ILARRIS ZELESHI CREATURE 10

UNIQUE CE MEDIUM ELF HALF-ELF HUMAN HUMANOID

Perception +20; low-light vision

Languages Androffan, Common, Elven, Orcish

Skills Acrobatics +21, Arcana +18, Deception +20 (+22 if wearing cape of the mountebank), Performance +16, Society +14, Stealth +21, Thievery +21, Engineering Lore +16

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

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

AC 30; Fort +18, Ref +20, Will +19

HP 160

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

Cape of the Mountebank (teleportation, conjuration); Frequency once per day; Effect Ilarris 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 Ilarris' next turn, at which the smoke dissipates. Strong winds immediately disperse this smoke.

Speed 25 feet

Melee ◆ bloodletting kukri +21 (agile, finesse, trip, magical, necromancy), Damage 3d6+3 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 Ilarris 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