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GOLDEN GUARDIAN

Golden Guardian is a desert combat encounter for four to five characters with an average party level (APL) of 7th level. In a low valley a golden guardian stands watch over the tombs of the dead. Statistics for creatures can be found within this encounter.

Sand swirls around your feet, stirred by the hot desert wind. Ahead the light glints off a gold statue sitting upon a raised dais. Coated in a thin layer of dust, the lion-like figure with a humanoid face appears almost lifelike.

GOLDEN SPHINX

This encounter takes place in any desert environment. This valley has been used for centuries as a burial place for the wealthy. A **golden sphinx** was built to act as a guardian to the tombs within this valley. It has successfully guarded them for hundreds of years from would-be grave robbers. The golden sphinx was created by Marovan, a wizard, to protect his treasures. Many have attempted to loot the tombs that line the valley walls

ENCOUNTER: STATUESQUE

The **golden sphinx** sits motionless on its dais when the characters arrive. It watches them with motionless golden eyes and remains still waiting for the intruders to let their guard down.

CR8

3,900XP

DESERT ENCOUNTER

WATCHFUL GUARDIAN

The sphinx will wait till the characters approach it or one of the tombs entrances before teleporting behind a character and attacking.

SPHINX TACTICS

The sphinx will use its ability to teleport and attack to keep the characters confused. It breaks up its attacks by teleporting in between to attack as many characters as possible.

CONCLUSION

Guardian defeated. If the characters defeat the sphinx

it explodes into golden fragments incredibly hot to the touch. All the gold s when gathered up weighs 1200 lbs.

Agressor. The sphinx's only command is to defend the owners of the tomb and their possessions. Once a character is no longer a threat, it will ignore them.

Golden Sphinx

Large construct, unaligned CR 8 3,900 XP

AC 19 HP 114 SPD 40 ft.

Str +5 Dex +0 Con +4

Int -1 Wis +1 Cha +2

Truesight. 60 ft.

Immunities. Fire, Poison, Psychic;

Passive perception 14 Nonmagical

Languages. Common Attacks.

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

Immutable Form. The sphinx is immune to any spell or effect that would alter its form.

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

Actions (the sphinx makes two claw attacks)

Claw. +8, reach 5 ft., 13 (2d+4) slashing

Teleport. The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

7TH

LEVEL

PATREON

INSTANT
ENCOUNTERS