

UNIQUE	CE	MEDIUM	HUMANOID
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Converted by VaranSL

Perception +21; darkvision

Languages Common, Sphinx

Skills Acrobatics +19 , Arcana +18 , Athletics +22, Deception +20, Religion +21 , Stealth +21, Ruins Lore +18 ((applies only to their home ruins))

Str +7, **Dex** +4, **Con** +5, **Int** +1, **Wis** +6, **Cha** +3

Items silver religious symbol of Areshkegal, crushed jade worth 25 gp and diamond dust worth 50 gp, scimitar (2)

AC 31; **Fort** +20, **Ref** +17, **Will** +25

HP 200

Runic Resistance 🌀 (arcane, abjuration); **Trigger** Userib takes damage from a Strike or spell effect; **Effect** Userib's protective runic tattoos glow, granting him resistance 7 to one damage type dealt by the triggering attack. This resistance applies against the triggering effect and lasts for 1 minute or until Userib uses this ability again, whichever comes first. If the triggering effect deals multiple damage types, Userib chooses which type to resist.

Speed 30 feet, fly 40 feet

Melee ♦ scimitar +24 [+19/+14] (forceful, magic, sweep), **Damage** 2d6+14 slashing

Divine Prepared Spells DC 30, attack +22 ; **6th** *necrotize*, *vampiric exsanguination*; **5th** *flame strike*, *heal*, *repelling pulse*; **4th** *bloodspray curse*, *enervation*, *heal*; **3rd** *fear*, *impending doom*, *vampiric touch*; **2nd** *create food*, *darkness*, *spiritual weapon*; **1st** *bane*, *command*, *fear*; **cantrips (6th)** *chill touch*, *detect magic*, *divine lance* (chaos or evil), *guidance*, *shield*

Arcane Innate Spells DC 28, **1st** *sanctuary* (×3), *true strike*; **cantrips (6th)** *sigil*

Divine Font Spells DC 30, **6th** *harm* (×4);

Paired Strike ♦♦ **Requirements** Userib is wielding two scimitars; **Effect** Userib makes two Strikes against the same target, one with each of his scimitars. Userib combines the damage of any attacks that hit and applies resistances and weaknesses only once. This counts as one attack when calculating Userib's multiple attack penalty.

Powerful Scimitars (arcane, evocation) Any non-magical scimitar becomes a +1 *striking scimitar* while Userib wields it.

Raptor Dive ♦♦♦ **Requirements** Userib is flying at least 10 feet above the target; **Effect** Userib Flies up to twice their fly Speed and makes a Paired Strike at the end of the movement. If both Strikes hit, the target is also knocked prone.