

# Elemental, Air Elemental of Vyvnar

Alignment: Neutral Evil or Evil

Nature: So, who did you want killed today?

Type: Summoned, Elemental

A worshipper of the deity Vyvnar may be able to summon an Air Elemental of Vyvnar. Once summoned, the Elemental will remain until the end of battle or until it is killed (which makes it a rather effective ally in a large battle). Refer to the write-up on Vyvnar for the specifics.

## Partially Invisible

The Air elemental is partially invisible (being made of air and all). To represent this, all attacks made against it have a +9 added to the dice roll (i.e., weapon and spell attacks). This penalty is negated though a high synergy bonus in a weapon or skill.

## Immunities and weaknesses

The Air Elemental is completely immune from damage done by air. Although this sounds odd, there is always the potential that the characters will have a "Fist of Air" or some such spell that they may try to use against the elemental. It is also immune to all poisons and poison base damage.

## Control

The worshipper that summoned the Elemental has total and complete control over it. So long as the Elemental can hear what the worshipper is saying, it will do as it's told. Since the Elemental has some associated intelligence, it is able to take some initiative and will attack those that attack it unless told specifically not to.

## Sights

The Elemental 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 an Elemental.

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<b>Elemental,</b> <b>Air Elemental of Vyvnar</b>	Skill Defense Adj. Attack Rank  <b>Damage</b>	<b>Air Tentacle (d3)</b> 15 + 0 N/A 24 / 2d12  <b>1d8</b>	<b>Total</b>  0  Each Tentacle does <b>1d6+1d8</b>	<b>Armor: None</b> <b>APV: 0</b> <b>WR: 1d4</b> <b>TPV: 1d4</b>
	Threat: 3 WR: 1d4 TKA: 1d6 Wounds: 30+2d10  Soul Points: 0 Power: 10+1d10 React: 18+0 Resolve: 18+25  Luck: 0 Spell Resis: 18+12 Relative Size: 2.5  Walking: 6 Charging: 18 Running: 30 Broad Jump: - Flying: 48 Free Weight: -	(Air Elemental of Vyvnar) No Image Currently Available	<b>Number of Attacks</b>  The elemental generates Tentacles of hard air that act much like a mace in the damage they do. It is able to generate d3 such tentacles (roll each round for the number) against every opponent that is in hand-to-hand combat with it.  <b>Stun Attack (2 in 6 chance per round, attack rank of 2d12)</b>  Anyone standing too close to the Air Elemental may suffer from a special attack the elemental has. The elemental draws in the surrounding air and releases it in an attempt to stun melee opponents (the attack is sometimes referred to as a Blowback attack). <b>Both the elemental and the melee opponent roll 1d6 for each point (or part thereof) of RS rating (in this case the Elemental would roll 3d6).</b> If the Elemental wins the roll, the target of the attack is stunned for the remainder of the current combat round plus the next round. If the target ties or wins the attack then he or she (or it) suffers no ill effects. <i>The elemental may take its normal attacks and perform a stun attack on the same round.</i>  <b>Immunities and Weaknesses and Partial Invisibility</b>  See back of sheet	
	<b>Pre - Rolled Attack Rank</b>	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8	
	1 17 19 11 12 2 6 13 5 2 16 23 13 15 19 15 22 12 3 13 12 9 18 17 21 6 22 4 12 14 10 11 14 10 13 4 5 9 16 10 9 12 13 14 13 6 3 19 7 18 18 9 12 16		1 45 40 36 40 38 40 40 45 2 41 37 37 48 47 39 45 44 3 41 43 37 35 43 46 40 41 4 47 40 46 41 39 43 35 34 5 37 39 43 47 40 37 39 41 6 43 43 41 38 37 37 41 37	

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# Elemental, Air Eel

Alignment: Neutral  
 Nature: Very aggressive  
 Type: Elemental

An Air Eel is a very vicious opponent. It is invisible, can fly and generate an electrical charge the will affect all creatures in melee with the creature. Although hard to see it is a fairly large creature, coming in at a good 20 feet in length. Although it may be found in nearly any location (where there is air) there must normally be a high level of background magic present for it to manifest itself.

