

Create Flesh Golem

With this extensive ritual, the character can take an intact corpse (either a complete corpse, or one the caster has sewn together himself) and animate it with the help of certain alchemical formulae and incantations. The wizard can only have one golem active at any given time.

It should be noted that a golem created in this fashion isn't truly "living dead", and thus does not count as an undead creature.

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: 100

Skill Roll Penalty: -5

Real Cost: 25

END Cost: 10

Create Flesh Golem: *Summon One Flesh Golem Built On Up To 250 Points - Slavishly Devoted (+1)(100 Active Points); Extra Time (1 Month; -5), OAF: Intact Corpse 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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