



SPHINXKIN

"What is the creature that walks on four legs in the morning, two legs at noon and three in the evening? It's me, of course, depending on how drunk I am."

- Dragon, a sphinxkin

Sphinxkin are the humanoid descendants of the mystical sphinxes. Like their forebearers, sphinxkin are often exceptionally wise and intelligent. They share a connection to the past and are usually found in scholarly roles such as archaeologists, historians, and sages. Others turn their wits towards mercantile trades and businesses where their perfect memories and inscrutability sets them apart from their competitors.

PERFECT MINDS

The greatest trait that sphinxkin inherit from their ancestors is that of their inscrutable minds. No magic in the multiverse can penetrate a sphinxkin's mental defenses. Furthermore, sphinxkin are adept at learning, as they can perfectly recall any detail of an experience that they have had, no matter how long ago it was.

PROUD AND STUBBORN INTELLECTUALS

Sphinxkin are smart and they know it. It's rare that a sphinxkin ever admits that it is wrong, even if empirical evidence proves otherwise. Still, sphinxkin lend themselves to any who seek knowledge and consider it a point of pride when others ask their advice. And like their greater ancestors, they enjoy offering riddles as a barrier to entry for such wisdom.

UNKNOWN ORIGINS

It's unclear how sphinxkin came to existence in the first place. Sphinxes are not known for interspecies mating. Nor would they willingly create, what they might consider, a "lesser version" of themselves. Sphinxkin genealogists expect that the origin of sphinxkin sprung from rogue magic or a cosmic accident. Regardless, most sphinxkin rarely trouble themselves with such ontological ponderings.

OBSESSIVE WANDERERS

Once a sphinxkin becomes interested in something, it spends its whole life traveling and learning all it can about the subject. For example, a sphinxkin obsessed with alchemy may travel the world to find rare ingredients. A sphinxkin who loves dragons might live with dragons for hundreds of years, just to learn all it can about the monsters' nature and lifestyles.

SPHINXKIN NAMES

Sphinxkin are born of human parents and most are given names appropriate for their native culture. Later in life, many sphinxkin also give themselves nicknames that they feel are more practical. Usually, these names reflect an area of study or interest of the sphinxkin.

Sphinxkin Nicknames: Alchemy, Doctor, Hunter, Jewels, Mountain, Nomad, Pageturner, Riddles, Scrolls, Shepherd, Tailor, Treasure

SPHINXKIN TRAITS

As a sphinxkin, you share the following characteristics with others of your kind.

Ability Score Increase. Your Intelligence scores increases by 1, and your Wisdom score increases by 2.

Age. Sphinxkin are not immortal like their ancestors but do live extremely long lives. These feline humanoids mature at around 100 years of age, and can then live for as long as 750 years or longer.

Size. Sphinxkin stand around 6 feet tall and weigh between 150 to 200 pounds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Alignment. Sphinxkin naturally lean towards lawfulness, just as their full-blooded predecessors do. Above all, they seek to protect the balance between good and evil.

Inscrutable. You are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

Eidetic Memory. You can perfectly recall the details of anything that you have ever seen or experienced, including the text in books, easily missed details from a memory or even the exact words someone once spoke.

Sphinx Magic. You can cast the *thaumaturgy* cantrip. Wisdom is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Sphinx.