

Encounter type: **Sphinx**

Encountered: 1

Attacks per turn: 6

Attack types / Damage per successful attack: 4 Claws: 1-D12 x12 each, 2 Bites: 1-D12 x12 each.

D20 roll needed to have Gold / # of gold coins found: 1+ / 1-D12 +12 x12

D20 roll needed to have Silver / # of silver coins: 1+ / 1-D12 +120 x12

D20 roll needed to have **Treasure** / # of treasure items found: 1+ / 1-D12 +12 x2

Defense: 21

Experience: 1,200

Life-points: 3,600

Offense: +12

Region: Volcanic Wilderland Tomb of Unrest.

Special: Enchantment and Magical Spell immunity: The Sphinx is not effected by any form of Enchantment or Magical Spells directly.

The Riddle: As you enter the portal, you see the legendary Sphinx before you. It looks at you all. It a deadly calm voice, challenges you to solve a riddle, promising you treasure and wealth, should you answer it correctly -- threatening death should you refuse or fail to solve it. Each Character present will have one chance to solve the riddle. A 20 (using a D20) will be the needed roll to succeed. Failure to answer correctly, or refusal, will cause the Sphinx to attack.