

Arcane Glue

This spell will affix one inanimate object to another. The strength of the bond is such that the two objects cannot be separated without destroying one or both unless the magic is reversed or dispelled. This spell has no effect on living creatures.

College: Change

Philosophy: Transfiguration

Special Effects: Arcane Magic, Change, Transfiguration

Effect: Major Transform 4d6

Casting Time: Full Phase

Target/Area Affected: Two Objects

Duration: Constant

Range: No Range

Active Cost: 40

Skill Roll Penalty: -2

Real Cost: 9

END Cost: 4

Arcane Glue: Major Transform 4d6 (Changes Two Objects Into One Object, Joined At A Seam; Heals Back With **Dispel Magic**)(40 Active Points) - OAF: Two Objects To Be Glued Together (-1), All Or Nothing (-1/2), No Range (-1/2), Requires A Power Skill: Enchantment Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Limited Target (Inanimate Objects Only; -1/4).

Spell created by Jack Butler

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