

# 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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