

ILLARIS ZELESHI

CREATURE 10

UNIQUE**CE****MEDIUM****ELF****HALF-ELF****HUMAN****HUMANOID**

Perception +20; low-light vision

Languages Androffan, Common, Elven, Orcish

Skills Acrobatics +22, Arcana +18, Deception +20 (+22 if wearing cloak of the mountebank), Performance +16, Society +14, Stealth +22, Thievery +22, Engineering Lore +16

Str +0, **Dex** +5, **Con** +1, **Int** +4, **Wis** +3, **Cha** +4

Items bloodletting kukri, +1 studded leather armor, cloak of the mountebank, wand of crackling lightning (4th-level), infiltrator thieves' tools, spellbook

AC 30; **Fort** +17, **Ref** +21, **Will** +19

HP 160

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

Cloak of the Mountebank ♦♦ (teleportation, conjuration); **Frequency** once per day; **Effect** Illaris casts Dimension Door. The space she leaves and the one she appears in are filled with puffs of smoke that make anyone within concealed until they leave or the end of Illaris' next turn, at which the smoke dissipates. Strong winds immediately disperse this smoke.

Speed 25 feet

Melee ♦ bloodletting kukri +22 (agile, finesse, trip, magical, necromancy), **Damage** 2d6+11 slashing plus 1d8 persistent bleed on a critical hit

Arcane Prepared Spells DC 29, attack +23 ; **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 29 , attack +23; **4th** *dimensional assault*;

Bloodletting Kukri (necromancy) If Illaris 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