

Construct, The Crystal Statue

Alignment: N/A

Nature: I exist to Guard

Type: Construct

The Crystal Statue was all the rage in the ancient lands. Although some aspects of how to construct one have been lost, at one time it was relatively easy and cheap to produce. It is not the toughest construct going and was most popular with people that wanted more elegance than protection. Many a King or Queen just did not want the eyesore of a large metal golem watching over their possessions or guarding their entryways.

The Crystal Statue is very fast but is normally restricted to a very limited area that it will protect. This is a not a hard fast rule but one set on the preferences of the time. Most of the purchasers of these constructs thought it very tacky to give the thing free reign to a whole cottage, castle or dungeon.

There are multiple versions of this type of construct. The version depicted here is very basic. The backs of the forearms have been strengthened on the statue and are used to deflect incoming blows. This gives makes the statue fairly hard to hit since it uses both arms to attack and defend.

Control

The Crystal Statue was normally set as a guardian to an area or item

and had a fairly simple set of activation conditions. For example, attack anyone that touches this chest without saying, "stand back, I think its gonna blow". A mage would come in (charging money) and change the activation conditions if the owner of the statue wanted, and under normal conditions, this was the only way to change a set of activation conditions. The knowledge of how to change the instruction given to a Golem or Statue has been lost with the passage of time (well, maybe not so much lost as replaced by the use of the Control Object).

Immunities

This construct is immune to poison damage as well as to any form of mind control. The magic that makes the construct also protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

Sights

Constructs cannot see in the normal sense. They are unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a construct.

Awareness Rolls and Killing its Current Opponent

When the fight starts the Crystal Statue will tend to concentrate its efforts on a single target. It will not switch targets unless forced to do to (i.e., the target teleports away). The statue does not see in the normal sense of the word and does not loose a combat round when switching between opponents or melee groups.

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Construct, The Crystal Statue

Threat: 3
WR: 1d4
TKA: 1d6
Wounds: 40+2d12

Soul Points: 60
Power: 25
React: 15
Resolve: 18+40

Luck: 0
Spell Resis: 14
Relative Size: 3

Walking: 4
Charging: 16
Running: 20
Broad Jump: 4d6+4
Flying: -
Free Weight: -

	Punch (*2)	Total
Skill	18 + 50	
Defense Adj.	3 (18/3=6)	12
Attack Rank	24 / 2d12	
Damage	1d6	2d6

(The Crystal Statue Construct)
No Image Currently Available

Armor: None
APV: 0
WR: 1d4
TPV: 1d4

Fist Attacks

The Crystal Statue uses its two fists as weapons (roll for each fist separately). Its arms are reinforced to allow it to deflect blows. This means that weapons with lower attack ranks may get multiple attacks against the Statue.

Combat Options

Deflect blow

Use any dice between a d4 and a d20. Roll the dice twice. Low roll equals synergy cost. High roll equals chance on a d20 that the deflection attempt will succeed (if the blow hits roll the deflection attempt).

Additional Information

See the back of this stat sheet for additional characteristics for this construct

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	8	18	16	13	10	20	7	11
2	15	15	12	11	12	10	22	15
3	18	15	12	10	7	9	19	16
4	10	14	16	13	13	14	10	13
5	8	10	4	10	11	17	10	15
6	11	11	10	11	14	15	19	15

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	54	49	46	58	53	56	54	63
2	42	62	54	45	50	57	50	48
3	54	53	48	55	47	56	50	59
4	45	45	43	60	53	61	51	62
5	62	59	49	52	53	51	56	47
6	49	56	58	46	51	53	50	53

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Construct, The Crystal Tiger

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Crystal Tiger is a construct that has been made to look like a glass or crystal tiger.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem or construct. Even though this is possible, a construct cannot be convinced not to attack should it be instructed to. Although the soul carries with it past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the construct has final and complete control over her creation.

Control

The magic user that creates a construct or a golem will create a control device. This device is usually a ring or gem of some type that allows the wearer / wielder to issue commands to the construct. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the construct is impervious to takeover. Even though the construct is animated through use of a soul, it has no mind to take over. In most cases, the ring worn by the construct's actual builder will take precedence over all other rings given out by the magic user (most magic users keep the most powerful ring for themselves).

Immunities

This construct is immune to poison damage as well as to any form of mind control. The magic that makes the construct also protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

Sights

Constructs cannot see in the normal sense. They are unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a construct.

Awareness Rolls and Killing its Current Opponent

When the fight starts the Crystal Tiger will tend to concentrate its efforts on a single target. It will not switch targets unless forced to do to (i.e., the target teleports away). The statue does not see in the normal sense of the word and does not loose a combat round when switching between opponents or melee groups.

Invisible

The crystal Tiger will turn invisible once a battle starts. Refer to the write up on fighting invisible opponents for more information on this.

Knock Down Attack

The Tiger's first attack will be a Knock Down Attack. To do a knock down attack you roll your to hits and damage as normal. However, the target does not actually take damage. Rather, the target will be knocked down unless it can make a Balance Skill check adding in the damage that would have been done by the attack (this penalty is negated by a high synergy bonus in the balance skill).

When attacking a character that has been knocked down the Tiger gets all three of its attacks and is allowed to re-roll misses.

The target can defend with either her weapon or shield while knocked down, but not both. A character that has been knocked down does not get any attacks against the Tiger so long as she remains on the ground. The character will get up at the end of the following combat round (in combat instant 25) if she can make both a React and a Combat Skill check. If the character fails these two rolls, she gets up at the end of the following combat round (i.e., she spends two complete combat rounds on the ground, not just one).

Rend Attack

If the target has been knocked down (and has not gotten back up yet) then there is a 35% chance that the Crystal Tiger will use its Rend attacks in addition to its normal claw attacks. To do a rend attack, the Crystal Tiger must hit with one or both of its Claw attacks. When it does this, the Legend Weaver can roll any dice between a d4 and a d20. Roll the dice twice. The lower of the two rolls equals the cost in Claw Skill synergy bonus to do a Rend Attack. The higher of the two rolls is the damage bonus that is added to the claw attack if both claws hit. If only one claw hit then the damage done by the Rend attack is half the rolled figure.

Construct, The Crystal Tiger

Threat: 5
 WR: 1d8
 TKA: 2d8
 Wounds: 50+2d12

Soul Points: 60
 Power: 40
 React: 18+0
 Resolve: 18+50

Luck: 0
 Spell Resis: 18+0
 Relative Size: 5.5

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: 4d4
 Flying: -
 Free Weight: -

	Claw (*2)	Total	Bite	Total
Skill	18 + 30		18 + 50	
Defense Adj.	N/A		N/A	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d10	2d8+1d10	1d12	2d8+1d12

Armor: None
APV: 0
WR: 1d8
TPV: 1d8
Awareness: 18+30
Combat: 18+25
Sixth Sense: 18+30

(Crystal Tiger Construct)

No Image Currently Available

Invisibility

The Crystal Tiger will turn invisible at the start of the battle. Refer to the write up on invisibility to see what this means.

