



"Sirosphinx" by Christopher Ginn @ www.TheDungeonGeek.net
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

SIROSPHINX

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 93 (6d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

Skills Stealth +5

Damage Immunities poison, psychic, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1800 XP) **Proficiency Bonus** +3

Immutable Form. The Sirosphinx is immune to any spell or effect that would alter its form.

Magic Resistance. The Sirosphinx has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Sirosphinx's weapon attacks are magical.

Pounce. If the Sirosphinx moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Sirosphinx can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the Sirosphinx can long jump up to 30 feet.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 22 (4d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 18 (4d6 + 4) slashing damage.



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