

## GOLEM MINION – ARC 4

**DESCRIPTION:** A hulking 10-foot tall, 5-foot wide dripping clay monstrosity with a four-foot-long clay club in its hands.

**MINION TYPE AND MOTIVATION:** Guardian (motivation: to bar a way or protect something)

**SUPERNATURAL POWERS:** If it is taken down to 1 hit point or less, it will split into two half-sized, weaker versions of itself. It will do this twice, ending with four 3.5' tall, even weaker golems. Then, it will collapse.

**ATTACKS:** Each time the minion reforms, take one point of harm off of each attack.

- Grab and throw: The monster will pick up the hunter and throw him away from its charge. 3 harm.
- Kick: 3 harm.
- Smash: The golem brings its massive club down on a hunter. 4 harm

**ARMOR:** No armor.

**HOW MUCH HARM WILL KILL IT:** 12

**WEAKNESSES:**

- Anything can hurt it.
- Fire or ice will harden its clay, slow it down, and grant whichever hunter attacks next +1 forward on their next attack.