

NAME	HEIGHT	BODY POINTS	MAGIC RESISTANCE	ATTACKS
Stone Golem with Hammer	5	25	1	2

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+4	
	SMASH	24	50	+3	
SIDE SWING	STRONG	28	58	+2	
	HIGH	10	58	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	54	-2	
	LOW	14	54	-2	
SPECIAL ATTACK	SWAT HIGH	38	64	+1	
	SWAT LOW	42	64	+1	
	KICK	34	56	0	
	PUNCH	22	60	0	
UNARMED SPECIAL ATTACK	CRUSH	44	64	+2	
	GRAB	48	60	+5	
	SHOVE	6	64	+3	
SPECIAL					
	WILD SWING	40	58	+2	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
SPECIAL ATTACK	FLATTEN	26	56	+14	
	STAMP	4	56	-1	
JUMP					
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+7	
	SWING	58		+4	
	SWAT	64		0	
	THRUST	54		0	
	PUNCH	60		-1	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Stone Golem gains Experience Points and improves manoeuvres as normal, but can never improve its Body Points. It is worth twice the usual number of Experience Points.

Golems are immune to poison, to life drain and to most mind attacks such as fear, charm and hypnosis. The Stone Golem takes half damage from fire and lightning attacks. A head wound has a chance of instantly destroying a Golem by obliterating its forehead rune.

The Flatten attack (26) is a risky attempt to kill an opponent by simply falling on them. The Golem drops its hammer to perform Unarmed Special Attacks.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	49	37	61	13	13		49	57		31	17	13	41	13	49	13	13	13	13	49	27	55	27	13
4	5	17	17	33	3		9	57		17	59	15	41	3	15	9	19	15	11	5	11	55	43	63
6	53	37	53	33	3		49	53		29	59	31	53	31	5	45	13	53	11	31	11	55	53	63
8	5	37	61	33	3		21	57		29	21	19	41	3	3	9	41	19	11	5	11	55	43	63
10	31	53	53	53	45		7	35		23	7	45	31	31	3	53	25	31	31	53	27	55	43	63
12	31	37	61	31	53		9	57		17	59	19	41	31	3	45	25	31	17	53	17	55	29	63
14	49	13	13	23	13		13	13		53	59	13	13	13	5	13	13	13	13	49	17	55	53	63
16	57	57	61	57	57		9	57		57	59	41	57	21	57	9	41	41	57	21	57	57	43	57
18	5	1	61	33	3		9	57		29	59	15	41	3	3	9	41	15	11	21	11	55	43	63
20	5	37	61	33	21		9	57		29	59	15	41	21	3	9	25	15	11	5	11	55	43	63
22	19	13	61	23	13		13	13		53	17	15	53	3	5	31	25	13	11	49	17	55	43	63
24	53	7	53	33	45		9	1		7	59	7	7	53	3	45	53	15	31	21	11	7	17	63
26	5	37	17	33	3		9	57		17	59	15	41	3	3	9	25	15	11	5	17	17	43	63
28	7	31	61	53	3		9	23		23	59	53	19	17	31	9	25	31	31	41	11	55	43	63
30	49	37	61	33	3		9	57		29	59	15	41	3	45	45	25	15	11	5	17	55	27	63
32	53	53	61	33	3		53	53		29	53	45	53	53	3	31	25	53	17	31	53	55	43	53
34	5	37	61	33	51		9	51		51	51	15	41	51	51	51	25	51	11	51	11	55	27	51
36	5	7	7	33	3		9	1		7	59	15	7	7	45	9	7	15	11	7	11	55	7	63
38	31	53	61	53	19		7	57		29	17	19	31	5	5	45	25	31	17	5	27	55	43	63
40	49	17	61	17	3		49	23		53	13	23	13	3	5	9	25	17	11	5	17	55	43	63
42	19	37	61	13	13		19	47		31	17	13	41	13	5	9	13	13	17	49	17	13	27	63
44	5	7	61	33	45		31	57		53	53	15	41	31	31	45	13	53	17	31	11	55	27	63
46	5	1	61	33	3		9	1		29	59	15	41	19	15	9	25	15	11	5	11	55	43	63
48	5	37	61	31	45		49	57		17	17	31	41	31	31	9	25	31	17	13	17	55	53	63

