

ZARSKIA GALEMBAR

CREATURE 10

LE

MEDIUM

HUMANOID

HUMAN

converted by VaranSL

Perception +15

Languages Abyssal, Aklo, Common, Infernal, Osiriani, Polyglot

Skills Acrobatics +19, Arcana +21, Crafting +22, Deception +17, Nature +19, Thievery +19

Str +2, **Dex** +5, **Con** +4, **Int** +7, **Wis** +3, **Cha** +3

Infused Items Zarskia carries the following infused items, which last 24 hours or until the next time she makes her daily preparations:

infused moderate alchemist's fire (2), infused moderate antidote (2), infused giant scorpion venom (3), infused moderate elixirs of life (2), infused moderate juggernaut mutagens (2), infused shadow essence (3), infused wyvern poison (3)

Items alchemist goggles, alchemist's tools, formula book, +1 resilient chain shirt, x2 butterfly swords, thieves' tools, keys to all locks in the apothecary

AC 30; **Fort** +21, **Ref** +20, **Will** +16

HP 170

Speed 25 feet

Melee ♦ butterfly sword +21 [+17/+13] (agile, disarm, finesse, parry, twin), **Damage** 1d4+8 slashing plus 2d8 poison

Ranged ♦ alchemical bomb +22 [+17/+12] (range increment 30 feet, splash), **Damage** varies by bomb

Alchemical Formulas (10th) moderate alchemist's fire, moderate antidote, giant scorpion venom, moderate elixir of life, moderate juggernaut mutagen, shadow essence, wyvern poison

Toxicologist ♦ Zarskia interacts to draw a poison and then to apply it to her weapon. Zarskia can use her Alchemist DC 31 to determine the DC for alchemical poisons if her DC is higher.