

ILARIS ZELESHI

CREATURE 10

UNIQUE

CE

MEDIUM

HUMANOID

ELF

HUMAN

Perception +20; low-light vision

Languages Androffan, Common, Elven, Orcish

Skills Acrobatics +21, Arcana +19, Athletics +16, Deception +20, Performance +20, Society +14, Stealth +21, Thievery +21, Engineering Lore +17

Str +2, **Dex** +5, **Con** +2, **Int** +3, **Wis** +2, **Cha** +4

Items bloodletting kukri, cloak of the mountebank, wand of crackling lightning (4th-level), infiltrator thieves' tools, spellbook

AC 30; **Fort** +17, **Ref** +20, **Will** +19

HP 160

Deny Advantage Ilaris isn't flat-footed to creatures of 10th level or lower that are hidden, undetected, flanking, or using surprise attack.

Speed 25 feet

Melee ♦ bloodletting kukri +21 (agile, finesse, trip, magical, necromancy), **Damage** 2d6+10 slashing plus 1d8 persistent bleed on a critical hit

Arcane Prepared Spells DC 26, attack +16 ; **4th** *invisibility, scorching ray*; **3rd** *haste, acid arrow*; **2nd** *mirror image, spider climb*; **cantrips (4th)** *dancing lights, ghost sound, mage hand, prestidigitation, ray of frost*

Magus Conflux Spells 1 Focus Point, DC +26 , attack +16; **4th** *dimensional assault*;

Bloodletting Kukri (necromancy) If Ilaris critically hits with her bloodletting kukri Strike and the target does not already have persistent bleeding damage, she gains 1d8 temporary hit points.

Spellstrike ♦♦ as the magus feature

Sneak Attack 2d6

Agile Hand as the spell trickster archetype feat

Trap Finder as the rogue feat