

Dominic D'Honaire

Medium Human, Lawful Evil

Armor Class 15 (Dex+Wis)

Hit Points 40 (9D8)

Speed 30 ft.

STR 11 (+0) DEX 14 (+2) CON 11 (0) INT 17 (+3) WIS 16 (+3) CHA 17 (+3)

Saving Throws INT +7, CHA +7

Skills Deception +7, History +7, Insight +7, Persuasion +7.

Senses Passive Perception 13

Damage Resistance Psychic.

Condition Immunities Charmed and Frightened.

Languages Common.

Challenge 7 (2,900 xp)

Legendary Resistance (3/day).

Force of Will. Dominic adds his Wisdom modifier to his AC.

Split Enchantment. When Dominic casts an Enchantment spell of 1st level or higher that only targets one creature, Dominic can target a second creature.

Spellcasting. Dominic casts enchantment spells as a 10th-level spellcaster. His spellcasting ability is Intelligence (+7 spell attack, Spell DC: 17). Dominic needs to be only able to see his target, his target must be able to see or hear him. Dominic does not need somatic or material components. His spells are more like psionics and have no visible effect.

Cantrips (at will): Friends, Mage Hand, Message, Mind Sliver, Minor Illusion.

1st level (4 slots): Charm Person*, Puppet*, Sleep*.

2nd level (3 slots): Hold Person*, Mind Thrust*, Suggestion*.

3rd level (3 slots): Catnap*, Enemies Abound*, Fear*.

4th level (3 slots): Charm Monster*, Ego Whip*, Raulothim's Psychic Lance*.

5th level (2 slots): Dominate Person*, Geas*.

*=1st level or higher Enchantment spell.

ACTIONS

Hypnotic Gaze. Dominic can control others with a soft word or a certain look. As an action, Dominic chooses a target he can see within 5 ft. If the target can see or hear Dominic, they must make a DC 17 Wisdom save. If the target fails, they are charmed until the end of Dominic's next turn. Their movement

drops to 0, they are incapacitated and visibly dazed. On subsequent turns, Dominic can use an action to maintain the effect and extend it to the end of his next turn. The effect ends if Dominic moves more than 5 ft. away from the target, if it can neither see nor hear Dominic or if it takes damage. Dominic can not use this feature again on a creature until he has taken a long rest.

Sword Cane. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 1D8+2.

Pistol. Ranged Weapon Attack: +6 to hit, reach 30 ft., one target. Hit: 1D10+2.

Reactions

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st level or Higher).

Dominic tries to magically divert an attack made against him, provided that the attacker is within 30 feet of it and visible to it. Dominic must decide to do so before the attack hits or misses.

The attacker must make a DC 17 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than Dominic or itself. If multiple creatures are closest, the attacker chooses which one to target.