

With predominantly leonine features and long flowing hair on their head, they are reminiscent of their kin—even bearing large, feathered wings. These wings are immaterial, however, composed entirely of deific essence and infused with the magic of their forebears. Their bipedal bodies and humanoid hands allow them to blend more easily into the tapestry of mortals.

DIVINE PURSUITS

Like their elder kin, demisphinxes are born with a divine missive nestled into their hearts and minds. Throughout adolescence, demisphinxes learn to meditate and delve into the depths of their psyche so they may one day uncover that mandate. Though some never do, most find their calling between the ages of twenty and twenty-five, which signifies a mental shift into adulthood.

For many, this directive may appear pedestrian: a drive to act nobly or guard those in need of protection. Others, however—those who have been chosen by fate—

NOBLE FELINES

Much like house cats, demisphinxes consider themselves favorably, occasionally to a

fault. Though this can appear to some cultures as conceit, demisphinxes rarely understand this to be anything but natural. If they appear arrogant, then it is because others are too humble; if they are stoic and rude, it is because others are vapid and insincere.

DEMISPHINX NAMES

Demisphinxes often have two names. The first is only used among sphinxes, deities, and other celestial beings, and it is often discovered (rather than given) during the late stage of adolescence while seeking their divine missive. Very rarely, a demisphinx will share this name with treasured friends and loved ones, but some go their entire life without ever speaking it aloud.

For their second name, that by which they are commonly known, demisphinxes most often adapt the

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names of former nobles, sovereigns, and titans of industry from the city or region in which they were born.

DEMISPHINX TRAITS

Your sphinxian ancestry manifests in a number of characteristics shared with all demisphinxes.

Suggested Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Age. Unlike your elder kin, you bear the constraints of a mortal life. Demisphinxes reach adulthood by 25 years of age and can live for around 300 years.

Common Alignment. Demiphinxes often lean closer to lawful than chaotic, but many find themselves somewhere in between; they are rarely evil.

Size. Demisphinxes stand between 6 and 7 feet tall and have full, lionlike figures. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Divine Meditation. You can assume a deep meditative state to cast detect magic as a ritual. While casting it in this way and until it ends, you are deaf to your surroundings and can't move. If you concentrate on the spell for its full duration, you magically learn the names of any spells or other magical effects you sensed, and you gain a basic understanding of their effects.

Psychic Resistance. You have resistance to psychic damage.

Regal Descent. Your magical seraphic wings allow you to fall with royal grace. You are always under the effects of the *feather fall* spell, provided you aren't incapacitated and your speed isn't 0.

Roar of Reprisal. When you fail a saving throw, you can use your reaction to bellow a roar that rewrites time. When you do so, you reroll the saving throw; you must use the new result. If you then succeed on the saving throw, and the source of the effect was a creature, that creature takes psychic damage equal to your level, as its mind struggles to comprehend the colliding realities. Once you use this trait, you can't do so again until you finish a short or long rest.

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

Subrace. There are two kinds of demisphinxes: noble and pursuant. Choose one of the following subraces.

NOBLE DEMISPHINX

Noble demisphinxes are driven by vague missives that can be open to interpretation. With flexibility available to them, they are considered to have more freedom in sphinxian societies and are encouraged to explore the world and its treasures as they see fit.

Suggested Ability Score Increase. Your Charisma score increases by l.

Divine Imperium. At 3rd level, you learn a heightened meditative technique. When you use your Divine Medi-

tation and concentrate on *detect magic* for its full duration, you can choose one curse you sensed or one spell you sensed of a level less than or equal to your proficiency bonus. The effects of that curse or spell are magically suppressed for 8 hours; if it is affecting an area rather than a specific creature or object, its effects are suppressed within 30 feet of where you meditated. Once you use this trait, you can't do so again until you finish a long rest.

Emissary. You can speak, read, and write one additional language of your choice.

PURSUANT DEMISPHINX

Pursuant demisphinxes leave adolescence with a solemn mission they've shared with their kith and kin. For most, this is something discovered during their meditations, but for others this is a fabrication—known or believed. In recognition of their fated journeys, pursuants receive additional training, often from sphinxes themselves.

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Divine Omen. At 3rd level, you learn a heightened meditative technique. When you use your Divine Meditation, you can instead cast *augury* as a ritual, requiring no material components. When cast in this way, the omen can be regarding an action you plan to take within the next 8 hours, instead of 30 minutes. Once you use this trait, you can't do so again until you finish a long rest.

Seeker. You have proficiency in one of the following skills of your choice: Deception, History, Investigation, Perception, or Survival.

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