

Androsphinx

Large, Monstrosity, Lawful Neutral

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ARMOR CLASS

17

HIT POINTS

199 (19d10 + 95)

CHALLENGE

17 | 18,000 XP

PROFICIENCY

+6

Speed	Fly 60 ft., Walk 40 ft.
Initiative	+0
Saving Throws	Con +11, Dex +6, Int +9, Wis +10
Skills	Arcana +9, Religion +15, Perception +10
Damage Immunities	Psychic
Condition Immunities	Charmed, Frightened
Senses	Truesight 120 ft.; Passive Perception 20
Passive Perception	20
Languages	Common, Sphinx

STR22
+6**DEX**10
+0**CON**20
+5**INT**16
+3**WIS**18
+4**CHA**23
+6

Traits

Inscrutable. The sphinx is immune to effects that would sense its emotions or read its thoughts, as well as divination spells it refuses.

Magic Weapons. The sphinx weapon attacks are magical.

Spellcasting. The sphinx casts divine spells using Wisdom or Charisma, favoring command, dispel magic, flame strike, greater restoration, and similar sacred magic.

Actions

Multiattack. The sphinx makes two Claw attacks.

Claw. Melee Attack Roll: +12, reach 5 ft. Hit: 17 (2d10 + 6) Slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Each roar escalates in power, frightening, deafening, paralyzing, or damaging nearby creatures.

Spellcasting. The sphinx casts one of its prepared divine spells.

Legendary Actions

Claw. The sphinx makes one Claw attack.

Teleport. The sphinx magically teleports to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its prepared magic.

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