

Almar – God of the Soul

1 Domain

Almar is the master of the soul. He is the master of all attributes associated with the soul. These attributes include the physical soul itself, emotion, magical power, and magical energy.

2 History

During the creation of the humanoid form, Almar designed and became master over the spiritual form, or the soul, of all humanoid beings.

3 Motivation

Followers of Almar are known for their intense spiritual side and their excellent spell casting abilities. *Almar doesn't recognize the elf race as a humanoid race and considers them a freak of nature, as do most of his followers.*

4 Aspects

Almar does not spend very much time in the physical world. He tends to leave his followers to act on their own in the physical world. He has been known to allow souls in his realm to enter the physical world and possess bodies of priests in order to deliver a message to a follower. Almar has also been known to take the souls of his favorite followers into his realm prior to their physical death.

5 Structure of the Priesthood/Temple

Followers of Almar occasionally erect physical temples. They are normally small and extremely decorative. These small buildings are usually meeting places where followers can meet and discuss anything. Anyone is welcome to join these meetings and join in the discussion.

5.1 Organization

There is very little, if any, organization to the priesthood. Anyone is allowed to join in on meetings and followers are expected to choose their own path.

5.2 Requirements

The only requirement to join to priesthood is to possess a soul. A strong magical ability is also common in followers. Once someone decides they wish to become a priest, they just need to approach a priest and ask to be taught. Priests will only teach one person at a time.

5.2.1 Apprenticeship

After a priest agrees to teach you the ways of Almar, you normally spend a majority of your day learning. After three or four months your training will be complete and you will be ordained.

5.2.2 Initiation

After the priest you are studying under believes your training is complete, the priest will ask Almar for his blessing and unless Almar objects, you will be ordained as a priest.

5.2.3 Duties

Priests are free to decide what they believe their duty should be in the priesthood. If they have a temple, many attend the discussions there. Many priests of Almar are involved in magical research and others roam the planet looking for souls who need to be saved.

5.3 Functions

As with duties, the function of the priest is left up to the priest himself.

5.4 Advancement

There is no advancement as a follower of Almar.

5.5 Dogma

While the body may die, the soul lives on. The followers of Almar take pride in the fact that the part of themselves that they worship will live on forever even after they die. They also know that without a soul, the mind wouldn't continue to exist after the body dies. This makes the soul superior to the body and the mind.

5.6 Traditions

5.6.1 Clothing

Clothing is not at all important to followers of Almar.

5.6.2 Appearance

Appearance is not at all important to followers of Almar.

5.6.3 Speech and Gestures

Followers of Almar enjoy participating in spiritual conversation. This involves the soul separating from the physical body and speaking in the spiritual realm. Followers will only converse like this with lone-souls, or other followers of Almar. In addition, art is considered the expression of the soul and many priests of Almar are excellent artists.

6 Worship

There is no set way to worship Almar. Groups of priests usually gather and worship him through various forms of spiritual expression. *Priests of Almar can also cast Last Rites on **any** soul-bearing dead body to send the soul to Almar.*

7 Holidays and Feast Days

Followers of Almar do not have any official holidays.

8 Relationship to other Deities

Almar is not tolerant of priests or gods that unnecessarily destroy the soul. If Almar catches anyone in the act of this, he will not hesitate to punish the offender.

9 Priesthood Skills

Because the priesthood is a priesthood of the mind and emotion, priests of Almar can purchasing the following skills at base cost: Artistry, Glassblowing, Identify Spell, Instrumental Music, Musical Composition, Pottery, and Sculpting.

Magical Abilities

Priests of Almar have four spell groups dealing with the soul and its various properties. Souls have the following properties: A soul accompanied by a mind that isn't attached to a body can move 120' per round. They are capable of moving through any physical object, but cannot move through magically enchanted objects. If they move through any spell effect that requires a PWR, INT, or CSE check they can be affected. Souls can view the physical world normally and are completely invisible except to the proper detection spells. Souls cannot interact physically with the world (this includes sound, touch, taste, and smell) and cannot cast spells of any kind. Souls not attached to a body can see and interact with each other. Souls within viewing distance of his body can thought activate magical items on his body. A soul has a life force and, thus, is not a ghost or undead. A soul contains a spirit and can be affected by incants that deal with the spirit.

