



“Sirospinx” 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 adamantite

**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 Sirospinx is immune to any spell or effect that would alter its form.

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

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

**Pounce.** If the Sirospinx 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 Sirospinx can make one bite attack against it as a bonus action.

**Running Leap.** With a 10-foot running start, the Sirospinx 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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