## Full Flight

The Air Eel can hover or move at its maximum flying speed at will. It takes the Air Eel one round to go from a full stop to full speed.

## Generate Electrical Charge

The Air Eel can generate an electrical charge. It may do this each 1d4 combat rounds. The damage is equal to triple the Air Eel's TKA (roll the TKA and multiply by 4).

## Partial Invisible

The Air elemental is partially invisible (being made of air and all). To represent this, all attacks made against it have a +12 added to the dice roll (i.e., weapon and spell attacks). This penalty is negated though a high synergy bonus in a weapon or skill.

## Immunities and weaknesses

An Air Elemental is completely immune from damage done by air. Although this sounds odd, there is always the potential that the characters will have a "Fist of Air" or some such spell that they may try to use against the elemental. It is also immune to all poisons and poison base damage.

## Sights

The Elemental 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 an Elemental.

# Elemental, Air Eel

Threat: 3  
 WR: 1d4  
 TKA: 1d8  
 Wounds: 40+2d12  
 Soul Points: 0  
 Power: 15+1d4  
 React: 18+12  
 Resolve: 18+0  
 Luck: 0  
 Spell Resis: 18+6  
 Relative Size: 3

	<b>Bite</b>	<b>Total</b>
Skill	15 + 0	
Defense Adj.	N/A	
Attack Rank	24 / 2d12	
Damage	1d8	2d8

(Air Eel)

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

## Generate Electrical Charge

The Air Eel can generate an electrical charge. It may do this each 1d4 combat rounds. The damage is equal to triple the Air Eel's TKA (roll the TKA and multiply by 4). Normal WR and APV values apply against this damage. The attack rank on this is 24/2d12

## Immunities and Weaknesses and Partial Invisibility

See back of sheet

		Pre - Rolled Attack Rank								Pre - Rolled Wounds									
		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8		
Walking:	-																		
Charging:	-																		
Running:	-	1	14	11	8	13	20	11	23	17	1	55	48	51	55	51	44	47	60
Broad Jump:	-	2	8	19	3	5	12	5	5	9	2	50	53	49	52	49	48	63	54
Flying:	24	3	19	13	20	12	11	11	10	15	3	55	49	42	51	53	48	45	58
Free Weight:	-	4	7	7	13	19	8	10	22	4	4	61	47	59	46	52	51	51	48
		5	10	14	10	12	14	13	9	8	5	55	56	63	56	55	49	56	45
		6	6	15	12	9	7	5	3	14	6	54	54	57	53	50	61	54	58



## Elemental, Fire Elemental of Vyvnar

Alignment: Neutral Evil or Evil

Nature: So, who did you want killed today?

Type: Summoned, Elemental

A worshipper of the deity Vyvnar may be able to summon a Fire Elemental of Vyvnar. These creatures are brought into the world by the power of worship (plus a little nudge from Vyvnar). Once summoned, the Elemental will remain until the end of battle or until it is killed (which makes it a rather effective ally in a large battle). Refer to the write-up on Vyvnar for the specifics. The summons will not work if the summoner is underwater (or if the creature must appear underwater when summoned).

*If summoned into a raging fire, the elemental's WR, TKA, Wounds and the damage done by its attacks (including damage done to those close to it) is double normal.*

### Immunities and weaknesses

The Fire Elemental is completely immune to fire based damage and spell effects (fire based damage spells act as a healing spell to it). Cold based damage spells and affects do double normal damage. If a weapon delivers cold or freezing damage, its

damage is also double normal when used against the elemental. The fire elemental will take damage if ordered to move over a large body of water (at least a body of water equal to its own size). The damage it takes is equal to the damage its heat does to those that stand to close (i.e., in this case 1d6 times 4 per combat round, minus its WR dice roll).