Soul spells directly affect the soul itself. These spells will only work on soul-bearing creatures or lone-souls.

Energy spells affect the magical energy that is, for the most part, stored within the soul. These spells work on all creatures capable of storing magical energy

Emotion spells affect the emotional state of the soul. These spells will work on all creatures capable of emotion.

Power spells affect the soul's magical ability and the effects of spells using the magical ability.

1. Soul

- 1 Detect Souls
- 2 Blast Soul
- 3 Disconnect Soul
- 4 Soul Speak
- 5 Soul Swap
- 6 Scan Soul
- 7 Take Soul
- 8 Freeze Soul
- 9 Implant Soul
- 10 Recall Soul
- 11 Lock Soul
- 12 Banish Soul

2. Emotion

- 1 Read Emotion
- 2 Calm Emotion
- 3 Cause Fear
- 4 Cause Joy
- 5 Reverse Emotion
- 6 Share Emotions
- 7 Prevent Emotion
- 8 Emotion Pocket
- 9 Emotion Blast
- 10 Emotion Block
- 11 Quiet Emotions
- 12 Flood Emotions

3. Energy

- 1 Detect Energy
- 2 Share Energy
- 3 Alter Energy
- 4 Steal Energy
- 5 Protect Energy
- 6 Call Energy
- 7 Energy Blast
- 8 Store Energy
- 9 Energy Enchant
- 10 Energy Shield
- 11 Energy Drain
- 12 Explode Energy

4. Power

- 1 Empower
- 2 Powerless
- 3 Detect Power
- 4 Power Blast
- 5 Power Wall
- 6 Drain Power
- 7 Enhance Power
- 8 Power Force
- 9 Power Shield
- 10 Consume Power
- 11 Full Enhance
- 12 Take Power

1 – Detect Souls

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 1 + 1/F M
 Area: LOS 60 + 20/F'
 Effect: view souls

When this spell is cast, all souls, attached to bodies or not, appear to glow in the caster's eyes. This spell can be used to see invisible or ethereal creatures.

2 – Blast Soul

Time to Cast: 1R
 Resist Check: 4d6 vs PWR negates
 Target: LOS 60 + 20/F'
 Duration: instantaneous
 Area: single target
 Effect: injure soul

This spell allows the caster to strike the very essence of the soul itself. It can be cast upon any living, soul-bearing creature, or any soul visible to the caster. A soul that fails the RC will take 1d6 damage. Any creature that dies from this damage has their soul destroyed.

3 – Disconnect Soul

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 10 + 5/F M
 Area: self
 Effect: disconnect soul

When this spell is cast, the caster's soul is temporarily separated from his physical body. He may move around the area and observe things (sight only) with his soul. At the end of the duration, his soul is sucked back into his body. If his body is unavailable (time stopped, alternate dimension, etc.), the body must be returned in 5 minutes or the link is severed and the body dies when returned. If his body dies while without his soul, this spell becomes permanent and he becomes a lone-soul.

4 – Soul Speak

Time to Cast: 1R
 Resist Check: none
 Target: hearing
 Duration: 10 + 5/F M
 Area: single lone-soul
 Effect: speak with soul

This spell allows the caster to speak directly to a lone-soul. The caster and the lone-soul must be able to speak a common language. The caster must be aware of the soul's existence when casting the spell. The conversation between the caster and the soul is not audible by living creatures, but can be picked up by other lone-souls.

5 – Soul Swap

Time to Cast: 2R
 Resist Check: none
 Target: touch
 Duration: 2 + 1/F H
 Area: willing target
 Effect: exchange souls

This spell allows the caster and the target to temporarily swap souls. The mind of the caster and target are also exchanged. Skills are exchanged, all spells, including units, are exchanged. The spell can be cancelled prior to the duration expiring if the caster and target touch and the caster cancels the spell. If the caster or the target is killed during the exchange, the exchange becomes permanent.

