ORIGINAL 5E-COMPATIBLE STAT BLOCK

Sphinx of Secrets

Medium, Celestial (Sphinx), Neutral

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ARMOR CLASS	HIT POINTS	CHALLENGE	PROFICIENCY
16	110 (17d8 + 34)	7 | 2,900 XP	+3

Speed	Fly 60 ft., Walk 40 ft.
Initiative	+4
Saving Throws	Cha +8, Dex +8, Int +9, Wis +9
Skills	Arcana +9, History +9, Insight +9, Stealth +8, Perception +9
Damage Resistances	Necrotic, Psychic, Radiant
Damage Immunities	Charmed
Condition Immunities	Charmed
Senses	Truesight 60 ft.; Passive Perception 19
Passive Perception	19
Languages	Celestial, Common plus three languages, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	20 (+5)	20 (+5)	18 (+4)

Traits

Keeper of Hidden Truths. The sphinx has Advantage on Intelligence, Wisdom, and Charisma saving throws against spells and magical effects.

Secret-Sense. The sphinx knows whether a creature within 60 feet is deliberately concealing a spoken lie, oath, password, or hidden name, but not the truth itself.

Veiled Mind. Creatures have Disadvantage on Wisdom (Insight) checks made against the sphinx, and the sphinx cannot be compelled to reveal a secret by nonmagical means.

Actions

Multiattack. The sphinx makes two attacks, choosing from Claw or Secret Ray.

Claw. Melee Attack Roll: +7, reach 5 ft. Hit: 12 (2d8 + 3) Slashing damage plus 13 (3d8) Psychic damage.

Secret Ray. Ranged Spell Attack: +8, range 120 ft. Hit: 27 (6d8) Psychic or Radiant damage, sphinx's choice.

Unspoken Answer (Recharge 5-6). Intelligence Saving Throw: creatures of the sphinx's choice within 30 feet. Failure: 45 (10d8) Psychic damage, and the target is unable to speak, cast spells with verbal components, or take Reactions until the end of its next turn. Success: Half damage.

Bonus Actions

Veil Step. The sphinx teleports up to 30 feet to an unoccupied space it can see in dim light, shadow, written glyphs, or carved symbols.

Reactions

Guarded Revelation. When a creature within 60 feet succeeds on a saving throw against the sphinx, the sphinx deals 7 (2d6) Psychic damage to that creature and becomes Invisible until the start of its next turn.

Legendary Actions

Whispered Clue. One ally within 60 feet gains Advantage on its next ability check or saving throw before the end of its next turn.

Secret Ray. The sphinx makes one Secret Ray attack.

Seal the Mouth. One creature within 60 feet must succeed on a Charisma saving throw or be unable to speak until the end of its next turn.

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