

| NAME                 | HEIGHT | BODY POINTS | MAGIC RESISTANCE | ATTACKS |
|----------------------|--------|-------------|------------------|---------|
| Clay Golem with Mace | 5      | 20          | 1                | 1       |

| MANOEUVRES             |                 | PG | X  | MOD | + |
|------------------------|-----------------|----|----|-----|---|
| DOWN SWING             | BASH            | 36 | 50 | +5  |   |
|                        | SMASH           | 24 | 50 | +4  |   |
| SIDE SWING             | STRONG          | 28 | 58 | +3  |   |
|                        | HIGH            | 10 | 58 | +2  |   |
|                        | LOW             | 2  | 58 | +2  |   |
| THRUST                 | HIGH            | 32 | 54 | -1  |   |
|                        | LOW             | 14 | 54 | -1  |   |
| SPECIAL ATTACK         | PUNCH HIGH      | 38 | 64 | 0   |   |
|                        | PUNCH LOW       | 22 | 64 | 0   |   |
|                        | KICK            | 34 | 56 | 0   |   |
|                        |                 |    |    |     |   |
| UNARMED SPECIAL ATTACK | CRUSH           | 44 | 64 | 0   |   |
|                        | GRAB            | 48 | 60 | +4  |   |
|                        | SHOVE           | 6  | 64 | +2  |   |
| SPECIAL                |                 |    |    |     |   |
|                        | WILD SWING      | 40 | 58 | +3  |   |
|                        | DISLODGE WEAPON | 30 | 58 | -4  |   |
|                        | RETRIEVE WEAPON | 46 | 52 | -6  |   |
| SPECIAL ATTACK         | FLATTEN         | 26 | 56 | +12 |   |
|                        |                 |    |    |     |   |
| JUMP                   | UP              | 18 | 52 | -6  |   |
|                        | DODGE           | 8  | 52 | -4  |   |
|                        | DUCK            | 20 | 52 | -5  |   |
|                        | AWAY            | 16 | 62 | -4  |   |

| EXTENDED RANGE |               | PG |  | MOD | + |
|----------------|---------------|----|--|-----|---|
|                | CHARGE        | 50 |  | +6  |   |
|                | SWING         | 58 |  | -2  |   |
|                | PUNCH HIGH    | 64 |  | -1  |   |
|                | PUNCH LOW     | 60 |  | -1  |   |
|                | THRUST        | 54 |  | -2  |   |
|                | BLOCK & CLOSE | 56 |  | 0   |   |
|                | DODGE         | 52 |  | -6  |   |
|                | JUMP BACK     | 62 |  | -6  |   |

The Clay 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.

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

Blunt weapons merely compress the Golem's clay and therefore do 1 point less damage than normal. Weapons, particularly edged thrusting weapons, may become lodged in the Golem's body - the opponent must do only Jumps or Shield Blocks for 3 turns while they pull it free, or abandon it.

A head wound has a chance of instantly destroying a Golem by obliterating its forehead rune.

The Golem is immune to poison, to life drain and to most mind attacks such as fear and charm.

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

|    | 50 | 52 | 54 | 56 | 58 | 60 | 62 | 64 |
|----|----|----|----|----|----|----|----|----|
| 50 | 45 | 23 | 9  | 53 | 19 | 11 | 19 | 19 |
| 52 | 21 | 57 | 9  | 57 | 5  | 11 | 57 | 57 |
| 54 | 59 | 33 | 45 | 17 | 35 | 11 | 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  | 11 | 47 | 47 |
| 62 | 39 | 57 | 57 | 57 | 57 | 57 | 57 | 57 |
| 64 | 7  | 35 | 53 | 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 2 / SCORE 25\*

\*on a roll of 11-12 on 2 dice for an edged weapon, or 9-12 for a blunt weapon  
(if you have an edged weapon and modified Score is 5 or more, turn to p. 55)

Tell Opponent: "No restrictions next turn."

9 THRUSTING

Tell Opponent: "Do no Sideswings next turn."

11 STRIKING WITH FIST

Tell Opponent: "No restrictions next turn."

13 LEG WOUND

SCORE 2

(if you have an edged weapon and modified Score is 5 or more, turn to p. 55)

Tell Opponent: "No restrictions next turn."

15 SWINGING DOWN

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

17 GLANCING BLOW

SCORE 0

Tell Opponent: "No restrictions next turn."

19 OFF BALANCE

SCORE 0

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

21 TURNED AROUND

SCORE 0

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 AND RETRIEVING CLAY

Tell Opponent: "Do no Red or Orange next turn. Restore 1 Body Point."

31 ARM WOUND SCORE 2  
(if you have an edged weapon and modified Score is 5 or more, turn to p. 55)  
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 2  
(if you have an edged weapon and modified Score is 5 or more, turn to p. 55)  
Tell Opponent: "Do only Extended Range next turn."

37 JUMPING UP  
Tell Opponent: “Do no Blue next turn.”

39 CHARGING  
Tell Opponent: “Do no Green or Yellow next turn.”

41      **FALLEN DOWN**      **SCORE 1**  
 Tell Opponent: “Do only Jumps for the next 3 turns. If on a Score page, turn to p. 41.”

43 RETRIEVING WEAPON  
Tell Opponent: “May use weapon again. Do no Red or Orange next turn.”

45      PARRYING HIGH      SCORE -5  
Tell Opponent: “Do no Blue.”

47 EXTENDED RANGE LEG WOUND SCORE 2  
(if you have an edged weapon and modified Score is 5 or more, turn to p. 55)  
Tell Opponent: "Do only Extended Range except Charge next turn."

49      PARRYING LOW      SCORE -5  
 Tell Opponent: “Do no Orange next turn.”

51 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.”

53 BODY WOUND SCORE 2  
(if you have an edged weapon and modified Score is 5 or more, turn to p. 55)  
Tell Opponent: “No restrictions next turn.”

55 WEAPON LODGED IN CLAY SCORE 2  
Tell Opponent: “No restrictions next turn. I will do only Jumps or Shield Blocks for the next 3 turns instead of any better restrictions, or abandon my weapon.”

57      EXTENDED RANGE BLOCKING  
Tell Opponent: “Do only Extended Range next turn.”

59 BODY WOUND

SCORE 2

(if you have an edged weapon and modified Score is 2 or more, turn to p. 55)

Tell Opponent: "No restrictions next turn."

61 SHOVING

Tell Opponent: "If Scoring damage, turn instead to p. 19. 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."