

Rock Golem

Overview

Role: Rock Golems are massive stone constructs that serve as walking walls for the Dwarven Forge. Created through a combination of Dwarven craftsmanship and geomantic power, they advance slowly across the battlefield, absorbing tremendous punishment while protecting the warriors behind them. Rock Golems possess little finesse or mobility, but their immense stone bodies make them extremely difficult to remove, and anything unfortunate enough to come within reach of their massive fists quickly discovers how much force an animated wall of stone can deliver.

Core Information

Summon Points: 1 (*Companion*)

Alignment: Grey

Affiliation: Dwarven Forge

Keywords

- Companion
- Rock Construct
- Large Creature

Statistics

- **Health:** 2
- **Armor:** 6
- **Speed:** 4
- **Defense:** 9
- **Dodge:** 4
- **Willpower:** 4

Universal Rules

This unit gains the following Universal Rule:

- **Large Creature — Ranged**

(See Universal Rules.)

Special Rules

Rock Construct

Rock Golems are magically animated constructs formed from stone rather than flesh. Their unusual bodies cannot be restored through conventional healing or repair.

Special Rules

- The Rock Golem **cannot be healed by normal means**.
- Abilities or effects that specifically state they can **heal Rock Constructs, stone creatures, or Rock Golems** may heal it normally.
- The Rock Golem's natural Armor **cannot be repaired by normal Repair abilities or effects**.
- Its Armor may still be augmented by abilities or effects that grant additional Armor.
- The Rock Golem may restore its own natural Armor through **Mend**.

Protector

Rock Golems were created to serve and protect the people of the Dwarven Forge and rarely venture into battle without their Dwarven masters.

Special Rules

- A team must include at least **one Dwarven Forge Character** to include a Rock Golem.

Abilities

Slam

- **Type:** Melee (M)
- **Mechanic:** Fate vs. Defense
- **Damage:** Medium Damage

The Rock Golem brings one of its massive stone fists crashing into its opponent with tremendous force. The attack lacks finesse, but very little can withstand the raw power behind the blow.

Special Rules

- If this attack deals damage, gain **1 Fate Token**.
- This unit may generate a maximum of **1 Fate Token each round** from Slam.

Mend

- **Type:** Special Ability (SA)
- **Cost:** 1 Fate Token
- **Mechanic:** Fate vs. 6

- **Effect:** Restore 2 Natural Armor

The Rock Golem plants itself firmly into the ground and draws upon the surrounding stone to rebuild portions of its damaged body.

Special Rules

- On a successful roll, restore **2 Natural Armor**.
- Mend cannot increase the Rock Golem's Armor above its natural maximum of **6**.
- When Mend is used, the Rock Golem becomes **immobilized until its next activation**.
- While immobilized by Mend, the Rock Golem **cannot move or perform attacks**.
- Attacks against the Rock Golem that would normally target **Dodge** target its **Defense instead** while Mend is active.
- Attacks against Willpower continue to target **Willpower normally**.

Tactics and Strategies

Rock Golems are defensive Companions designed to function as **walking walls** for the Dwarven Forge. Their combination of **Defense 9 and Armor 6** makes them exceptionally difficult to remove through direct attacks, allowing them to occupy important positions and protect more vulnerable units behind them.

Their **Speed 4** and low Dodge mean Rock Golems are poorly suited for chasing mobile opponents. Instead, players should determine where the Golem will be needed and begin moving it into position early.

Slam gives the Rock Golem considerable offensive power once it reaches Melee Combat. Its Medium Damage reflects the tremendous force of the construct's stone fists and makes ignoring a nearby Rock Golem dangerous even when its primary purpose is defensive.

Mend allows a damaged Rock Golem to sacrifice mobility and offense in exchange for rebuilding its Natural Armor. Choosing when to Mend is important. Using it too early can leave the Golem stranded while the battle moves elsewhere, while using it at the right moment can force an opponent to break through its defenses all over again.

Because Rock Golems cannot be healed or repaired through normal means, players cannot rely on conventional support units to keep them fighting. Abilities specifically capable of restoring **Rock Constructs** may overcome this limitation, giving future geomantic support units a unique relationship with these creatures.

Used correctly, a Rock Golem does exactly what the Dwarven Forge created it to do:

Stand where it is needed, protect what is behind it, and make the enemy work extremely hard to move it.