



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

## DEMISPHEX TRAITS

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

**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. Demisphexes reach adulthood by 25 years of age and can live for around 300 years.

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

**Size.** Demisphexes 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 demisphexes: noble and pursuant. Choose one of the following subraces.

### NOBLE DEMISPHEX

Noble demisphexes 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 1.

**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 DEMISPHEX

Pursuant demisphexes 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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