

THE SPHIX

You have forged a pact with a sphinx, an ancient and wise creature whom holds uncountable secrets; often these creatures are guardians or keepers of ancient knowledge, secrets, or treasures. You may have gained this pact after delving into ancient ruins lost in a forgotten land or falling into an ancient pathway that lead to the sphinx's lair.

EXPANDED SPELL LIST

The Sphinx lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SPHINX EXPANDED SPELLS

Spell Level	Spells
1st	<i>identify, shield</i>
2nd	<i>detect thoughts, see invisibility</i>
3rd	<i>clairvoyance, Wall of sand</i>
4th	<i>divination, hallucinatory terrain</i>
5th	<i>legend lore, teleportation circle</i>

STONE FACED

Starting at 1st level, you are as unreadable as a stone statue, Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

TIME WARD

Starting at 6th level, When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

INSCRUTABLE

Starting at 10th level, you are immune to any effect that would sense your emotions. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

MINDBREAKER

Starting at 14th level, you gain the ability to speak a sphinx's riddle. As an action, choose a creature that you can see within 30 feet of you. If the creature can hear you and understands at least one language, it must make an Intelligence saving throw against your warlock spell save DC.

On a failure, it is incapacitated and can't move until the end of your next turn. While incapacitated, the creature is able to perceive only itself and you.

On subsequent turns, you can use your action to maintain this effect if you are within 30 feet of the creature, extending its duration until the end of your next turn. The creature repeats the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on a success.

Once you finish this feature, you can't use it again until you finish a short or long rest.