

# Sphinx of Wonder

Small, Celestial (Sphinx), Neutral Good

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**ARMOR CLASS**

14

**HIT POINTS**

27 (6d6 + 6)

**CHALLENGE**

1 | 200 XP

**PROFICIENCY**

+2

**Speed** Fly 40 ft., Walk 30 ft.

**Initiative** +3

**Saving Throws** Cha +5, Dex +5, Wis +5

**Skills** Arcana +4, Insight +5, Perception +5

**Damage Resistances** Psychic, Radiant

**Condition Immunities** Charmed

**Senses** Darkvision 60 ft.; Passive Perception 15

**Passive Perception** 15

**Languages** Celestial, Common, telepathy 60 ft.

**STR**10  
+0**DEX**16  
+3**CON**12  
+1**INT**14  
+2**WIS**16  
+3**CHA**16  
+3

## Traits

**Curious Guardian.** The sphinx has Advantage on Intelligence (Arcana) and Wisdom (Insight) checks made to understand riddles, magical phenomena, omens, or hidden lessons.

**Wonder-Winged.** The sphinx has Advantage on saving throws against being Charmed, and Opportunity Attacks against it are made with Disadvantage while it is flying.

**Little Oracle.** Once on each of its turns, when the sphinx deals Psychic or Radiant damage, one ally within 30 feet gains 3 temporary Hit Points.

## Actions

**Claw.** Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Slashing damage plus 3 (1d6) Radiant damage.

**Riddle Spark.** Ranged Spell Attack: +5, range 60 ft. Hit: 10 (2d6 + 3) Psychic damage.

**Burst of Wonder (Recharge 5-6).** Wisdom Saving Throw: creatures of the sphinx's choice within 15 feet. Failure: 14 (4d6) Psychic damage, and the target cannot take Reactions until the end of its next turn. Success: Half damage.

## Bonus Actions

**Fluttering Hint.** One creature the sphinx can see within 30 feet adds 1d4 to the next ability check it makes before the start of the sphinx's next turn.

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## Reactions

**Helpful Paradox.** When an ally within 30 feet fails an Intelligence, Wisdom, or Charisma saving throw, the sphinx grants that ally a +2 bonus to the roll, potentially turning the failure into a success.

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