

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	MR	ATTACKS
Glass Golem with Longsword	4	11	x	1	1 / 3* / 7**

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	64	0	
THRUST	HIGH	32	60	0	
	LOW	14	60	0	
SPECIAL ATTACK					
	PRISMATIC BURST*	(22)	54	S	
	PRISMATIC SPRAY**	(38)	54	S	
	BLINDING FLASH	34	54	S	
	SEARING LIGHT	6	54	LP	
	SPRAY GLASS SHARDS	36	56	-1	
CLAW SLICE	HIGH	12	58	-1	
	LOW	42	58	-1	
SPECIAL	WILD SWING	40	64	+1	
	DISLODGE WEAPON	30	64	-4	
	RETRIEVE WEAPON	46	52	-6	
MAGIC	CAST STORED SPELL	(48)	52	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+3	
	SWING HIGH	64		+1	
	CLAW	58		-6	
	THRUST	60		+1	
	SEARING LIGHT	54		LP	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

A Glass Golem gains experience points and improves manoeuvres as normal, but can never improve its Body Points.

Edged weapons suffer a -1 penalty on all damage against the Glass Golem. If the Golem takes 6 or more Body Points damage from a physical attack in a single turn, opponents at close range are showered with glass shards, which inflict Arm and Leg Wounds with a -3 modifier and Body Wounds with a -4 modifier, to a maximum of half (round up) the Body Point damage taken by the Golem. A head wound has a chance of instantly destroying a Golem by obliterating its forehead rune.

The Glass Golem is immune to poison, to life drain and to most mind attacks such as fear and charm. It has a Fire Resistance of 5 and a Cold Resistance of 2. It has a Magic Resistance of 1 and is affected as normal by most magic spells. However, when the Golem is struck by a Red, Purple, Green or Grey magic spell, it gains the ability to cast that spell on one future occasion at the same level and using the same number of Magic Points.

Each turn that the Glass Golem is exposed to a source of illumination, it gains 1 Light Point (LP), to a maximum of 7. Blinding Flash (34) and Searing Light (6,54) can only be used when the Golem has at least 1 LP. Searing Light inflicts damage equal to LP.

If LP reaches 7, the Golem can release a Prismatic Burst (22) or Prismatic Spray (38) of seven shimmering multicoloured light beams. The narrower Prismatic Burst can affect up to 3 Opponents who are each struck by 2 random beams. The broader Prismatic Spray can potentially affect up to 7 opponents. Opponents are struck by one random beam. Those with Magic Resistance can ignore exposure to one beam for every point of MR. Effects are as follows:

Red - 8 Body Points damage as though by the Red Magic spell Fireball

Orange - 4 Body Points damage as though by the Red Magic spell Lightning Bolt

Yellow - dazzled for 5 turns and can do only Jumps, Wild Swing or Shield Blocks

Green - 1 Body Point damage per turn for the rest of the game

Blue - if fewer than 8 Body Points, paralysed for the remainder of the game

Indigo - affected as by the Red Magic spell Insanity for the rest of the game

Violet - Magic Points reduced to 0; magical items ineffective for the rest of the game.

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

	50	52	54	56	58	60	62	64
50	45	23	51	53	41	11	19	19
52	21	57	51	57	49	11	57	57
54	13	33	51	45	35	11	47	3
56	39	57	51	45	57	57	57	3
58	39	33	51	35	49	13	57	57
60	13	33	13	57	49	11	57	47
62	39	57	51	57	57	57	57	57
64	7	35	53	45	57	57	57	3

1 JUMPING AWAY

Tell Opponent: "No restrictions next turn."

3 SWINGING

Tell Opponent: "Do no Thrusts next turn."

5 SPRAYING GLASS SHARDS

Tell Opponent: "Spend 1 Body Point. Do no Orange next turn. If on a Score page, turn to p. 53."

7 HEAD WOUND

SCORE 4 / 16*

*on a roll of 10-12 on 2 dice for an edged weapon, or 9-12 for a blunt weapon

Tell Opponent: "No restrictions next turn."

9 THRUSTING HIGH

Tell Opponent: "No restrictions next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Red next turn."

13 BODY WOUND

SCORE 1

(if using a heavy-ended weapon, turn to p. 53)

Tell Opponent: "No restrictions next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 PRISMATIC SPRAY

Tell Opponent: "Reduce LP to 0. If on p. 23, turn to p. 33. If on a Score page other than a Shield Block, strike me with one or two prismatic light beams. See Special Rule."

19 STRUCK OFF BALANCE

SCORE 1

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

21 TURNED AROUND

SCORE 1

Tell Opponent: "Do only Yellow or Special Attack next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 BLINDING FLASH

Tell Opponent: "Reduce LP by 1. Instruct me to do only Green or Yellow next turn and subtract 2 from any Score for the next 2 turns."

27 WEAPON DISLODGED

Tell Opponent: "Do only Jumps, Claw, Magic, Special Attack or Special (except Wild Swing) until weapon has been retrieved."

29 DUCKING

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

- 31 ARM WOUND SCORE 4
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 4
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 KNOCKED DOWN SCORE 1
Tell Opponent: "Do only Jumps next turn."
- 43 RETRIEVING WEAPON
Tell Opponent: "May use weapon again. Do no Red or Orange next turn."
- 45 PARRYING SCORE -3
(if modified Score is greater than 0, score no damage but turn to p. 55)
Tell Opponent: "No restrictions next turn."
- 47 EXTENDED RANGE BODY WOUND SCORE 1
(if using a heavy-ended weapon, turn to p. 35)
Tell Opponent: "Do only Extended Range next turn."
- 49 CLAWING
Tell Opponent: "No restrictions next turn."
- 51 SEARING LIGHT
Tell Opponent: "Reduce LP to 0. If on a Score page other than a Shield Block, turn instead to p. 19. No restrictions next turn."
- 53 BODY WOUND SCORE 4
Tell Opponent: "No restrictions next turn."
- 55 WEAPON BROKEN (if weaponless, turn to p. 1)
Tell Opponent: "Subtract 2, cumulative, from all weapon scores for the rest of the game."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 ARM WOUND SCORE 1
(if using a heavy-ended weapon, turn to p. 31)
Tell Opponent: "No restrictions next turn."

61 CASTING MAGIC

Tell Opponent: "If on a Score page, reveal Magic Card."

63 GLASS SHARDS LODGED IN SHIELD (if shieldless, turn to p. 59)

Tell Opponent: "Spend 1 Body Point. Do no Orange next turn. If on a Score page, turn to p. 17."