



## SILAS

Silas is one of the four false rulers of The Vertex of Revelation. Awarded the unenviable task of protecting The Vertex's ground level, Silas spends most of his days obsessing over the cleanliness of his quarters. Even if the alarm is raised, he might not respond immediately, content to dust and vacuum. The irony of a dust mephit obsessed with cleanliness should be immediately apparent.

**Elemental Nature.** Silas doesn't require food, drink, or sleep.

### SILAS' TRAITS

**Ideal.** "Although I am not the true ruler of The Vertex of Revelation, all who operate on this level should obey my command."

**Bond.** "I am obsessed with cleanliness."

**Flaw.** "I am easily distracted from my responsibilities."

## SILAS

*Small elemental, neutral evil*

**Armor Class** 12

**Hit Points** 54 (12d6 + 12)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	10 (+0)	17 (+3)	10 (+0)

**Saving Throws** Wis +5, Cha +2

**Skills** Perception +5, Stealth +4

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Auran, Terran

**Challenge** 1 (200 XP)

**Death Burst.** When Silas dies, he explodes in a burst of dust. Each creature within 5 feet of him must then succeed on a DC 11 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

**Innate Spellcasting (1/Day).** Silas can innately cast *sleep*, requiring no material components. His innate spellcasting ability is Charisma.

**Spellcasting.** Silas is a 7th-level spellcaster. Wisdom is his spellcasting ability (spell save DC 13, +5 to hit with spell attacks). Silas has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame, spare the dying*

1st level (4 slots): *bane, command, sanctuary*

2nd level (3 slots): *hold person, silence, spiritual weapon*

3rd level (3 slots): *animate dead, dispel magic, sending*

4th level (1 slot): *stone shape*

### Actions

**Multiattack.** Silas makes two attacks with his claws.

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) slashing damage.

**Blinding Breath (Recharge 6).** Silas exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 11 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.