

Encounter type: Golem of Chimeria

Encountered: 1

Attacks per turn: 2

Attack types / Damage per successful attack: Fist: 1-D12 x12 +12, Fist: 1-D12 x12 +12 See: "Special".

D20 roll needed to have Gold / # of gold coins found: Not applicable.

D20 roll needed to have Silver / # of silver coins: Not applicable.

D20 roll needed to have [Treasure](#) / # of treasure items found: Not applicable.

Defense: 16

Experience: 1,000

Life-points: 3,000

Offense: +10

Region: Not applicable.

Special: Thunder-Strike: At the beginning of every battle, and every 10th turn thereafter (1st, 11th, 21st, etc.), the Golem of Chimeria will bring both hands together with all its might, clapping then together. This will cause a shockwave to explode out from between its hands that will travel out in all directions. Whether grounded, levitating, or flying, **All FOES** must roll a 15+, or be subject to the following:

Defense: Defensive rolls can be attempted, but with a penalty of -10 for the "Duration".

Duration: 1-D4 turns.

Offense: Offensive rolls can be attempted, but with a penalty of -10 for the "Duration". Enchantments and Spells will have a 50% chance of failure.