very same ratfolk who once besieged Lung Wa, his excitement could hardly be contained. According to him, at least one ancient blade forging technique was lost in the chaos caused by the ratfolk invasion, and the method's sole practitioners slain. A sample of such steelwork would be most prestigious.



May the sun light your endeavors
 and the clouds shade your rest,
Aaqir al'Hakam
 Trade Prince Aaqir al'Hakam

SCZARNI



My Closest Friend,
 New lands bring new opportunity. Watch for opportunities to expand trade within the Hao Jin Tapestry, for surely a land so long apart craves what only we can offer. As well, they may have delights or vices forgotten by those outside the tapestry. We look to deal with more than just the ratfolk, so information on other peoples living in the tapestry would be most valued, and your service well rewarded.



Let silence be your only word of this,
Guaril Karela
 Guaril Karela

SHADOW LODGE



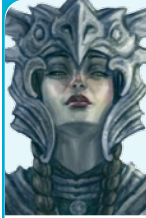
True Pathfinder,
 It falls to the Shadow Lodge to keep the Decemvirate working for all Pathfinders. As well, the other factions defy Pathfinder tradition and sequester knowledge for their own gain. We shall ensure the Hao Jin Tapestry benefits all Pathfinders, not a chosen few. The rats of Round Mountain have had centuries to learn the hidden ways of the tapestry. No doubt they have mapped great expanses of it. Bring back their maps or faithful copies of them. Only you can open the paths for us all.



In solidarity,
Torch
 Grandmaster Torch

THE RATS OF ROUND MOUNTAIN, PART II: PAGODA OF THE RAT

Silver Crusade



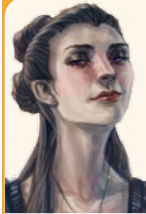
Felicitations, fellow crusader!

How kind Desna is to give you such an opportunity. Generations have passed in the Hao Jin Tapestry since the inhabitants have felt the touch of good. Go forth to the people of the tapestry, and spread word of virtue and good deeds. I know you shall find eager ears. From the smallest seed a mighty forest grows. Do not concern yourself with the leaders of the ratfolk alone—you must seek out the masses, the unfortunates, and convince them of the truth you speak.

Yours in charity,

Ollysta Zadrian

TALDOR



Proud Servant of the Empire,

Troubling tidings indeed—a count of no small influence succumbs to fainting spells, and divination blames a curse brought by a bauble gifted by our own. By good fortune, the curse can be lifted by the blessing of one of those strange gods of Tian Xia, Lao Shu Po, known as the Old Rat Woman. It is likely the rats whose home you are set to visit venerate this goddess. Find a six-legged rat statue within, pray for the Old Rat Woman's forgiveness before her shrine, then bring back the idol. This should keep our reputation unsullied in the courts of Taldor. Above all, discretion at all times; matters concerning Taldor need not reach the ears of lesser states.

Eternal Regards,

Lady Gloriana Morilla

**PATHFINDER SOCIETY SCENARIO #3-22:
THE RATS OF ROUND MOUNTAIN, PART II: PAGODA OF THE RAT**

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	<input style="width: 40px; height: 40px; border: 1px solid black;" type="text"/> Prestige Points
Character # _____	
Character Name _____	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	<input style="width: 40px; height: 40px; border: 1px solid black;" type="text"/> Prestige Points
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PATHFINDER SOCIETY SCENARIO #3-22: THE RATS OF ROUND MOUNTAIN, PART II: PAGODA OF THE RAT

Scenario Chronicle #

Slow Normal

SUBTIER 7-8	2,181	4,362
SUBTIER 10-11	3,997	7,995

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			
Faction			

EXPERIENCE

Starting XP	
+	<small>GM's Initial</small>
XP Gained (GM ONLY)	
Final XP Total	

FAME

<small>Initial Fame</small>	<small>Initial Prestige</small>
+	<small>GM's Initial</small>
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
<small>Final Fame</small>	<small>Current Prestige</small>

GOLD

Start GP	
+	<small>GM's Initial</small>
GP Gained (GM ONLY)	
+	<small>GM's Initial</small>
Day Job (GM ONLY)	
+	Items Sold
=	
Subtotal	
-	Items Bought
=	
Total	

Items Found During This Scenario

SUBTIER
ALL

Player characters who possess both this Chronicle sheet and the Chronicle sheet for *Pathfinder Society Scenario #3-20: The Rats of Round Mountain, Part I: The Sundered Path* may purchase the **Cornered Fury** boon for 5 Prestige Points. Player characters who earned the **Dogged Adventurer** boon on the Chronicle sheet directly preceding this Chronicle sheet earn this boon at no cost.

- Cornered Fury** Your trials within Round Mountain have given you the will to fight viciously when cut off from friends and allies, a trait many ratfolk possess. Whenever you are reduced to half or fewer of your total hit points, and have no conscious ally within 30 feet, you gain a +2 morale bonus on melee attack rolls and to Armor Class. If you possess the **Cornered Fury** alternate racial trait (*Pathfinder RPG Advanced Race Guide* 150), these bonuses do not stack.

SUBTIER
7-8

- | | |
|--|---|
| <ul style="list-style-type: none"> +1 dwarf bane bolt (167 gp, limit 5) +1 human bane bolt (167 gp, limit 5) belt of mighty constitution +2 (4,000 gp) cloak of resistance +1 (1,000 gp) headband of inspired wisdom +2 (4,000 gp) potion of barkskin (300 gp) potion of bull's strength (300 gp) potion of cure moderate wounds (300 gp) potion of heroism (750 gp) potion of invisibility (300 gp) | <ul style="list-style-type: none"> screaming bolt (267 gp) scroll of cure moderate wounds (150 gp) scroll of false life (150 gp) scroll of resist energy (CL 7th, 350 gp, limit 1) scroll of scorching ray (CL 7th; 350 gp, limit 1) wand of magic missile (CL 5th, 15 charges; 1,125 gp, limit 1) wand of scorching ray (CL 7th, 18 charges; 3,780 gp, limit 1) |
|--|---|

SUBTIER
10-11

- | | |
|---|---|
| <ul style="list-style-type: none"> +1 defending kukri (8,308 gp) cloak of resistance +2 (4,000 gp) headband of vast intelligence +2 (4,000 gp) | <ul style="list-style-type: none"> potion of cure serious wounds (750 gp) wand of scorching ray (CL 7th, 28 charges; 5,880 gp, limit 1) |
|---|---|

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box	<input type="text"/>

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT	<input type="text"/>

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #