

## VAULT GOLEMS

Enchanted in ancient times, the Vault Golems are something of an enigma. They tirelessly and agelessly guard the secrets of this ancient tomb. While motionless, they appear to be large obsidian jackal-headed warriors, wearing golden kilts and carrying large bronze pikes. They do not come alive unless intruders come near and when they do, nothing will stop them from protecting the vault.



### Tactics

There are two golems standing on either side of the tomb entrance, appearing to be mosaics. As the party gets within 30 ft., they will animate and immediately attack. If the party is surprised, the golems will get a surprise round.

The primary purpose of the golems is to stop anyone from coming into the Vault Chamber in order to protect the sphinx. They will stop at nothing to do that, however, they will not leave their posts either. If the party decides to get away, the vault golems will not chase beyond 60 ft. from the vault chamber.

They will fight aggressively until the party is dead or driven off, focusing their attacks on anyone within reach of the vault and will always use their Ancient Sentinel reaction attacks whenever a creature is in range.

**Scaling the Tactics – Easier:** The golems should only use their Ancient Sentinel attacks in the case that the party tries to bypass them, moving into the vault. Many parties will attack their foes directly, rather than try to bypass them, thereby “wasting” the uses of Ancient Sentinel reactions, but maintaining the theme of protecting the vault above all else. Focus on the use of the Pike, rather than Slam, and distribute attacks to avoid attacks with advantage against prone foes. Knocking foes prone does less damage, and is more fun.

**Scaling the Tactics – Harder:** To ramp this up, have the golems work in tandem, pairing the pike attacks of one with the slams of another. The former will likely knock the target prone, giving the latter opportunity to attack with advantage with the high-damage attack.

Use the golems’ exceptional reach to keep out of range of high-damage melee foes, such as rogues, rangers, and fighters, using their Ancient Sentinel ability to keep those foes at bay while focusing attacks on physically-weak foes.



Vault Golem  
Huge construct,  
unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	10 (+0)	11 (+0)	1 (-5)

**Saving Throws** Con +8

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Ancient Nathereneen

**Challenge** 10 (5,900 XP)

### Traits

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

**False Mosaic.** The golem can spend one minute to merge into a flat stone surface of its size or larger. Once within the stone, the golem gains object immunities and resistances as though it was an object, and is incapacitated. The golem can leave the stone as part of its movement. While the golem remains motionless within the stone, it is indistinguishable from a mosaic on the wall.

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

**Magical Weapons.** The golem's weapon attacks are magical.

**Forbidding Aura.** The golems have a magical aura that wards a radius of up to 1,000 square feet that prevents creatures from teleporting into the area, the use of portals, or planar magic. In addition, humanoids that enter the area for the first time on a turn or starts a turn there takes 7 (2d6) necrotic damage.

**Ancient Sentinel.** Creatures moving within 20 ft. of the Vault Golem provoke opportunity attacks from the Vault Golem unless they took the Disengage action before moving. When the Vault Golem hits a creature with an opportunity attack, the creature's speed becomes 0 until the end of the turn.

### Actions

**Multiattack.** The golem makes two attacks.

**Pike.** *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.