### Control

The worshipper that summoned the Elemental has total and complete control over it. So long as the Elemental can hear what the worshipper is saying, it will do as it's told. Since the Elemental has some associated intelligence, it is able to take some initiative and will attack those that attack it unless told specifically not to.

### Sights

The Elemental 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 an Elemental.

<b>Elemental, Fire Elemental of Vyvnar</b>  Threat: 5 WR: 2d4 TKA: 2d6 Wounds: 50+2d10  Soul Points: 0 Power: 20+1d10 React: 18+0 Resolve: 18+25  Luck: 0 Spell Resis: 6 Relative Size: 4  Walking: 4 Charging: 12 Running: 20 Broad Jump: - Flying: - Free Weight: -	<table border="1"> <tr> <td></td> <td><b>Fire Tentacle (d3)</b></td> <td><b>Total</b></td> </tr> <tr> <td>Skill</td> <td>15+0</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td>N/A</td> <td><b>0</b></td> </tr> <tr> <td>Attack Rank</td> <td>24 / 2d12</td> <td>Each Tentacle does</td> </tr> <tr> <td><b>Damage</b></td> <td><b>2d8</b></td> <td><b>2d6+2d8</b></td> </tr> </table>		<b>Fire Tentacle (d3)</b>	<b>Total</b>	Skill	15+0		Defense Adj.	N/A	<b>0</b>	Attack Rank	24 / 2d12	Each Tentacle does	<b>Damage</b>	<b>2d8</b>	<b>2d6+2d8</b>	<b>Armor: None</b> <b>APV: 0</b> <b>WR: 2d4</b> <b>TPV: 2d4</b>																																																																																																																																	
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	<b>Number of Attacks</b>  The elemental generates fire tentacles that are used to lash out and burn those attacking it. It gets 1d3 such attacks against each and every hand-to-hand opponent (roll the number each round). Damage done to the target is burn damage (i.e., there is very little actual force behind each hit, just a lot of heat).																																																																																																																																																	
	<b>Fire Attack</b>  Anyone standing to close to the Fire Elemental will take damage from the heat it generates. The damage is 1d6 times its RS rating (thus very large fire elementals will generate a lot of heat). Damage is taken by anyone that is in hand-to-hand combat with the elemental. WR and APV rolls apply against the fire damage																																																																																																																																																	
	<b>Immunities and Weaknesses</b>  See back of sheet																																																																																																																																																	
	<b>Summoning into Fire</b>  If the Fire Elemental is summoned into a raging fire, then the following stats are double normal; WR, TKA, Wounds, and damage done by its attacks.																																																																																																																																																	
	<table border="1"> <tr> <td colspan="9"><b>Pre - Rolled Attack Rank</b></td> </tr> <tr> <td></td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> </tr> <tr> <td>1</td> <td>18</td> <td>13</td> <td>11</td> <td>5</td> <td>9</td> <td>17</td> <td>11</td> <td>16</td> </tr> <tr> <td>2</td> <td>14</td> <td>16</td> <td>15</td> <td>6</td> <td>13</td> <td>12</td> <td>22</td> <td>18</td> </tr> <tr> <td>3</td> <td>7</td> <td>5</td> <td>12</td> <td>17</td> <td>8</td> <td>17</td> <td>15</td> <td>8</td> </tr> <tr> <td>4</td> <td>9</td> <td>11</td> <td>7</td> <td>5</td> <td>15</td> <td>14</td> <td>19</td> <td>19</td> </tr> <tr> <td>5</td> <td>14</td> <td>12</td> <td>3</td> <td>22</td> <td>12</td> <td>7</td> <td>21</td> <td>19</td> </tr> <tr> <td>6</td> <td>7</td> <td>12</td> <td>3</td> <td>7</td> <td>17</td> <td>13</td> <td>22</td> <td>18</td> </tr> </table>	<b>Pre - Rolled Attack Rank</b>										1	2	3	4	5	6	7	8	1	18	13	11	5	9	17	11	16	2	14	16	15	6	13	12	22	18	3	7	5	12	17	8	17	15	8	4	9	11	7	5	15	14	19	19	5	14	12	3	22	12	7	21	19	6	7	12	3	7	17	13	22	18	<table border="1"> <tr> <td colspan="9"><b>Pre - Rolled Wounds</b></td> </tr> <tr> <td></td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> </tr> <tr> <td>1</td> <td>62</td> <td>59</td> <td>57</td> <td>65</td> <td>65</td> <td>61</td> <td>62</td> <td>54</td> </tr> <tr> <td>2</td> <td>64</td> <td>57</td> <td>66</td> <td>59</td> <td>61</td> <td>68</td> <td>60</td> <td>62</td> </tr> <tr> <td>3</td> <td>61</td> <td>56</td> <td>66</td> <td>61</td> <td>57</td> <td>54</td> <td>53</td> <td>56</td> </tr> <tr> <td>4</td> <td>59</td> <td>66</td> <td>56</td> <td>60</td> <td>69</td> <td>56</td> <td>55</td> <td>56</td> </tr> <tr> <td>5</td> <td>66</td> <td>57</td> <td>63</td> <td>65</td> <td>57</td> <td>61</td> <td>62</td> <td>61</td> </tr> <tr> <td>6</td> <td>58</td> <td>57</td> <td>64</td> <td>57</td> <td>66</td> <td>57</td> <td>57</td> <td>57</td> </tr> </table>	<b>Pre - Rolled Wounds</b>										1	2	3	4	5	6	7	8	1	62	59	57	65	65	61	62	54	2	64	57	66	59	61	68	60	62	3	61	56	66	61	57	54	53	56	4	59	66	56	60	69	56	55	56	5	66	57	63	65	57	61	62	61	6	58	57	64	57	66	57	57	57
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# Elemental, Fire Stingray

