

# Explictica Defilus

*Large Monstrosity, Chaotic Evil*

**Armor Class** 15

**Hit Points** 40 (5d10+10)

**Speed** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

**Saving Throws** Dex +5, Con +4, Wis +4, Cha +5

**Skills** Deception +7, Intimidation +7

**Senses** Darkvision 60 ft, Passive Perception 12

**Languages** Common, Abyssal, Draconic

**Challenge** 4 (1,100 XP)

**Rejuvenation.** If she dies, Explictica Defilus is reborn with all of her hit points in 1d6 days, only a *Wish* spell can prevent this trait from functioning.

**Charming Gaze.** When a creature that can see Explictica's eyes starts its turn within 30 ft of her, Explictica can force it to make a DC 13 charisma saving throw, if Explictica is not incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly charmed by Explictica and remains charmed by her until she dies or until a *Greater Restoration* spell is cast on the charmed creature. On any other failed saving throw the creature begins to be dominated by Explictica, becomes paralyzed, and must repeat the saving throw at the end of its next turn, becoming instantly charmed on a failed save. Unless surprised, a creature can avert its eyes before the start of its turn to avoid Explictica's gaze. A creature that has averted eyes cannot see Explictica. A creature with averted eyes can choose whether or not to keep its eyes averted at the start of its turn, if it looks back at Explictica it is instantly subjected to the effects of her gaze.

**Spellcasting.** Explictica is an 8th level spellcaster ( Wizard 5, Cleric 3), (DC 13, +5 to hit for Wizard spells and DC 12, +4 to hit for Cleric spells).

Explictica has the following Wizard spells prepared:

Cantrips: *Minor Illusion, Prestidigitation, Dancing Lights, Mage Hand*

1st level (4 slots): *Detect Magic, Sleep, Shield, Silent Image*

2nd level (3 slots): *Detect Thoughts, Web*

3rd level (2 slots): *Fireball*

Explictica has the following Cleric spells prepared:

1st level (4 slots): *Detect evil and good, Bane*

2nd level (2 slots): *Darkness, Hold Person*

## ACTIONS

**Bite.** *Melee Weapon Attack, reach 10 ft, +6 to hit, Hit: 7 (1d6+4) piercing damage and 14 (4d6+2) poison damage.*

