

## Abroziel (Ceralan) CR 6

Male elf rogue 5/assassin 2

CE Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; Perception +10

### Defense

**AC** 21, touch 16, flat-footed 16 (+5 armor, +1 deflection, +4 Dex, +1 dodge)

**hp** 53 (7d8+19)

**Fort** +3, **Ref** +9, **Will** +1; +1 vs. poison, +2 vs. enchantments

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +1; **Immune** sleep

### Offense

**Speed** 30 ft.

**Melee** unarmed strike +8 (1d3+1), rapier +8 (1d6+1/18–20)

**Ranged** composite longbow +8 (1d8+1/×3)

**Special Attacks** death attack (DC 15), sneak attack +4d6

### Tactics

**Before Combat** Abroziel spends 3 rounds studying Ofarah before striking.

**During Combat** Abroziel surprises Ofarah with his death attack to paralyze her, and works with his servant assassin allies to flank any foe who opposes them beyond the surprise round. Abroziel uses improvised weapons from around the room as needed, and only spends a full-round action to draw either of his manufactured weapons if he has no other option.

**Morale** Abroziel is dedicated to his job and fights to the death.

### Statistics

**Str** 12, **Dex** 18, **Con** 12, **Int** 15, **Wis** 8, **Cha** 10

**Base Atk** +4; **CMB** +5; **CMD** 21

**Feats** Catch Off-Guard, Dodge, Improved Unarmed Strike, Throw Anything, Toughness, Weapon Finesse

**Skills** Acrobatics +14, Bluff +10, Disguise +10, Intimidate +10, Knowledge (local) +12, Knowledge (nobility) +9, Perception +10, Sleight of Hand +14, Stealth +14; **Racial Modifiers** +2 Perception

**Languages** Common, Elven

**SQ** elven magic, poison use, rogue talents (combat trick, finesse rogue), trapfinding +2, weapon familiarity

**Gear** +2 studded leather, composite longbow (+1 Str), rapier, *ring of protection* +1, 50 gp

**Death Attack (Ex):** If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

### **Servant Assassins (3) CR 3**

Human rogue 4

CN Medium humanoid (human)

**Init** +3; **Senses** Perception +6

#### **Defense**

**AC** 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

**hp** 29 each (4d8+8)

**Fort** +2, **Ref** +7, **Will** +2

**Defensive Abilities** evasion, trap sense +1, uncanny dodge

#### **Offense**

**Speed** 30 ft.

**Melee** unarmed strike +6 (1d3+1)

**Special Attacks** sneak attack +2d6

#### **Statistics**

**Str** 13, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 14

**Base Atk** +3; **CMB** +4; **CMD** 18

**Feats** Dodge, Improved Unarmed Strike, Iron Will, Weapon Finesse

**Skills** Acrobatics +10, Bluff +9, Climb +8, Disguise +9, Escape Artist +10, Knowledge (local) +8, Knowledge (nobility) +5, Perception +6, Sleight of Hand +10, Stealth +10

**Languages** Common, Osiriani

**SQ** rogue talents (finesse rogue, surprise attack), trapfinding +2

**Combat Gear** *potion of cure moderate wounds, potion of invisibility*; **Other Gear** +1 padded armor

### **MEDIUM EARTH ELEMENTAL (3) CR 3**

N Medium outsider (earth, elemental, extraplanar)

**Init** –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +7

#### DEFENSE

**AC** 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +0, **Will** +4

**Immune** elemental traits

#### OFFENSE

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** slam +9 (1d8+7)

**Special Attacks** earth mastery

#### STATISTICS

**Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +9; **CMD** 18

**Feats** Cleave, Improved Bull Rush<sup>B</sup>, Power Attack

**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

## **Record Guardians (2) CR 5**

Hieracosphinx (*Pathfinder RPG Bestiary 3* 253)

CE Large magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +16

### **Defense**

**AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

**hp** 60 (8d10+16)

**Fort** +8, **Ref** +8, **Will** +4

### **Offense**

**Speed** 30 ft., fly 60 ft. (poor)

**Melee** bite +11 (1d10+4), 2 claws +11 (1d6+4)

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

**Special Attacks** pounce, shriek

### **Statistics**

**Str** 19, **Dex** 14, **Con** 15, **Int** 6, **Wis** 15, **Cha** 10

**Base Atk** +8; **CMB** +13; **CMD** 25 (29 vs. trip)

**Feats** Cleave, Flyby Attack, Power Attack, Skill Focus (Perception)

**Skills** Fly +3, Perception +16; **Racial Modifiers** +4 Perception

**Languages** Sphinx

### **Special Abilities**

**Shriek (Su)** The shrill shriek of a hieracosphinx deafens nonsphinxes within a 60-foot-radius spread for 2d4 rounds (DC 16 Fortitude negates). Once a creature successfully saves against this effect, it is immune to the hieracosphinx's shriek for 24 hours. Using this ability is a standard action.

The save DC is Constitution-based.

**Flyby attack:** When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.