



The Mixed Medieval Arts

Name	Gold			Race	Golum			Loot	Diamond w/Wire		Level	9
Body	19	Arms	19	Legs	19	R-Mana	5		Gold	90	XC	90
										Negate Win		4

Arm

All Shields Lv1

Weap

All at Lv1, No Ranged

Racial Spell

Mend Self Lv3(1/min "Mend Self 3", receive +3 Body OR +3 both Arms OR +3 both Legs)

Skill

Dim Witted Lv3(Immune to Persuade, Fear, Tongues of Truth (I don't know) & all Psionics, No Mana pool, Read/Write, Apprentice or Mentor allowed)

Skill

Pure Will Lv3(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 9x/hr)

Skill

Punch for Damage Lv3(Punch gloves, Hit Target, "Punch for Damage",1 HP, 1/3S)

Skill

Rise Lv3(Wait 1M after dying then Self Resurrect with 3/3/3, 3x/hr)

Skill

Thick Skulled Lv3(can negate any variation of "KnockOut" except for Pressure Point K.O., 9x/hr)

Skill

Amputate Lv3(Target with no upper Arm or lower Leg armour, Hit on unarmoured Limb, "Amputate", Limb hit takes 6 HP, 3x/hr)

Skill

Create Fire Dust Lv3(Rice vial, Throw, "Set On Fire", can create 3/hr)

Skill

Decapitate Lv3(3S study, Hit Target upper Arm,(no Heavy Lv3), "Decapitate", Target receives 6 HP, 3x/hr)

Spell

Deflection Lv3(9x/hr, "Deflect 1M", You or Target by touch are immune to all hand and bow launched projectiles)

Skill

Beguile Lv3(Must dance and Target must keep eye contact for 6S, "Beguile 3M", Target must stay within 5' for 2M, 9x/hr)

- Skill** Heart Rip Lv3(Gloves, Hit Target in Medium armoured (or less) stomach, "Heart Rip", Target Player receives 6 Body HP damage, 3X/hr)
- Spell** Invisibility Lv3(9x/hr, "Invisible 9M", must signal Invisible with a raised 90 degree bend in the elbow and the hand open and splayed, Can now be cast on Self and a Target Player and both are Invisible 9M, Target Player must stay within 5 feet of caster or lose effects)
- Skill** Musket Lv3(Musket ball deals 6 HP damage, Blocked by grounded tower shields only, 3 at once max)
- Spell** Shine Lv3(9x/hr, Rice, Throw, "Blind 9S", Target Player must close their eyes)
- Skill** Sure Footed Lv3(can negate any variation of "Push" 9x/hr)

The Golden Runik Musket

Every Gold Golem was constructed with a Golden Musket, complete with Golden Musket Balls which if found, these musket balls may be returned to Gatehouse for a reward of 25 Gold each.

The Runes on the Musket are Inflict, Area Effect, Energy and Permanence. This Runik Statement allows the Golem and one Target by Touch to Teleport for 30S, and the Runes can be used up to 9 times per day. If the Golden Golem is ever defeated, this Musket and all its Gold-Shot are Lootable.