Animate the Dead

Through the use of this spell the wizard is able to cause dead bodies to move to his mental comment. This spell differs from other Necromantic magic in that it does not give a corpse an undead life force of its own; the caster merely uses his Necromantic power to move the body like a puppet. The corpse remains to its motionless state when the caster drops the spell.

College: Matter
Philosophy: Necromancy
Special Effects: Arcane Magic, Matter, Necromancy
Effect: Telekinesis 20 STR
Casting Time: 1/2 Phase
Target/Area Affected: Single Corpse
Duration: Constant
Range: 250 meters
Active Cost: 50
Skill Roll Penalty: -2
Real Cost: 11
END Cost: 5

Animate the Dead: *Telekinesis (20 STR), Fine Manipulation - Indirect (Always Comes From The Statue (+1/4)(40 Active Points); Only To Animate A Single Corpse (-1), Concentration (1/2 DCV Throughout; -1/2), OIF: Corpse To Be Animated (-1/2), Requires A Power Skill: Necromancy Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).*

Spell created by Jack Butler

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