

UNIQUE

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LARGE

BEAST

Converted by VaranSL

Perception +23; darkvision; detect magic, see invisibility

Languages Ancient Osiriani, Common, Draconic, Druidic, Osiriani, Sphinx, Terran

Skills Arcana +18, Athletics +22, Deception +19, Diplomacy +19, Intimidation +21, Occultism +22, Bardic Lore +22

Str +6, **Dex** +4, **Con** +3, **Int** +6, **Wis** +7, **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.

Items *sun falcon pectoral* (P, Lv10)

AC 30; **Fort** +19, **Ref** +18, **Will** +21

HP 175

Speed 35 feet, fly 40 feet

Melee ♦ claw +22 [+18/+14] (agile), **Damage** 2d6+12 slashing

Occult Innate Spells DC 29 ; **4th** *clairaudience* (at will), *clairvoyance* (at will), *read omens*, *remove curse*; **3rd** *dispel magic*, *locate*; **cantrips** (**5th**) *detect magic* **Constant** (**5th**) *tongues*; (**2nd**) *see invisibility*

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

Pounce ♦ Tetisurah Strides and makes a Strike at the end of that movement. If she began this action hidden, she remains hidden until after the attack.

Warding Glyph Once per week, Tetisurah can create a magical symbol as though casting a heightened glyph of warding spell. Tetisurah 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 29 Will save or suffer one of the following spell effects, chosen by Tetisurah when creating the symbol: *synaptic pulse* (**5th**), *charm* (**4th**), *fear* (**3rd**), *phantom pain* (**3rd**), *sleep* (**3rd**). Tetisurah learns the identity of any creature that answers the riddle and tends to be friendly to them.

Sun Falcon Pectoral / Level 10

Uncommon / Evocation / Light / Magical / Invested

Price 900 gp

Usage worn around the neck; Bulk L

This ornate pectoral necklace is crafted out of articulated gold plates arranged in the shape of a falcon—the sacred animal of Horus, the Ancient Osirion god of the sun and the sky.

Activate 3Action; Mental, Concentrate; **Requirements** You are in an area with direct, natural sunlight; **Duration** 5 rounds; **Frequency** Once per day; **Effect** You call down a dazzling beam of sunlight. You call down a beam of sunlight that is 30 feet long and 5 feet wide within 100 feet. A creature struck by a beam takes 3d8 fire damage and makes a DC 27 Reflex save. Once per round for the duration, you can spend an action with the Mental and Concentrate trait to call down another beam of sunlight.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled for 1 round.

Failure The creature takes full damage and is blinded for 1 round.

Critical Failure The creature takes double damage and is blinded for 3 rounds.

Activate 1 Action; Mental, Concentrate; **Requirements** You are indoors, underground, or in areas of darkness; **Frequency** Once per day; **Effect** You cast the cantrip light heightened to 4th-level.