

Create Clay Golem

With this extensive ritual, the character can take statue shaped out of clay or thickened mud and animate it 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: 120

Skill Roll Penalty: -6

Real Cost: 30

END Cost: 12

Create Clay Golem: *Summon One Clay Golem Built On Up To 300 Points - Slavishly Devoted (+1)(120 Active Points); Extra Time (1 Month; -5), OAF: Clay Statue 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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