

NAME	HEIGHT	BODY POINTS	MAGIC RESISTANCE	ATTACKS
Silver Golem with Daggers	4	15	1	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	STAB	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	54	0	
	LOW	14	60	0	
FAKE					
	SIDE SWING	22	54	-1	
	THRUST	38	58	0	
SPECIAL ATTACK					
	EMBRACE	48	64	-1	
	SHOVE	6	54	+4	
SPECIAL	KICK	34	56	+1	
	WILD SWING	40	58	+2	
	DISLODGE WEAPON	30	58	-4	
	FLATTEN	26	56	+8	
	STAMP	4	56	-2	
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		-5	
	SWING LOW	58		-5	
	THRUST HIGH	54		-4	
	THRUST LOW	60		-4	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Silver 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 Silver Golem takes half damage from fire attacks and normal damage from lightning attacks.

Each time the Silver Golem is struck on a Score page marked with an asterisk, the base Score value for that body location (Head, Body, Left Arm, Right Arm, Legs) is increased by 1 point, to a maximum of Score 2.

The Flatten attack (26) is a risky attempt to kill an opponent by simply falling on them.

The Silver Golem's daggers are integral parts of the construct and cannot be dislodged.

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

	50	52	54	56	58	60	62	64
50	51	23	9	53	17	11	17	17
52	21	57	9	57	5	11	57	57
54	53	33	55	45	35	11	35	3
56	39	57	9	45	57	57	57	3
58	39	33	57	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	57	57	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 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* / 20

(on a roll of 11 or 12 on 2 dice if Scoring positive damage)

Tell Opponent: "No restrictions next turn."

9 THRUSTING HIGH

Tell Opponent: "Do no Sideswings next turn."

11 THRUSTING LOW

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

13 LEG WOUND

SCORE -2*

Tell Opponent: "No restrictions next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 GLANCING BLOW

SCORE -3

Tell Opponent: "No restrictions next turn."

19 OFF BALANCE

SCORE -3

Tell Opponent: "Do only Jumps next turn."

21 TURNED AROUND

SCORE -3

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

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

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

27 LEFT ARM WOUND

SCORE -2*

Tell Opponent: "Do only Jumps, Special, Down or Side Swings next turn."

29 DUCKING

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

31 RIGHT ARM WOUND

SCORE -2*

Tell Opponent: "Do only Jumps, Special or Thrusts next turn."

33 DODGING

Tell Opponent: "Do no Thrusts next turn."

- 35 EXTENDED RANGE BODY WOUND SCORE -3*
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 0
Tell Opponent: "Do only Jumps for the next 2 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 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."
- 45 PARRYING HIGH & STABBING SCORE -3
Tell Opponent: "No restrictions next turn. Turn to p. 13 and stab me with Thrust Low (14)."
- 47 EXTENDED RANGE LEG WOUND SCORE -2*
Tell Opponent: "Do only Extended Range next turn."
- 49 PARRYING LOW & STABBING
Tell Opponent: "No restrictions next turn. Turn to p. 53 and stab me with Thrust High (32)."
- 51 PARRYING SCORE -3
Tell Opponent: "No restrictions next turn."
- 53 BODY WOUND SCORE -3*
Tell Opponent: "No restrictions next turn."
- 55 PARRYING HIGH & SLASHING SCORE -3
Tell Opponent: "No restrictions next turn. Turn to p. 13 and slash me with Swing Low (2)."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 PARRYING LOW & SLASHING SCORE -3
Tell Opponent: "No restrictions next turn. Turn to p. 31 and slash me with Swing High (10)."
- 61 SHOVING
Tell Opponent: "If Scoring damage, turn instead to p. 19."
- 63 EMBRACING
Tell Opponent: "If on a Score page, turn to p. 53 and stab me twice."