

# Animate Objects



100'+10'/level



1 round/level



Imbues inanimate objects with mobility and a semblance of life. Objects carried or worn by a creature cannot be animated. The caster can animate one object per level, up to 25 lbs./level.

Animated objects attack targets designated by the caster, using the same attack bonus as the caster. Small or lightweight objects do no more than 1d4 damage per hit, while larger or heavier objects do 1d6 or 1d8. Animated weapons do damage using their normal die roll, up to 1d8. Animated objects have a movement rate of 10', and must move in contact with the ground.



BF 17