Alignment: Neutral  
 Nature: Very aggressive  
 Type: Elemental

This fire elemental looks exactly like a stingray that is made of fire. It glides through the air as easily as a real stingray glides through water. It will normally be found near sources of great heat; in caverns connected to lava flows or even near permanent (large) magical fires.

## Full Flight

The Fire Stingray has full flight. It can hover or move up to its full flight speed at will (it takes one round to go from zero to its full flight speed).

## Immune to Heat Damage

The Fire Stingray is completely immune to fire damage.

## Double Damage from Cold

The Fire Stingray takes double damage from cold and cold-based spells.

## Radiate Heat

The Fire Stingray radiates heat. Heat damage is equal to its TKA and affects all creatures in melee with the stingray (base to base contact).

## Tail Attack

The Fire Stingray has two attack options with its tail. In the first it uses its tail as a whip that may hit any character in melee with it. The second option is to whip the tail and have it generate a ball of fire that can hit any target within 30 feet of the Fire Stingray. The ball of fire, acts much like a fireball, although it starts out the size of a fist, it grows to a sphere with a 30-foot radius. The range for this type of attack is 50 feet. Note that with the Fire Stingray's immunity to fire damage, it will often create a fireball in order to hit multiple melee opponents (i.e., to hit all the creatures attacking it).

## Sights

The Elemental 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 an Elemental.

## Elemental, Fire Stingray

Threat: 4  
 WR: 2d6  
 TKA: 2d8  
 Wounds: 30+2d12  
 Soul Points: 0  
 Power: 15+1d6  
 React: 18+12  
 Resolve: 16  
 Luck: 0  
 Spell Resis: 14  
 Relative Size: 3

	<b>Tail</b>	<b>Total</b>
Skill	18 + 24	
Defense Adj.	N/A	0
Attack Rank	24 / 2d12	
Damage	2d8	4d8

**Armor: None**  
**APV: 0**  
**WR: 2d6**  
**TPV: 2d6**

## Tail Attack

The Fire Stingray has two attack options with its tail. In the first it uses its tail as a whip that may hit any character in melee with it. The second option is to whip the tail and have it generate a ball of fire that can hit any target within 30 feet of the Fire Stingray. The ball of fire, acts much like a fireball, although it starts out the size of a fist, it grows to a sphere with a 30 foot radius. The range for this type of attack is 50 feet. Note that with the Fire Stingray's immunity to fire damage, it will often create a fireball in order to hit multiple melee opponents (i.e., to hit all the creatures attacking it).

