

HYPNOSPHERIX

Beware traveler, for these dreams are real indeed.

ORIGINS

Sometimes sphinxes have offspring that grow unsupervised, left to their own devices these creatures don't always turn into paragon of truth like their forefathers. Instead some, pushed by malicious intent, or perhaps simple infantile greed, warp their magic to bend the world to their will. Weaving illusions to lure in unfortunate individuals or sometimes entire villages in endless reveries, these hypnosphinxes then take everything from their victims.

THE PRICE OF GREED

Due to their vicious intention, their body, although similar in appearance to that of a normal sphinx sworn to truth, has been affected by the corruption in their heart, and has weakened. They are less strong and resilient, their wings don't function well, but they hide these fact behind powerful illusions that they bring to life. Elder hypnosphinxes have found a way around their weakness, using illusions to empower their body.



HYPNOSPHERIX

Large monstrosity, lawful neutral

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Con +6, Wis +6
Skills Arcana +5, Perception +6, Religion +8
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 16
Languages All
Challenge 5 (1,800 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.

Living Illusions. The illusions that the hypnosphinx creates are tangible. When it cast the spell *major illusion* to create a creature, if the creature created is that of a CR 3 or lower it becomes real. The illusion rolls its own initiative and can attack anyone of the sphinx's choosing. The living illusion however only has 1 hit point and its AC is equal to 14, but has all the other statistics of the creature its modelled after. It vanishes if the sphinx loses concentration.

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

Spellcasting. The sphinx is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*
1st level (4 slots): *command, detect evil and good, detect magic*
2nd level (3 slots): *mirror image, zone of truth*
3rd level (3 slots): *dispel magic, hypnotic pattern, major image*
4th level (1 slots): *hallucinatory terrain*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Roar (2/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 14 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 14 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ELDER HYPNOSPHERIX

Large monstrosity, lawful neutral

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	18 (+4)	19 (+4)	21 (+5)

Saving Throws Con +8, Int +8, Wis +8

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

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages All

Challenge 12 (8,400 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.

Dream Devourer. The illusions that the elder hypnosphinx creates empower it. While it is concentrating on an illusion spell, it gains a +2 bonus to AC and saving throws. In addition any target affected by an illusion spell that it has casted loses 2d10 hit points at the beginning of their turn and the elder hypnosphinx regains that many hit points.

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

Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*

1st level (4 slots): *command, detect evil and good, detect magic*

2nd level (3 slots): *mirror image, zone of truth*

3rd level (3 slots): *dispel magic, hypnotic pattern, major image*

4th level (3 slots): *hallucinatory terrain, phantasmal killer*

5th level (2 slots): *dream, mislead*

6th level (1 slot): *mental prison*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (2d8 + 5) slashing damage.

Roar (2/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 16 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 16 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.