6 – Scan Soul

Time to Cast: 2R
 Resist Check: 4d6 vs PWR negates
 Target: LOS 20 + 10/F'
 Duration: instantaneous
 Area: single target
 Effect: scans a soul

This spell will allow the caster to look deep into a soul and find out its true nature. If the soul fails the RC, the caster will know the following information about the soul: EU and DU units, INT, CSE, WIL, and PWR stats.

7 – Take Soul

Time to Cast: 3R
 Resist Check: 4d6 vs PWR negates
 Target: touch
 Duration: instantaneous
 Area: single being
 Effect: removes soul

This spell allows the caster to forcefully remove the soul from the target. If the target fails the RC, his soul is forcefully removed from his body and placed into an object that the caster is holding, no less than 10 pounds. The soul and mind are taken, leaving just a physical body as a living husk.

8 – Freeze Soul

Time to Cast: 2R
 Resist Check: 4d6 vs PWR negates
 Target: LOS 60 + 20/F'
 Duration: 1 + 1/F M
 Area: single target
 Effect: freezes a soul

This spell causes the soul of the target to become frozen. If the soul is inside a body, the body can still function normally, but will suffer a two dice penalty to all PWR checks and cannot cast any spells. If the soul is outside a body, the soul is frozen in place and cannot move. In this state, a lone-soul is able to be touched.

9 – Implant Soul

Time to Cast: 3R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: soulless body
 Effect: implants a soul

This spell will allow the caster to implant a stored soul into a soulless body. The body must first be void of soul and spirit before a soul can be implanted. When the implant is complete, the soul has complete control of the body.

10 – Recall Soul

Time to Cast: 3R
 Resist Check: 4d6 vs PWR negates
 Target: special
 Duration: instantaneous
 Area: one lone-soul
 Effect: recall a soul

This spell will allow the caster to call a soul that is known to him to his current location. This will only work on souls that are not currently attached to a body and have not left this world. If the soul is unwilling, the soul can attempt to make the RC check. If he fails, he appears to the caster. The caster is free to do what he wants with the soul and the soul may attempt to leave as soon as he is recalled.

11 – Lock Soul

Time to Cast: 1M
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F days
 Area: self
 Effect: lock soul to body

This spell allows the caster to lock his soul to his living body. This will prevent all magic that attempts to break the link from functioning. If the body dies while this spell is in affect, the spell is cancelled and the soul escapes the body as normal.

12 – Banish Soul

Time to Cast: 2R
 Resist Check: 5d6 vs PWR negates
 Target: LOS 30 + 10/F'
 Duration: instantaneous
 Area: single target
 Effect: banishes a soul

If the target fails the RC, this spell will send the soul of the target to Almar for punishment. If the target had a body, this doesn't in itself kill the target. The target's body, mind, and spirit still function normally and the target can continue living as normal. All divine spells are unusable and the target's PWR is halved. The target also suffers 8d6 damage because of the stress of losing his soul.

1 – Read Emotion

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: reads emotion

This spell allows the caster to read the emotional state of the target. When touching a target, this spell will give the caster the target's primary emotion.

2 – Calm Emotion

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: calms emotion

When touching a target in an extreme emotional state, this spell allows the caster to calm the target's emotional state (even if magically induced) to a reasonable level.

3 – Cause Fear

Time to Cast: 1R
 Resist Check: 4d6 vs WIL negates
 Target: caster
 Duration: 4 + 2/F R
 Area: LOS 30 + 10/F' radius
 Effect: causes fear of caster

This spell will cause all targets within the spell's area that fail the RC to have an extreme fear of the caster. For the duration of the spell, an affected target must make every effort to run away from the caster and cannot attack unless unable to escape. If the target makes the RC, he is unaffected, but must make the RC every round that he remains in the spell's area.

4 – Cause Joy

Time to Cast: 2R
 Resist Check: 4d6 vs WIL negates
 Target: caster
 Duration: 1 + 1/F M
 Area: LOS 30 + 10/F' radius
 Effect: causes joy for caster

This spell will cause all targets within the spell's area that fail the RC to have extreme joy when seeing the caster. For the duration of the spell, all affected targets are unable to have a negative emotion about the caster and, thus, will not attack him and will help him out if asked. This spell is broken if the caster attacks an affected target. After the duration expires, an affected target's emotion will slowly return to its state prior to the spell being cast.