## (Fire Stingray)

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		Pre - Rolled Attack Rank								Pre - Rolled Wounds									
		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8		
Walking:	-																		
Charging:	-																		
Running:	-	1	6	8	12	16	20	11	9	5	1	37	51	51	37	35	40	41	46
Broad Jump:	-	2	11	12	8	13	12	16	10	16	2	41	47	43	49	50	42	50	41
Flying:	30	3	8	13	15	10	3	4	13	8	3	45	40	46	47	46	46	51	42
Free Weight:	-	4	5	7	8	16	11	12	7	12	4	36	39	39	45	38	35	43	45
		5	16	5	3	5	20	17	12	22	5	39	47	36	37	41	42	37	49
		6	5	18	12	6	15	9	11	5	6	40	41	44	36	40	44	42	43

# Elemental, Water Elemental of Vyvnar

Alignment: Neutral Evil or Evil

Nature: So, who did you want killed today?

Type: Summoned, Elemental

A worshipper of the deity Vyvnar may be able to summon a Water Elemental of Vyvnar. Once summoned, the Elemental will remain until the end of battle or until it is killed (which makes it a rather effective ally in a large battle). Refer to the write-up on Vyvnar for the specifics.

*If summoned into a large body of water (at least four times the RS rating of the Elemental), the Elemental's WR, TKA, Wounds and the damage done by its attacks is double normal.*

## Immunities and weaknesses

The Water Elemental is immune to water based damage and magic.

## Control

The worshipper that summoned the Elemental has total and complete control over it. So long as the Elemental can hear what the worshipper is saying, it will do as it's told. Since the Elemental has some associated intelligence, it is able to take some initiative and will attack those that attack it unless told specifically not to.

## Sights

The Elemental 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 an Elemental.

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<b>Elemental, Water Elemental of Vyvnar</b>  Threat: 4 WR: 3d4 TKA: 3d4 Wounds: 70+2d10  Soul Points: 0 Power: 20+1d6 React: 12 Resolve: 18+25  Luck: 0 Spell Resis: 12 Relative Size: 5  Walking: 3 Charging: 9 Running: 12 Broad Jump: - Fly: - Free Weight: -	Skill 15+ 0 Defense Adj. N/A Attack Rank 24 / 2d12  <b>Damage 2d6</b>	<b>Water Tentacle (d3)</b> Total 0  Each Tentacle does <b>3d4+2d6</b>	<b>Armor: None</b> <b>APV: 0</b> <b>WR: 3d4</b> <b>TPV: 3d4</b>														
	(Water Elemental of Vyvnar) No Image Currently Available			<b>Number of Attacks</b>  This elemental generates Tentacles of hard water that act much like a mace in the damage they do. It is able to generate d3 such tentacles (roll the number each round) against every opponent that is in hand-to-hand combat with it.  <b>Drowning Attack (2 in 6 chance per round, attack rank of 2d12)</b>  Anyone in hand-to-hand combat with the Water Elemental may be subjected to a drowning attack. In this attack the elemental attempts to move over the target, taking the target into its own body. The target of this attack must be no larger than 1/3 the size of the elemental (compare RS ratings). <i>The elemental will automatically move over the target (i.e., the attack will succeed) unless the target can make either a React roll or an Escapist Skill check (player's choice as to which roll he or she will make).</i> If the target is taken inside the elemental, he, she or it can make a react roll to take a breath of air before being taken in. Once inside, the target is helpless (water pressure exerted by the elemental will prevent the target from moving). The target must hope that the element is killed before he or she drowns ( <b>2d6 combat rounds to live if no breath is taken, 2d6 times 10 if one is taken; even a failed roll gives a Nagis 2d6 times 10 rounds to live</b> ).  There is a 1 in 4 chance that any melee attack directed against the elemental will also do (full) damage against someone trapped inside the elemental.													
<b>Pre - Rolled Attack Rank</b>		<b>Pre - Rolled Wounds</b>															
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	8	7	11	2	9	15	9	14	1	84	80	78	79	84	79	89	76
2	8	6	13	17	20	18	3	11	2	84	89	80	83	77	84	78	78
3	14	20	20	9	12	8	11	23	3	82	74	79	78	82	75	82	78
4	8	7	21	18	6	17	19	9	4	82	84	77	80	79	78	81	85
5	9	5	3	19	6	17	17	16	5	84	77	81	80	84	83	86	78
6	5	18	10	16	7	17	18	8	6	87	86	85	79	87	83	81	84

