

# Gynosphinx

March 8, 2023



Large monstrosity, lawful neutral

**Armor Class** 17 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

**Saving Throws**

**Skills** Arcana +12, History +12, Perception +8, Religion +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 18

**Languages** Common, Sphinx

**Challenge** 11 (7200 XP)

**Inscrutable.** The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

**Magic Weapons.** The sphinx's weapon attacks are magical.

**Spellcasting.** The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared: Cantrips (at will): "", "", "" 1st level (4 slots): "", "", "" 2nd level (3 slots): "", "", "" 3rd level (3 slots): "", "", "" 4th level (3 slots): "", "" 5th level (1 slot): ""

## Actions

**Multiattack.** The sphinx makes two claw attacks.

**Claw.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

## Legendary Actions

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

**Claw Attack.** The sphinx makes one claw attack.

**Teleport (Costs 2 Actions).** The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

**Cast a Spell (Costs 3 Actions).** The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.