Special Attacks

The Crystal Tiger has two special attacks, The **Knockdown Attack** and the **Rend Attack**. Both are described on the back of this stat sheet.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	9	18	15	17	11	9	8	7
2	15	12	10	12	4	11	8	9
3	13	9	11	21	17	16	14	14
4	17	21	18	14	13	8	16	14
5	17	16	16	5	8	19	10	17
6	9	9	20	11	21	17	20	14

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	58	65	62	62	68	65	56	70
2	56	60	61	58	59	64	61	64
3	70	67	65	52	67	64	62	71
4	59	66	61	69	61	66	68	55
5	64	56	72	66	59	62	72	65
6	60	62	55	64	65	57	64	54

Construct, The Crystal Warrior

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Crystal Warrior realies on high skill to dispatch its enemies. The Crystal Statue wields twin crystal long swords. So long as these swords are in the statues hands, they are invisible. It should be noted that the only time these swords will ever leave the statues hands is after it has been destroyed.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem or construct. Even though this is possible, a construct cannot be convinced not to attack should it be instructed to. Although the soul carries with it past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the construct has final and complete control over her creation.

Control

The magic user that creates a construct or a golem will create a control device. This device is usually a ring or gem of some type that allows the wearer / wielder to issue commands to the construct. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the construct is impervious to takeover. Even though the construct is animated through use of a soul, it has no mind to take over. In most cases, the ring worn by the construct's actual builder will take precedence over all other rings given out by the magic user (most magic users keep the most powerful ring for themselves).

Immunities

This construct is immune to poison damage as well as to any form of mind control. The magic that makes the construct also protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

Sights

Constructs cannot see in the normal sense. They are unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a construct.

Awareness Rolls and Killing its Current Opponent

When the fight starts the Crystal warrior will tend to concentrate its efforts on a single target. It will not switch targets unless forced to do to (i.e., the target teleports away). Under normal conditions, the Crystal statue will use its great skill in long sword, rolling for a damage bonus each round (on each sword) until its skill is exhausted. The statue does not see in the normal sense of the word and does not lose a combat round when switching between opponents or melee groups.

Invisible

The Crystal Warrior is an invisible opponent. Refer to the write up on fighting invisible opponents for more information on this.

Construct, The Crystal Warrior

	Long Swords (*2)	Total
Skill	18 + 90	
Defense Adj.	6 (18/6=3)	6
Attack Rank	14 / 1d8+1d6	
Damage	1d8	1d8+1d12

Threat: 4
 WR: 1d4
 TKA: 1d8
 Wounds: 30+2d10

Soul Points: 60
 Power: 25
 React: 18+0
 Resolve: 18+75

Luck: 0
 Spell Resis: 18+0
 Relative Size: 2.5

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: -
 Flying: -
 Free Weight: -

(The Crystal Warrior Construct)
 No Image Currently Available

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	13	10	5	5	8	6	8	5
2	13	14	10	2	12	10	10	7
3	12	10	8	2	9	2	8	6
4	7	2	11	11	4	7	9	7
5	7	9	8	5	6	5	4	8
6	8	8	11	9	4	13	9	5

Armor: None
APV: 0
WR: 1d4
TPV: 1d4

Awareness: 18+40
Combat: 18+45
Sixth Sense: 18+40

Invisibility

The Crystal Warrior is invisilble. Refer to the write up on invisibility to see what this means.

Long Sword Combat Options

Powerful Blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals damage bonus.

Deflect blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals chance on a d20 that the deflection attempt will succeed (if the blow hits roll the deflection attempt).

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	48	45	38	44	41	40	45	38
2	41	43	39	42	45	48	32	43
3	42	41	37	49	37	36	40	41
4	44	35	35	36	44	42	36	37
5	34	45	42	41	46	35	41	40
6	41	47	45	40	48	37	37	37

Construct, The Glass Assassin

Alignment: N/A
 Nature: I exist to kill
 Type: Construct

The Glass Assassin is a brutal construct. As implied by the name, this construct is created out of glass. Its job is to kill intruders and as such, it will be created to patrol a large area or dungeon. This construct will stalk and kill any that are not in the presence of someone that wears a command ring.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem or construct. Even though this is possible, a construct cannot be convinced not to attack should it be instructed to. Although the soul carries with it past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the construct has final and complete control over her creation.

Control

The magic user that creates a glass Assassin will create a series of control rings often referred to as The Rings of Passage. The Glass Assassin will hunt and kill anyone that is not wearing a ring of passage, even if that individual is in the presence of someone that does wear one of the rings. There are exceptions to this as described below.

In addition to the rings of passage, the magic user can build into the construct a list of things the Glass Assassin will not hunt. Basically, the magic user can specify type of creature (i.e., animal, undead, constructs) or a specific race (i.e., human, dwarf, elf etc.). Between the ring of passage and this, the maker of the Glass Assassin has a lot of control over what the assassin will try to as hunt and kill.

Immunities

This construct is immune to poison damage as well to any form of mind control. The magic that makes the construct also protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

Sights

Constructs cannot see in the normal sense. They are unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a construct.

Awareness Rolls

The Glass Assassin will be very discriminating on who, when and what it attacks. It will stalk a group over a period of hours, waiting to get into a position where it might assassinate one that has become separated from the rest of the party. Treat the Glass Assassin as someone that possess a great deal of cunning, striking from behind and then melting away into the shadows to come back a short while later.

Partial Invisibility

This construct is partially invisible. You must make a detection test at -10 on the dice to detect were this golem is. Refer to the write up on fighting invisible opponents for more information.

Explodes on Death

When this construct dies, it will explode. This may be considered the ultimate attempt to finish its job. Damage is done to all within 20 feet of the Construct when it dies. The damage roll is 3d6.

Construct, The Glass Assassin

Threat: 6
 WR: 1d3
 TKA: 1d6
 Wounds: 30+2d12

Soul Points: 60
 Power: 25
 React: 18+0
 Resolve: 18+50

Luck: 0
 Spell Resis: 18+0
 Relative Size: 2

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

	Short Swords * 2	Total
Skill	18 + 75	
Defense Adj.	5 (18/5=3)	6
Attack Rank	16 / 2d8	
Damage	1d10	1d6+1d10

(The Glass Assassin Construct)
 No Image Currently Available

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	13	14	9	14	10	7	9	12
2	11	5	9	14	9	12	13	7
3	9	11	5	13	10	7	14	7
4	7	7	12	8	14	4	7	12
5	2	8	7	7	8	2	6	15
6	9	10	7	12	9	8	11	7

Armor: None
APV: 0
WR: 1d3
TPV: 1d3
Assassination: 18+45
Awareness: 18+30
Combat: 18+25
Sixth Sense: 18+40

Assassination Skill

You must make these rolls for both the Assassination skill plus for the weapon being used. Roll 1d20 twice. Low roll equals the synergy used in the assassination attempt. High die equals the chance of success (rolled on a d20). Attack must come from behind. The Legend Weaver should roll for detection if the target has the Sixth Sense adventure skill.