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# Golem, Stone Golem of Vyvnar

Alignment: N/A

Nature: So, who did you want killed today?

Type: Golem, Summoned

A worshipper of the deity Vyvnar may receive a Summon Stone Golem of Vyvnar spell. Refer to the write-up on Vyvnar for the specifics. To work, there must be a large quantity of stone present, meaning the spell is normally used in a cavern or dungeon or deep within the mountains. A single stone block 20 feet to the side is sufficient stone to allow the spell to work.

## Immunities

A Stone Golem of Vyvnar is immune to poisons and all electrical based damage.

## Control

The worshipper that summoned the Golem has total and complete control over the golem. So long as the golem can hear what the worshipper is saying, it will do as it's told. However, one thing to note in regards to a Golem of Vyvnar, is that the

golem will not show initiative. If told, "kill them all" it will kill one at a time until all are dead (other than the one that summoned it). If told to kill someone or something specific, it will stop fighting (even if being attacked) once it has done so. The worshipper that summoned it may issue the command "protect me" or "defend yourself", in which cases, the golem will fight anyone that attacks its master or will defend itself and attack back those that attack it. There is a danger in this however in that the golem may switch targets from round to round to the last one to do damage to it or its master. Most of it will come down to being a judgment call on how deadly you want the encounter to be (the more initiative you give the golem, the deadlier it will tend to be).

## 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 Golem of Vyvnar

Threat: 4  
WR: 2d4  
TKA: 2d8  
Wounds: 30+2d20

Soul Points: 20  
Power: 45  
React: 3  
Resolve:

Luck: 0  
Spell Resis: 8  
Relative Size: 7

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

Skill	SolidStone Fist * 2	Total
Defense Adj.	15+ 0	4
Attack Rank	6 (15/6=2)	
	24 / 2d12	Each fist does
Damage	2d8	4d8

**Armor: Hard Metal Outer Casing**

**APV: 1d6+3**

**WR: 2d4**

**TPV: 1d6+2d4+3**

### Final Attacks and Attack Rank

The golem uses its two great fists to pound an opponent into oblivion. Roll for each fist separately. As is normal, an opponent can get extra attacks back onto the golem by comparing his or her weapon speed against the speed of the golem's fist attacks. For example; if you attack with two long swords you would compare each long sword's attack rank of 14/1d8+1d6 with the golem's attack rank of 24/2d12. In this case each long sword has a 10 in 20 chance of getting a second attack in any given combat round.

### Combat and Awareness rolls

Whenever the Golem of Vyvnar is required to make an awareness roll, it is considered to have passed the roll. It does not see in the normal sense of the word. But even without sight it is fully aware of its surroundings and of what is going on about it (even if it will not normally act on this information it has).

### Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	4	4	14	7	15	7	10	7
2	19	8	3	11	14	17	21	13
3	13	4	23	6	10	13	14	7
4	12	19	18	19	7	16	14	20
5	6	9	13	9	8	9	6	11
6	23	21	6	6	14	13	12	7

### Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	57	63	64	48	64	51	48	49
2	56	42	52	63	43	55	40	47
3	51	43	54	64	58	60	48	56
4	41	56	46	46	56	57	60	52
5	46	39	54	54	57	50	52	53
6	61	60	44	57	53	67	47	49