

Create Straw Golem

With this extensive ritual, the character can take an intact scarecrow (like may be found in any farmer's field) and animate it to be a servant with the help of certain alchemical formulae and incantations. The wizard can only have one golem active at any given time.

College: Matter

Philosophy: Alchemy

Special Effects: Arcane Magic, Matter, Alchemy, Construct

Effect: Summon Golem

Casting Time: 1 Month

Target/Area Affected: Single Golem

Duration: Instant

Range: No Range

Active Cost: 60

Skill Roll Penalty: -3

Real Cost: 15

END Cost: 6

Create Straw Golem: *Summon One Straw Golem Built On Up To 150 Points - Slavishly Devoted (+1)(60 Active Points); Extra Time (1 Month; -5), OAF: Scarecrow And Carefully Crafted Magical Amulets (Very Difficult To Obtain; -1 1/2), Concentration (0 DCV; -1/2), Requires A Power Skill: Alchemy Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4).*

Spell created by Jack Butler

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