Attacking Multiple Opponents

If forced to fight this construct will concentrate all of its attacks on a single opponent.

Short Sword Combat Options

Deflect blow

Use any dice between a d4 and a d12. Roll the dice twice. Low roll equals synergy cost. High roll equals chance on a d20 that the deflection attempt will succeed (if the blow hits roll the deflection attempt).

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	49	37	46	41	35	42	49	47
2	47	35	49	44	39	41	37	50
3	43	38	42	47	40	46	45	45
4	42	45	52	39	39	38	43	48
5	45	40	44	43	42	47	47	45
6	43	41	50	48	37	51	41	41

Construct, The Glass Statue

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Glass Statue is a distant cousin of the Crystal Statue and was used extensively in the past. On a one for one basis, a Glass Statue is cheaper to make but it is seldom that you would find an ancient dungeon that only used Glass Statues. One of the strengths of the glass statue is that its outward appearance duplicates that of a Crystal Statue.

A Glass Statue is not as tough as a Crystal Statue but will often pose more of a threat than a Crystal Statue since it is designed to blow apart when killed. Glass Statues must be close to the people they are meant to kill. Because of this, they are often put in secret rooms and are released when the door is opened or some object they are told to protect is disturbed. Like any of the constructs, Glass Statues do not see their surroundings but are simply aware of them. This awareness extends out to a good 50 to 60 feet and is not blocked by doors or walls.

Killing the Glass Statue

When the Glass Statue's wound total hits zero, it will blow apart. The explosion shoots glass fleshettes out to a range of 30 feet. If you are in this area (and are not currently behind a large object such as a pillar) you will be hit by these fleshettes. Those by the edge of the area or those that are within 5 feet of something they can hide behind, can make a react or escapist skill check at +10 on the dice roll to avoid the fleshettes (the character can choose which skill to roll against). Those hit by the fleshettes take 3d10 damage. APV and WR dice rolls apply. Please note that damage from one Glass Statue may cause other Glass Statues to blow apart as well.

Control

The Glass Statue was normally given a fairly simple set of activation conditions. For example, attack anyone that touches this chest without saying, "stand back, I think its gonna blow". A mage would come in (charging money) and change the activation conditions if the owner of the statue wanted, and under normal conditions, this was the only way to change a set of activation conditions. The knowledge of how to change the instruction given to a Golem or Statue has been lost with the passage of time (well, maybe not so much lost as replaced by the use of Control Objects).

Immunities

This construct is immune to poison damage as well as to any form of mind control. The magic that makes the construct also protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

Sights

Constructs cannot see in the normal sense. They are unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a construct.

Awareness Rolls and Killing its Current Opponent

When the fight starts the Glass Statue will tend to concentrate its efforts on a single target. It will not switch targets unless forced to do to (i.e., the target teleports away). The statue does not see in the normal sense of the word and does not lose a combat round when switching between opponents or melee groups.

Construct, The Glass Statue

Threat: 3
 WR: 1d4
 TKA: 1d6
 Wounds: 10+2d6

Soul Points: 60
 Power: 25
 React: 8
 Resolve: 18+25

Luck: 0
 Spell Resis: 10
 Relative Size: 15

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: 3d6
 Flying: -
 Free Weight: -

	Punch (*2)	Total
Skill	18 + 0	
Defense Adj.	6 (18/6=3)	6
Attack Rank	24 / 2d12	
Damage	1d6	2d6

(The Glass Statue Construct)
 No Image Currently Available

Armor: None
 APV: 0
 WR: 1d4
 TPV: 1d4

Fist Attacks

The Glass Statue uses its two fists as weapons (roll for each fist separately). Its arms are reinforced to allow it to deflect blows. This means that weapons with lower attack ranks may get multiple attacks against the Statue.

Special Attack

When the Glass Statue dies (zero or fewer wounds), it blow up, saturating the area in glass fleshettes. The radius of affect for these fleshettes is 30 feet. The damage roll is 3d10 for anyone caught in the area.

Additional Information

See the back of this stat sheet for additional characteristics for this construct

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	13	11	5	5	4	9	22	13
2	15	19	20	20	21	12	14	11
3	12	16	12	5	5	6	14	4
4	11	6	7	14	13	17	7	10
5	14	9	8	10	13	4	8	10
6	16	19	11	12	8	12	13	3

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	20	22	17	18	17	21	18	21
2	19	20	20	17	20	19	20	17
3	18	18	18	19	21	16	18	16
4	17	16	14	15	13	14	22	17
5	12	17	19	20	19	18	16	15
6	17	14	20	15	17	17	16	20

Construct, The Jade Gargoyle

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Jade Gargoyle is made of the purist jade. It is such a dark green that most surface detail is lost in all but the brightest sources of light. The Jade Gargoyle is much more adapt at defending an area and is often used to guard a large room or vault. For this ability is given some unique powers.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem or construct. Even though this is possible, a construct cannot be convinced not to attack should it be instructed to. Although the soul carries with it past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the construct has final and complete control over her creation.

Control

The magic user that creates a construct or a golem will create a control device. This device is usually a ring or gem of some type that allows the wearer / wielder to issue commands to the construct. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the construct is impervious to takeover. Even though the construct is animated through use of a soul, it has no mind to take over. In most cases, the ring worn by the construct's actual builder will take precedence over all other rings given out by the magic user (most magic users keep the most powerful ring for themselves).

Immunities

This construct is immune to poison damage as well as to any form of mind control. The magic that makes the construct also protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

Sights

Constructs cannot see in the normal sense. They are unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a construct.

Awareness Rolls

The Jade Gargoyle is made to have a little bit more combat savvy. Although both of its attacks must land on the same person in any given combat round, it will switch opponents, trying to spread its poison between several opponents.

Full flight

The Jade Gargoyle is unique in that it possesses the ability to fly. Being made of stone, it is not natural flight but magical in nature. This means that it can hover and move backwards or forwards with equal ease. It is able to carry a weight equal to its own RS rating and still fly with no decrease in its capabilities. Although the wings move (as if supporting it), they have little affect on its flying ability and even if they should be bound, the Jade Gargoyle would still be able to fly.

Poison Touch

Should the Jade Gargoyle do even a single point of damage with one of its claw attacks, it will deliver poison into the target's body. The poison has the following characteristics.

Onset Time	1 combat round
Damage Time	1 combat round
Run Time	1d4 combat rounds
Damage Roll	3d6

This means that should someone receive damage, the poison will start to damage them on the next combat round. In addition, the individual will take 3d6 damage (minus their WR dice roll) each each combat round for the next 1d4 combat rounds. Each wound will do this damage.

