

ROCK GOLEM



SUMMON SLOTS:

1

ALIGNMENT: GREY

COMPANION

DEFENSE: 10 DODGE: 5 WILLPOWER: 4

SPECIAL: NATURAL ARMOR, LARGE CREATURES

SLAM:

2 vs DEF

1 MEND:

2 vs 7

3 SLOW:

2 vs WILL

QUEST
スーパーチビクエスト

V0.27

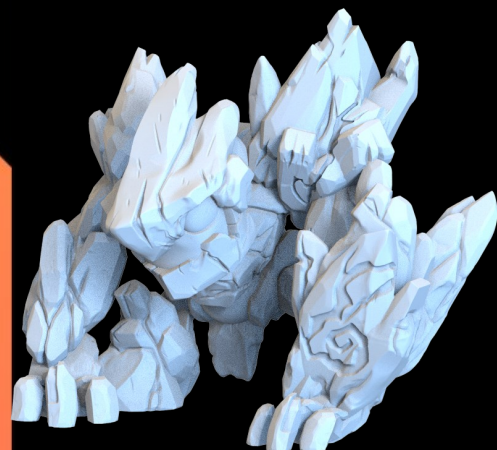
ROCK GOLEM:

THE DWARVEN RACE IS A PROUD RACE. THEY TAKE PRIDE IN EVERYTHING THEY DO INCLUDING THEIR CREATIONS, THE ROCK GOLEM. NOT ONLY ARE THE ROCK GOLEMS THEIR LABOR FORCE FOR MINING BUT THEY ARE ALSO THE PRIMARY ATTACK AND DEFENSE FORCE FOR THE DWARVEN NATIONS.

WHILE SLOW, THESE GOLEMS PACK A SERIOUS PUNCH.

QUOTE:

GRRRRR...



ABILITY DESCRIPTION

SPECIAL:

NATURAL ARMOR, ARMOR CAN NOT BE REPAIRED.
 LARGE CREATURE - DUE TO THEIR LARGE SIZE, GOLEMS MAKE EASY TARGETS. ALL ATTACKS AGAINST GOLEMS ARE MADE AT **M1**.

SLAM:

ROCK GOLEMS ARE SLOW BUT CAN DO SOME DAMAGE. USING ITS SIZE AND STRENGTH THE ROCK GOLEM SLAMS ITS TARGET WITH ITS FIST, CAUSING DAMAGE. IF A ROCK GOLEM CAUSE DAMAGE, GAIN A FATE TOKEN.

MEND:

THE ROCK GOLEM IS A MAGICAL CREATURE THAT CAN NOT BE HEALED BY EXTERNAL MEANS. SO, THIS LEAVES THEM HAVING TO HEAL THEMSELVES. THE ROCK GOLEM CANNOT MOVE OR ATTACK THE ROUND THIS ABILITY IS USED BUT CAN HEAL ITS NATURAL ARMOR FOR **2 POINTS**.

SLOW:

THE GOLEM USES ITS ELEMENTAL ENERGIES TO SLOW HIS TARGET BY DISTORTING THE GROUND UNDERNEATH THEM. TARGET ONE UNIT WITHIN **6 INCHES** OF THE GOLEM. IF SUCCESSFUL, THE UNITS SPEED IS HALVED, AND CANNOT USE ANY FATE TOKEN ABILITIES FOR ONE ACTIVATION INCLUDING ULTIMATE.

MINIATURE INFO:

LINE: SUPER CHIBI QUEST

SCALE: 60MM

BASE SIZE: 60MM

SKIN: DEFAULT

