

UNIQUE

CE

LARGE

BEAST

FIEND

Converted by VaranSL

Perception +26; darkvision; detect magic, see invisibility

Languages Abyssal, Ancient Osiriani, Auran, Common, Draconic, Osiriani, Sphinx; comprehend language

Skills Acrobatics +21, Arcana +24, Athletics +25, Deception +24, Diplomacy +24, Intimidation +26, Occultism +22, Religion +22, Stealth +21, Bardic Lore +22

Str +8, **Dex** +2, **Con** +4, **Int** +7, **Wis** +5, **Cha** +5

Bardic Lore Sphinxes are naturally curious, and their love of puzzles and mysteries leads them to gather information on a broad range of topics. Sphinxes have the Bardic Lore bard feat, allowing them to Recall Knowledge on any topic.

Sacred Site Areshkhesbed is a divine guardian of the Sightless Sphinx, eternally bound to the site. As the protector, Areshkhesbed can view any area within the temple with *clairaudience* and *clairvoyance* as well as travel freely throughout the temple with *dimension door*.

AC 33; **Fort** +23, **Ref** +21, **Will** +26; +1 status bonus to all saves vs. magic

HP 235; **Weaknesses** cold iron 8, good 8

Speed 35 feet, fly 40 feet

Melee ♦ claw +27 [+23/+19] (agile, magical), **Damage** 2d6+11 slashing plus 1d6 evil

Occult Innate Spells DC 34 ; **7th** *mask of terror*; **4th** *clairaudience* (at will), *clairvoyance* (at will), *dimension door* (at will, within the Sightless Sphinx only), *read omens*, *remove curse*; **3rd** *dispel magic*, *locate*; **1st** *alarm* (at will); **cantrips** (**7th**) *detect magic* **Constant** (**7th**) *tongues*; (**2nd**) *see invisibility*

Claw Rake ♦♦♦ The sphinx rears back on their hind legs and makes two claw Strikes at the same target, using the same attack bonus as their highest melee attack. If both attacks deal damage, the target takes extra damage equal to one claw Strike.

Pounce ♦ The sphinx Strides and makes a Strike at the end of that movement. If the sphinx began this action hidden, they remain hidden until after the attack.

Warding Glyph Once per week, a Sphinx can create a magical symbol as though casting a heightened *glyph of warding* spell. The sphinx usually shapes the glyph to take the form of a written riddle, and sets the password to the answer. A creature that gives the wrong answer or tries to pass without answering must succeed at a DC 34 Will save or suffer one of the following spell effects, chosen by the sphinx when creating the symbol: *synaptic pulse* (**5th**), *charm* (**4th**), *fear* (**3rd**), *phantom pain* (**3rd**), *sleep* (**3rd**). The sphinx learns the identity of any creature that answers the riddle and tends to be friendly to them.