Construct, The Jade Gargoyle

Threat: 4
 WR: 2d6
 TKA: 2d8
 Wounds: 35+2d8

Soul Points: 60
 Power: 35
 React: 9
 Resolve: 18+25

Luck: 0
 Spell Resis: 15
 Relative Size: 3.5

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Fly: 12
 Free Weight: -

	Claw (*2)	Total
Skill	18 + 0	
Defense Adj.	6 (18/6=3)	6
Attack Rank	24 / 2d12	
Damage	1d6	1d6+2d8

(The Jade Gargoyle Construct)
 No Image Currently Available

Armor: Hardened Outer Shell

APV: 1d6+3

WR: 2d6

TPV: 3d6+3

Claw Attacks

The Jade Gargoyle uses its clawed hands as weapons (roll for each clawed hand separately). Its outer skin is hardened to act like armor. Its arms are reinforced to allow it to deflect blows. This means that weapons with lower attack ranks may get multiple attacks against the Jade Gargoyle.

Poison Touch

The touch of the Jade Gargoyle delivers poison into the targets system.

Onset Time	1 combat round
Damage Time	1 combat round
Run Time	1d4 combat rounds
Damage Roll	3d6

Additional Information

See the back of this stat sheet for additional characteristics for this construct.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	10	17	9	20	5	5	19	11
2	11	3	16	10	13	12	13	14
3	14	16	6	5	11	10	10	23
4	16	11	8	9	5	16	12	13
5	10	7	21	15	7	23	14	7
6	20	21	11	4	12	16	17	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	44	43	43	37	44	37	38	47
2	47	41	43	42	41	43	40	46
3	42	47	41	44	50	43	44	44
4	41	48	43	45	41	49	46	42
5	39	44	42	45	45	42	41	41
6	48	45	39	43	43	39	38	37

Construct, The Metal Lion

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Metal Lion is another detailed construct. The workmanship that goes into these constructs makes it very easy to mistake them for statues. They are normally made to look like the largest lion, often coming in a pair (one each side of the object they guard). The soul held in one of these creations is detectable, a sure sign that the statue is more than just a statue.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem or construct. Even though this is possible, a construct cannot be convinced not to attack should it be instructed to. Although the soul carries with it past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the construct has final and complete control over her creation.

Control

The magic user that creates a construct or a golem will create a control device. This device is usually a ring or gem of some type that allows the wearer / wielder to issue commands to the construct. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the construct is impervious to takeover. Even though the construct is animated through use of a soul, it has no mind to take over. In most cases, the ring worn by the construct's actual builder will take precedence over all other rings given out by the magic user (most magic users keep the most powerful ring for themselves).

Immunities

This construct is immune to poison damage as well as to any form of mind control. The magic that makes the construct also protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

Sights

Constructs cannot see in the normal sense. They are unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a construct.

Awareness Rolls

When the fight starts the construct will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the construct does not see in the normal sense of the word it does not loose a combat round between melee opponents or when switching between melee groups.

Construct, The Metal Lion Threat: 6 WR: 1d8 TKA: 2d8 Wounds: 60+2d20 Soul Points: 60 Power: 60 React: 18+0 Resolve: 18+75 Luck: 0 Spell Resis: 16+0 Relative Size: 7 Walking: 4 Charging: 12 Running: 20 Broad Jump: - Flying: - Free Weight: -	<table border="1"> <tr> <td></td> <td>Claw (*2)</td> <td>Total</td> <td>Bite</td> <td>Total</td> </tr> <tr> <td>Skill</td> <td>18 + 0</td> <td></td> <td>18 + 0</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td>N/A</td> <td></td> <td>N/A</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td>1d8</td> <td>3d8</td> <td>1d12</td> <td>2d8+1d12</td> </tr> </table>			Claw (*2)	Total	Bite	Total	Skill	18 + 0		18 + 0		Defense Adj.	N/A		N/A		Attack Rank	24 / 2d12		24/2d12		Damage	1d8	3d8	1d12	2d8+1d12	Armor: Hardened Outer Casing APV: 1d6+3 WR: 1d8 TPV: 1d6+1d8+3 Awareness: 18+30 Combat: 18+35 Sixth Sense: 18+30																																																																																																															
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Pre - Rolled Attack Rank		Pre - Rolled Wounds																																																																																																																																									
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Construct, The Metal Warrior

Alignment: N/A

Nature: I exist to Guard

Type: Construct

Unlike the Metal Golem, the Metal Warrior is a finely crafted construct. It is a weaker version of the Liquid Metal Golem. Although it can still have great skill and be mistaken for a statue, it does not have many of the special powers given to the Liquid Metal Golem.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem or construct. Even though this is possible, a construct cannot be convinced not to attack should it be instructed to. Although the soul carries with it past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the construct has final and complete control over her creation.

Control

The magic user that creates a construct or a golem will create a control device. This device is usually a ring or gem of some type that allows the wearer / wielder to issue commands to the construct. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the construct is impervious to takeover. Even though the construct is animated through use of a soul, it has no mind to take over. In most cases, the ring worn by the construct's actual builder will take precedence over all other rings given out by the magic user (most magic users keep the most powerful ring for themselves).

Immunities

This construct is immune to poison damage as well as to any form of mind control. This construct is also immune to any form of electrical damage. The magic that makes the construct also protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

Sights

Constructs cannot see in the normal sense. They are unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a construct.

Awareness Rolls

When the fight starts the construct will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the construct does not see in the normal sense of the word it does not lose a combat round between melee opponents or when switching between melee groups.

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Construct, The Metal Warrior

	Long Swords (*2)	Total
Skill	18 + 30	
Defense Adj.	6 (18/6=3)	6
Attack Rank	14 / 1d8+1d6	
Damage	1d12	2d8+1d12

Armor: None

APV: 0

WR: 1d10

TPV: 1d10

Awareness: 18+10

Combat: 18+25

Sixth Sense: 18+20

Threat: 5
WR: 1d10
TKA: 2d8
Wounds: 50+2d8

Soul Points: 50
Power: 30
React: 12
Resolve: 18+50

Luck: 0
Spell Resis: 14
Relative Size: 5

Walking: 3
Charging: 9
Running: 15
Broad Jump: -
Flying: -
Free Weight: -

(The Metal Warrior Construct)

No Image Currently Available

Attacking Multiple Opponents

This golem will concentrate all of its attacks on a single opponent.

Long Sword Combat Options

Powerful Blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals damage bonus.