	50	52	54	56	58	60	62	64
50	45	23	9	53	17	59	17	17
52	21	57	9	57	5	59	57	57
54	53	33	45	17	35	59	35	11
56	39	57	9	45	57	57	57	11
58	39	13	57	47	5	13	57	57
60	13	33	13	57	5	59	47	47
62	39	57	57	57	57	57	57	57
64	7	35	33	45	57	57	57	11

1 JUMPING AWAY

Tell Opponent: "No restrictions next turn."

3 SWINGING HIGH

Tell Opponent: "Do no Thrusts or Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Thrusts or Blue next turn."

7 HEAD WOUND

SCORE 0 / 30*

*on a roll of 12 on 2 dice for an edged weapon, or 11-12 for a blunt weapon

Tell Opponent: "No restrictions next turn."

9 THRUSTING

Tell Opponent: "Do no Sideswings next turn."

11 SWATTING WITH FIST

Tell Opponent: "Do no Punches next turn."

13 LEG WOUND

SCORE 0

Tell Opponent: "

15 SWINGING DOWN

Tell Opponent: "Do no Red or Blue next turn."

17 GLANCING BLOW

SCORE -1

Tell Opponent: "No restrictions next turn."

19 OFF BALANCE

SCORE -1

Tell Opponent: "Do only Jumps next turn."

21 TURNED AROUND

SCORE -1

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

Tell Opponent: "Do no Blue or Yellow next turn."

27 WEAPON DISLODGED

Tell Opponent: "Do only Retrieve Weapon, Jumps or Special Attacks until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Red or Orange next turn."

31 ARM WOUND

SCORE 0

Tell Opponent: "Do only Green, Yellow or Special Attacks next turn."

33 DODGING

Tell Opponent: "Do no Thrusts next turn."

35 EXTENDED RANGE BODY WOUND

SCORE -1

Tell Opponent: "Do only Extended Range next turn."

37 STAMPING

Tell Opponent: "Do no Jumps next turn. If on a Score page or if opponent is height 4 or less (and not Flying), turn to p. 41."

39 CHARGING

Tell Opponent: "Do no Green or Yellow next turn."

41 FALLEN DOWN

SCORE 1

Tell Opponent: "Do only Jumps for the next 4 turns. If on a Score page, turn to p. 41 and inflict damage. If opponent is height 4 or less (and not Flying), turn to p. 41, but do not score damage."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Red or Orange next turn."

45 PARRYING HIGH

SCORE -6

Tell Opponent: "Do no Blue next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 0

Tell Opponent: "Do only Extended Range next turn."

49 PARRYING LOW

SCORE -6

Tell Opponent: "Do no Orange next turn."

51 KICKED

SCORE -4

Tell Opponent: "No restrictions next turn."

53 BODY WOUND

SCORE -1

Tell Opponent: "No restrictions next turn."

55 CRUSHING

Tell Opponent: "If Scoring damage, instead Score damage according to p. 53 but read instruction from p. 19. Do only Retrieve Weapon, Jumps or Special Attacks until weapon has been retrieved."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Do only Extended Range next turn."

59 STRIKING WITH FIST

Tell Opponent: "Do no Swats next turn."

61 SHOVING

Tell Opponent: "If Scoring damage, turn instead to p. 19 but do only Extended Range next turn and instruct me to do only Brown. Do only Retrieve Weapon, Jumps or Special Attacks until weapon has been retrieved, but add +1 to any Special Attack that Scores next turn."

63 GRABBING

Tell Opponent: "If Scoring damage, turn instead to p. 41. Do only Retrieve Weapon, Jumps or Special Attacks until weapon has been retrieved, but add +2 to any Special Attack that Scores next turn."