Deflect blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals chance on a d20 that the deflection attempt will succeed (if the blow hits roll the deflection attempt).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	9	8	6	7	11	5	13	18
2	12	13	16	11	7	9	12	10
3	12	10	14	11	9	19	15	9
4	8	5	10	8	3	13	4	2
5	6	7	12	7	8	13	6	8
6	14	17	20	24	8	5	3	5

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	59	55	58	57	60	52	60	55
2	60	59	60	63	59	56	63	63
3	57	62	59	61	59	60	59	65
4	65	52	58	62	62	59	64	63
5	58	57	61	54	56	58	59	53
6	57	57	63	57	57	55	62	63

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Construct, The Molten Man

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Molten Man is a very special construct. It is difficult to make and equally difficult to use. The Molten Man is a liquid metal construct. Unlike the Liquid Metal Golem, this construct's metal is liquid due to heat. The Molten man is so hot he glows red. This means that he cannot be in any area where things can burn because the heat he generates is enough to start fires.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem or construct. Even though this is possible, a construct cannot be convinced not to attack should it be instructed to. Although the soul carries with it, past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the construct has final and complete control over his creation.

Control

The Magic user that creates the construct will create one or more control devices. These devices are normally a set of rings or gems that allows the wearer / wielder to issue commands to the golem or construct. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the construct is impervious to takeover. Even though the construct is animated through use of a soul, it has no mind to take over.

Any time a magic user makes a set of control devices, she will make one that will take precedence over the others in the set. Magic users consider it a real rookie mistake to have all of the control devices at the same level of power (you can just see the magic user ordering her Golem to attack, while the thief with the stolen ring does the same).

Sights

A construct cannot see in the normal sense. It is unaffected by darkness, be it magical or natural

and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a golem.

Combat and Awareness Rolls

When the fight starts the construct will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the construct does not see in the normal sense of the word it does not lose a combat round between melee opponents or when switching between melee groups.

Damaging Weapons

When you fight this construct you risk damaging your weapons. Each hit against its surface has a chance to decrease the weapons damage bonus. This decrease is permanent. Each time you hit this Construct with a weapon, you must roll a d20. If the roll is equal to or less than the *actual* damage done by the blow, the weapon is fine. However, if the roll is greater than the damage done by the blow, then the weapon itself has been damaged and loses one point of its damage potential. For example, a weapon with a damage roll of 2d8+5, it would become 2d8+4. A weapon that has a straight damage roll of 2d8 would become 2d8-1.

Immunities and Weaknesses

This construct is immune to poison damage and to any form of mind control. The magic that makes the construct protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

This construct takes double normal damage from cold based damage spells. Cold based damage will not slow the construct. However, each time the construct actually takes a point of cold based damage, double that damage (i.e., an actual 12 point wound is turned into a 24 point wound). This is actual damage taken, after the golem gets its WR dice roll against the damage.

Heat Attack

This Construct generates vast quantities of heat. If you are close enough to hit it with a weapon, you will suffer from the heat it generates (2d8 damage roll). In addition, any blow delivered by this construct gets a heat based damage bonus (an additional 2d8 as well).

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Construct, The Molten Man

Threat: 5
 WR: 1d10
 TKA: 2d8
 Wounds: 40+2d10

Soul Points: 40
 Power: 30
 React: 6
 Resolve: 18+100

Luck: 0
 Spell Resis: 8
 Relative Size: 5

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

	Fist (*2)	Total
Skill	18 + 0	
Defense Adj.	5 (18/5=3)	6
Attack Rank	24 / 2d12	
Damage	2d8	4d8+2d8 *

(The Molten Man Construct)

No Image Currently Available

Armor: None
APV: 0
WR: 1d10
TPV: 1d10

Fist Attacks

The Molten Man uses its two fists as weapons (roll for each fist separately). Its arms are reinforced to allow it to deflect blows. This means that weapons with lower attack ranks may get multiple attacks against the Molten Man.

* Bonus Damage

The extra 2d8 damage is burn damage from the blow (the constructs TKA). Fire resistance may lessen the burn damage.

In addition to this, any character in hand to hand melee with the Molten Man will take 2d8 fire damage per round (WR and APV dice rolls may negate some or all of this damage).

Immunities

The molten man has complete immunity to fire and fire based damage. It takes double damage from cold based damage spells (cold based damage spells will not slow it though).

More information may be found on the back of this stat sheet for the special attacks, defenses and immunities possessed by the Molten Man.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	16	8	11	12	14	16	12	19
2	2	7	10	15	13	5	18	13
3	21	16	18	21	17	13	6	14
4	20	9	15	12	13	20	14	6
5	14	17	17	7	2	13	14	16
6	12	10	11	6	18	19	7	14

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	47	50	51	51	53	52	53	55
2	53	50	49	53	57	51	55	49
3	57	46	51	51	45	51	56	45
4	54	56	52	53	55	49	49	49
5	60	51	55	51	51	51	45	51
6	52	53	58	59	52	43	51	57

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Construct, The Stone Lion

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Stone Lion is another detailed construct. The workmanship that goes into these constructs makes it very easy to mistake them for statues. They are normally made to look like the largest lion, often coming in a pair (one each side of the object they guard). The soul held in one of these creations is detectable, a sure sign that the statue is more than just a statue.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem or construct. Even though this is possible, a construct cannot be convinced not to attack should it be instructed to. Although the soul carries with it past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the construct has final and complete control over her creation.

Control

The magic user that creates a construct or a golem will create a control device. This device is usually a ring or gem of some type that allows the wearer / wielder to issue commands to the construct. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the construct is impervious to takeover. Even though the construct is animated through use of a soul, it has no mind to take over. In most cases, the ring worn by the construct's actual builder will take precedence over all other rings given out by the magic user (most magic users keep the most powerful ring for themselves).

Immunities

This construct is immune to poison damage as well as to any form of mind control. The magic that makes the construct also protects the soul used in the creation process. This means that the soul trapped in the construct's body cannot be drained and can only be released through the destruction of the construct's body (i.e., it cannot be banished or exorcised).

Sights

Constructs cannot see in the normal sense. They are unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a construct.

Awareness Rolls

When the fight starts the construct will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the construct does not see in the normal sense of the word it does not lose a combat round between melee opponents or when switching between melee groups.

Construct, The Stone Lion

Threat: 6
 WR: 1d6
 TKA: 2d6
 Wounds: 50+2d12

Soul Points: 60
 Power: 50
 React: 16
 Resolve: 18+40

Luck: 0
 Spell Resis: 14
 Relative Size: 5

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: -
 Flying: -
 Free Weight: -

	Claw (*2)	Total	Bite	Total
Skill	18 + 0		18 + 0	
Defense Adj.	N/A		N/A	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d8	1d8+2d8	1d12	2d6+1d12

(The Stone Lion Construct)

No Image Currently Available

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	17	14	13	10	13	14	16	12
2	9	13	16	18	15	7	12	8
3	17	8	11	6	20	7	14	12
4	7	12	14	15	7	5	11	11
5	16	17	13	8	15	12	10	12
6	13	19	15	16	5	21	9	11

Armor: Hardened Outer Casing

APV: 1d4+2

WR: 1d8

TPV: 1d4+1d6+2

Awareness: 18+20
 Combat: 18+20
 Sixth Sense: 18+25

Special Attack Characteristics

A Stone Lion attacks twice with its claws and once with its bite. If the two claw attacks hit in the same combat round, then the lion's Bite attack automatically hits (do not roll make a to-hit roll).

If both claw attacks land on the same combat instant, then total the damage together as if it had come from a single blow (in this case, the bite attack is still an auto hit).

Additional Information

See the back of this stat sheet for additional characteristics for this construct

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	61	68	58	57	54	66	66	67
2	54	69	69	61	60	67	63	59
3	58	65	63	62	55	65	52	64
4	67	68	58	58	53	61	61	55
5	72	59	61	65	67	60	66	67
6	63	68	61	56	60	58	61	66

Golem, Armor

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Armor Golem is considered one of the toughest golems built. It is built using a set of Plate Armor. Inside the armor is hollow except for the brilliant glare of the magic that animates the armor and holds the soul trapped within. The weapon of choice when making one of these golems is a two handed sword.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem. Even though this is possible, a golem cannot be convinced not to attack should it be instructed to. Although the soul carries with it, past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the golem has final and complete control over her creation.

Control

The magic user that creates the golem will create a control device. This device is usually a ring or gem of some type that allows the wearer / wielder to issue commands to the golem. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the golem is impervious to takeover. Even though the golem is animated through use of a soul, it has no mind to take over. In most cases, the ring worn by the golem's actual builder will take precedence over all other rings given out by the magic user (most magic users keep the most powerful ring for themselves).

Immunities

This golem is immune to poison damage as well as to any form of mind control. In addition to this, the golem is immune to any form of electrical damage. The magic that makes the Golem also protects the Soul used in the creation process. This means that the soul trapped in the golem's body cannot be drained and can only be released through the destruction of the golem's body (i.e., it cannot be banished or exorcised).

Sights

The golem cannot see in the normal sense. It is unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a golem.

Awareness Rolls

When the fight starts the golem will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the golem does not see in the normal sense of the word it does not lose a combat round between melee opponents or when switching between melee groups.

<h2 style="margin: 0;">Golem, Armor</h2> <p>Threat: 8 WR: 2d8 TKA: 2d12 Wounds: 80+2d20</p> <p>Soul Points: 80 Power: 35 React: 18+10 Resolve: 18+100</p> <p>Luck: 0 Spell Resis: 18+15 Relative Size: 4.5</p> <p>Walking: 3 Charging: 9 Running: 15 Broad Jump: - Flying: - Free Weight: -</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;"></td> <td style="text-align: center;">2-Handed Sword</td> <td style="text-align: center;">Total</td> </tr> <tr> <td>Skill</td> <td style="text-align: center;">18 + 60</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td style="text-align: center;">7 (18/7=2)</td> <td style="text-align: center;">2</td> </tr> <tr> <td>Attack Rank</td> <td style="text-align: center;">12 / 2d6</td> <td></td> </tr> <tr> <td>Damage</td> <td style="text-align: center;">2d8</td> <td style="text-align: center;">2d8+2d12</td> </tr> </table>		2-Handed Sword	Total	Skill	18 + 60		Defense Adj.	7 (18/7=2)	2	Attack Rank	12 / 2d6		Damage	2d8	2d8+2d12	<p>Armor: Plate APV: 1d8+4 WR: 2d8 TPV: 3d8+4</p> <p>Awareness: 18+40 Combat: 18+30 Sixth Sense: 18+35</p> <p>Attacking Multiple Opponents</p> <p>This golem will concentrate all of its attacks on a single opponent. Bone Golems with four or more weapons are able to split their attacks against multiple opponents.</p> <p>2 Handed Sword Combat Options</p> <p><i>Mighty Blow</i> Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals damage bonus. Middle roll equals the chance that a deflection attempt will not have an affect on the mighty blow.</p> <p>Immunities, Control, Sights and Awareness Rolls</p> <p>See the back of this stat sheet for information on these topics.</p>																																																																																																																																
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Golem, Bone

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Bone Golem is often confused with being undead. It is in fact a construct, and will detect as such. The bones used in its construction do not have to come from a single creature, but can actually come from any number of animals, monsters or humanoids. Since you can mix and match at will, it is possible to give the golem four legs and six arms (if you wanted). The Bone Golem is the lowest level of Weapon Wielding Golems. The stats given here are for a golem that stands between 6 and 7 feet tall and wields two weapons (in this case Long Swords). Bone Golems standing up to 9 feet tall and wielding up to 6 weapons have been reported. The magic used in making this type of golem strengthens the bones and makes it a formidable opponent.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem. Even though this is possible, a golem cannot be convinced not to attack should it be instructed to. Although the soul carries with it, past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the Golem has final and complete control over her creation.

Control

The magic user that creates the golem will create a control device. This device is usually a ring or gem of some type that allows the wearer / wielder to issue commands to the golem. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the golem is impervious to takeover. Even though the golem is animated through use of a soul, it has no mind to take over. In most cases, the ring worn by the golem's actual builder will take precedence over all other rings given out by the magic user (most magic users keep the most powerful ring for themselves).

Immunities

This golem is immune to poison damage as well as to any form of mind control. The magic that makes the golem protects the soul used in the creation process. This means that the soul trapped in the golem's body cannot be drained and can only be released through the destruction of the golem's body (i.e., it cannot be banished or exorcised).

Sights

The golem cannot see in the normal sense. It is unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a golem.

Awareness Rolls

When the fight starts the golem will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the golem does not see in the normal sense of the word it does not loose a combat round between melee opponents or when switching between melee groups.

Golem, Bone

	Long Swords (*2)	Total
Skill	18 + 25	
Defense Adj.	6 (18/6=3)	6
Attack Rank	14 / 1d8+1d6	
Damage	1d12	2d12

Armor: None

APV: 0

WR: 1d8

TPV: 1d8

Awareness: 18+20

Combat: 18+15

Sixth Sense: 18+20

Threat: 4+
 WR: 1d8
 TKA: 1d12
 Wounds: 40+2d8

Soul Points: 60
 Power: 25
 React: 14
 Resolve: 18+25

Luck: 0
 Spell Resis: 16
 Relative Size: 3.5

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: 3d6
 Flying: -
 Free Weight: -

(Bone Golem)
 No Image Currently Available

Attacking Multiple Opponents

This golem will concentrate all of its attacks on a single opponent. Bone Golems with four or more weapons are able to split their attacks against multiple opponents.

Long Sword Combat Options

Powerful Blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals damage bonus.

Deflect blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals chance on a d20 that the deflection attempt will succeed (if the blow hits roll the deflection attempt).

Immunities, Control, Sights and Awareness Rolls

See the back of this stat sheet for information on these topics.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	5	8	7	6	11	9	13	9
2	8	11	9	13	4	6	3	8
3	14	9	7	10	5	9	8	5
4	7	7	8	7	6	7	5	12
5	3	10	5	5	11	5	12	6
6	12	9	8	5	6	12	5	5

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	54	45	49	45	47	49	46	45
2	50	42	50	49	53	47	48	46
3	47	56	48	49	44	49	49	50
4	54	45	50	54	49	42	52	49
5	49	44	48	51	49	44	43	47
6	54	50	51	47	54	56	48	47

Golem, Clay

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

This is the weakest of the golems. It is formed from several hundred pounds of clay into the rough shape of a person (albeit a very large person). The creation process uses heat to dry the Clay out and harden the golem's outer shell. This has the added benefit of making the Clay Golem immune to heat damage. The process that animates the golem draws a soul back into the lifeless "constructed" body. Although this can sometimes mean that the golem will have a wide variety of skills, these will not come into play since the Clay Golem is much too crude a shape to take advantage of them. The Clay Golem is built to stand and pound on opponents while sucking up the damage. This it does reasonable well (considering what it is made of).

Golem making is more of an art than a science. It takes a fair amount of practice to learn how to summon a soul and place it into an object. A minority of spell casters view the process itself as evil since you are actually summoning a soul from its proper resting place in the Dungeon on the Dead. Those who practice the fine art believe it is not evil since the soul is static when not housed in a living breathing creature, and regardless of how long its stay in the constructs form, it is a very short stay when you realize that it will spend eternity in the Dungeon of the Dead.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem. Even though this is possible, a golem cannot be convinced not to attack should it be instructed to. Although the soul carries with it, past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the golem has final and complete control over her creation.

Control

The magic user that creates the golem will create a control device. This device is usually a ring or gem of some type that allows the wearer / wielder to issue commands to the golem. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the golem is impervious to takeover. Even though the golem is animated through use of a soul, it has no mind to take over. In most cases, the ring worn by the golem's actual builder will take precedence over all other rings given out by the magic user (most magic users keep the most powerful ring for themselves).

Immunities

This golem is immune to poison damage, any form of mind control or attack as well as to all heat-based damage. The magic that makes the golem protects the Soul used in the creation process. This means that the soul trapped in the golem's body cannot be drained and can only be released through the destruction of the golem's body (i.e., it cannot be banished or exorcised).

Sights

The golem cannot see in the normal sense. It is unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a golem.

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Golem, Clay

Threat: 3
 WR: 1d4
 TKA: 1d8
 Wounds: 30+2d4

Soul Points: 40
 Power: 25
 React: 3
 Resolve: 18+25

Luck: 0
 Spell Resis: 6
 Relative Size: 2.5

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

	Punch (*2)	Total
Skill	18 + 0	
Defense Adj.	6 (18/6=3)	6
Attack Rank	24 / 2d12	
Damage	1d6	1d6+1d8

(Clay Golem)

No Image Currently Available

Armor: Hardened Outer Shell

APV: 1d4+2
WR: 1d4
TPV: 2d4+2

Fist Attacks

The Clay Golem uses its two fists as weapons (roll for each fist separately). Its outer skin is hardened to act like armor. Its arms are reinforced to allow it to deflect blows. This means that weapons with lower attack ranks may get multiple attacks against the golem.

Combat and Awareness rolls

When the fight starts the golem will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the golem does not see in the normal sense of the word it does not lose a combat round between melee opponents or when switching between melee groups.

Immunities, Control and Sights

See the back of this stat sheet for information on these headings.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	15	18	14	5	5	15	8	11
2	19	16	8	19	20	10	6	15
3	13	21	18	15	3	10	10	12
4	12	6	6	13	17	4	20	18
5	5	12	13	7	8	13	5	19
6	10	14	19	5	6	19	2	15

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	34	33	37	36	32	37	34	37
2	32	35	36	34	37	33	33	35
3	36	38	34	33	37	38	35	37
4	35	35	35	34	38	32	34	36
5	33	33	34	36	34	37	35	32
6	35	32	33	34	35	35	36	34

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Golem, Metal

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

Generally, a Metal Golem is constructed of Iron or Steel although any metal can be used. The golem described here is built to a height of 7 to 8 feet and weighs upwards of a couple of thousand pounds. This type of golem is built with no real surface detail (i.e., although it has a head, it has no real facial features). It is a guardian that is ment to use brute force to pound things to death. This it does very well.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem. Even though this is possible, a golem cannot be convinced not to attack should it be instructed to. Although the soul carries with it, past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the golem has final and complete control over her creation.

Control

The magic user that creates the golem will create one or more control devices. These devices are normally a set of rings or gems that allows the wearer / wielder to issue commands to the golem. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the golem is impervious to takeover. Even though the golem is animated through use of a soul, it has no mind to take over.

Any time a magic user makes a set of control devices, he will make one that will take precedence over the others in the set. Magic users consider it a real rookie mistake to have all of the control devices at the same level of power (you can just see the magic user ordering his golem to attack, while the thief with the stolen ring does the same).

Immunities

This golem is immune to poison and electrical damage, any form of mind control. This golem takes half damage from fire and cold based magic spells. The magic that makes the golem protects the soul used in the creation process. This means that the soul trapped in the golem's body cannot be drained and can only be released through the destruction of the golem's body (i.e., it cannot be banished or exorcised).

Sights

The golem cannot see in the normal sense. It is unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a golem.

<h2 style="margin: 0;">Golem, Metal</h2> <p>Threat: 9 WR: 1d12 TKA: 2d10 Wounds: 80+2d10</p> <p>Soul Points: 40 Power: 50 React: 7 Resolve: 18+50</p> <p>Luck: 0 Spell Resis: 12 Relative Size: 9</p> <p>Walking: 3 Charging: 9 Running: 15 Broad Jump: - Flying: - Free Weight: -</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: right;">Skill</td> <td style="text-align: center;">Fist (*2)</td> <td style="text-align: center;">Total</td> </tr> <tr> <td style="text-align: right;">Defense Adj.</td> <td style="text-align: center;">18 + 0</td> <td style="text-align: center;">6</td> </tr> <tr> <td style="text-align: right;">Attack Rank</td> <td style="text-align: center;">5 (18/5=3)</td> <td style="text-align: center;">6</td> </tr> <tr> <td style="text-align: right;">Damage</td> <td style="text-align: center;">24 / 2d12</td> <td style="text-align: center;">4d10</td> </tr> <tr> <td style="text-align: right;">Damage</td> <td style="text-align: center;">2d10</td> <td style="text-align: center;">4d10</td> </tr> </table>	Skill	Fist (*2)	Total	Defense Adj.	18 + 0	6	Attack Rank	5 (18/5=3)	6	Damage	24 / 2d12	4d10	Damage	2d10	4d10	<p>Armor: Hardened Outer Casing APV: 1d10+5 WR: 1d12 TPV: 1d10+1d12+5</p> <p>Fist Attacks This golem uses its two fists as weapons (roll for each fist separately). Its outer skin is hardened to act like armor. Its arms are reinforced to allow it to deflect blows. This means that weapons with lower attack ranks may get multiple attacks against the golem.</p> <p>Combat and Awareness rolls When the fight starts the golem will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the golem does not see in the normal sense of the word it does not loose a combat round between melee opponents or when switching between melee groups.</p> <p>Immunities, Control and Sights See the back of this stat sheet for more information on these headings.</p>																																																																																																															
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Golem, Stone

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

As the name implies the Stone Golem is of stone construction. Most types of stone golem use normal rock in their construction although some have reportedly been made from granite and similar stones. When such stones are used, the golem will generally have its own unique set of characteristics. The golem described here is normally made to a height of 6 or 7 feet and weighs up to a 1000 pounds. This golem is designed with no real surface detail. It's job is to come at you and pound away until you leave or die. It is very well suited to its job.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem. Even though this is possible, a golem cannot be convinced not to attack should it be instructed to. Although the soul carries with it, past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the golem has final and complete control over her creation.

Control

The magic user that creates the golem will create one or more control devices. These devices are normally a set of rings or gems that allows the wearer / wielder to issue commands to the golem. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the golem is impervious to takeover. Even though the golem is animated through use of a soul, it has no mind to take over.

Any time a magic user makes a set of control devices, he will make one that will take precedence over the others in the set. Magic users consider it a real rookie mistake to have all of the control devices at the same level of power (you can just see the magic user ordering his golem to attack, while the thief with the stolen ring does the same).

Immunities

This golem is immune to poison damage, any form of mind control. The magic that makes the golem protects the soul used in the creation process. This means that the soul trapped in the golem's body cannot be drained and can only be released through the destruction of the golem's body (i.e., it cannot be banished or exorcised).

Sights

The golem cannot see in the normal sense. It is unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a golem.

Golem, Stone

Threat: 6
 WR: 1d10
 TKA: 2d8
 Wounds: 60+2d20
 Soul Points: 40
 Power: 45
 React: 5
 Resolve: 18+50
 Luck: 0
 Spell Resis: 10
 Relative Size: 7

	Fist (*2)	Total
Skill	18 + 0	
Defense Adj.	5 (18/5=3)	6
Attack Rank	24 / 2d12	
Damage	2d8	4d8

Armor: Hardened Outer Casing

APV: 1d8+4
 WR: 1d10
 TPV: 1d8+1d10+4

Fist Attacks

This golem uses its two fists as weapons (roll for each fist separately). Its outer skin is hardened to act like armor. Its arms are reinforced to allow it to deflect blows. This means that weapons with lower attack ranks may get multiple attacks against the golem.

Combat and Awareness rolls

When the fight starts the golem will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the golem does not see in the normal sense of the word it does not loose a combat round between melee opponents or when switching between melee groups.

Immunities, Control and Sights

See the back of this stat sheet for more information on these headings.

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	12	7	14	12	5	19	5	14
2	14	2	12	21	16	17	16	16
3	12	10	9	6	18	12	13	10
4	11	8	17	8	8	9	13	3
5	2	11	21	13	11	23	15	8
6	14	15	15	11	22	9	14	18

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	78	77	94	96	78	96	83	84
2	84	77	73	79	77	90	90	83
3	88	96	87	82	84	91	93	89
4	72	67	86	78	95	66	70	83
5	87	92	81	67	80	78	82	76
6	91	71	71	86	78	84	92	90

(Stone Golem)

No Image Currently Available

Golem, Wood

Alignment: N/A
 Nature: I exist to Guard
 Type: Construct

The Wood Golem is constructed so as to not have any real vulnerability. This means that although it is made of wood, it is magiced to take normal damage from fire (would not be much use if any idiot could throw their torch at it and turn it into a raging fire). The Wood Golem will generally have little or no form being made of multiple pieces of wood arranged in the rough shape of a human body. Because of its construction it can often have a very bizarre and frightening appearance. If a single piece of wood is used to make the golem, you will generally be making a *Wood Warrior*, a separate type of construct that has its own write up.

Magic that allows a character to communicate with the dead, will also allow the character to speak with the soul trapped within a golem. Even though this is possible, a golem cannot be convinced not to attack should it be instructed to. Although the soul carries with it, past life knowledge and skills (and even to a certain extent, attitudes) it is not very adaptable when within the construct. The magic user that builds the Golem has final and complete control over her creation.

Control

The magic user that creates the golem will create one or more control devices. These devices are normally a set of rings or gems that allows the wearer / wielder to issue commands to the golem. In most cases the commands are fairly simple in nature (guard, attack, defend etc). Because of this the golem is impervious to takeover. Even though the golem is animated through use of a soul, it has no mind to take over.

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Immunities

This golem is immune to poison damage as well as to any form of mind control. The magic that makes the golem protects the soul used in the creation process. This means that the soul trapped in the golem's body cannot be drained and can only be released through the destruction of the golem's body (i.e., it cannot be banished or exorcised).

Sights

The golem cannot see in the normal sense. It is unaffected by darkness, be it magical or natural and can "see" through any type of invisibility spell. Consequently, it is not possible to blind a golem.

<h2 style="margin: 0;">Golem, Wood</h2> <p>Threat: 5 WR: 1d6 TKA: 1d10 Wounds: 30+2d6</p> <p>Soul Points: 40 Power: 35 React: 4 Resolve: 18+25</p> <p>Luck: 0 Spell Resis: 8 Relative Size: 3.5</p> <p>Walking: 3 Charging: 9 Running: 15 Broad Jump: - Flying: - Free Weight: -</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;"></td> <td style="text-align: center;">Punch (*2)</td> <td style="text-align: center;">Total</td> </tr> <tr> <td>Skill</td> <td style="text-align: center;">18 + 0</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td style="text-align: center;">3 (18/3=6)</td> <td style="text-align: center;">6</td> </tr> <tr> <td>Attack Rank</td> <td style="text-align: center;">24 / 2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td style="text-align: center;">1d8</td> <td style="text-align: center;">1d8+1d10</td> </tr> </table>		Punch (*2)	Total	Skill	18 + 0		Defense Adj.	3 (18/3=6)	6	Attack Rank	24 / 2d12		Damage	1d8	1d8+1d10	<p>Armor: Hardened Outer Shell APV: 1d6+3 WR: 1d6 TPV: 2d6+3</p> <p>Fist Attacks The Wood Golem uses its two fists as weapons (roll for each fist separately). Its outer skin is hardened to act like armor. Its arms are reinforced to allow it to deflect blows. This means that weapons with lower attack ranks may get multiple attacks against the golem.</p> <p>Combat and Awareness rolls When the fight starts the golem will pick the closest opponent and start to pound away. If that opponent leaves, moves off or dies then it has no problem or hesitation in switching to the next closest opponent. Because the golem does not see in the normal sense of the word it does not lose a combat round between melee opponents or when switching between melee groups.</p> <p>Immunities, Control and Sights See the back of this combat stat sheet for more information on these headings.</p>																																																																																																																															
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