5 – Reverse Emotion

Time to Cast: 2R
 Resist Check: 5d6 vs WIL negates
 Target: touch
 Duration: 1 + 1/F M
 Area: single target
 Effect: reverse emotion

If the target of this spell fails the RC, the primary emotion he is feeling is reversed (even if magically induced). If he was feeling happy, he becomes sad. If he was fearful, he is courageous. When the duration expires, the target slowly returns back to his original emotion, unless the source of that emotion has been eliminated.

6 – Share Emotions

Time to Cast: 2R
 Resist Check: none
 Target: touch
 Duration: 30 + 10/F M
 Area: willing target
 Effect: share emotions

For the duration of this spell, the caster and the target are aware of each other's primary emotion. This doesn't allow either to know why the other is feeling that emotion, just what the emotion is.

7 – Prevent Emotion

Time to Cast: 2R
 Resist Check: 4d6 vs WIL negates
 Target: LOS 20 + 10/F'
 Duration: 2 + 1/F H
 Area: single target
 Effect: prevents an emotion

If target fails the RC check, or is a willing target, this spell allows the caster to place an emotional block on the target. For the duration of the spell, the target will be unable to experience an emotion of the caster's choice through natural or magical means. The emotion can be fear, anger, or any other emotion the caster chooses.

8 – Emotion Pocket

Time to Cast: 3R
 Resist Check: 4d6 vs WIL negates
 Target: LOS 60 + 20/F'
 Duration: 1 + 1/F days
 Area: 30 + 10/F' radius
 Effect: create emotion pocket

This spell allows the caster to create a pocket of a specified emotion in the spell area. For the duration of the spell, anyone entering the spell area must make the RC. If the target fails the RC, he experiences an extreme case of the emotion specified for the emotion pocket. This feeling will last while the target is within the pocket and continue for 15 + 5/F minutes after leaving the pocket.

9 – Emotion Blast

Time to Cast: 1R
 Resist Check: 5d6 vs WIL halves
 Target: LOS 60 + 20/F'
 Duration: instantaneous
 Area: single target
 Effect: blast emotions

This spell will only work on a target experiencing an extreme level of an emotion. When this spell is cast on a target, the emotion inside them is converted into a violent explosion of energy within themselves. This explosion causes 7d6 of emotional damage to the target. If the target makes the RC, the damage is halved.

10 – Emotion Block

Time to Cast: 2R
 Resist Check: none
 Target: caster
 Duration: 6 + 2/F H
 Area: 30 + 20/F' radius
 Effect: blocks emotion

This spell will cause all creatures within the spell's area to have an emotion block put on them for the spell's duration. While affected by this spell, the target cannot be affected any emotion altering, probing, or exploiting spell or effects.

11 – Quiet Emotions

Time to Cast: 2R
 Resist Check: none
 Target: caster
 Duration: 1 + 1/F M
 Area: self
 Effect: silence emotions

This spell allows the caster to silence all emotions within him for the duration of the spell. Without emotion, the caster has a much higher degree of concentration on the task he is wishing to accomplish, all skill checks the caster wishes to make can be attempted at one die less than normal. This spell will also cause all emotion probing and changing effects to fail on the caster.

12 – Flood Emotions

Time to Cast: 1R
 Resist Check: 6d6 vs WIL negates
 Target: LOS 30 + 10/F'
 Duration: 30 + 10/F M
 Area: single target
 Effect: flood emotions

This spell will cause a target that fails the RC to have a different extreme emotion every round for the duration of the spell. This is extremely distracting and the target is unable to perform any action that requires more than one round to complete.

1 – Detect Energy

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 1 + 1/F M
 Area: LOS 40 + 20/F'
 Effect: show magical energy

This spell can detect all creatures in the area that have magical energy (EU or DU) and their relative amounts. All creatures that have magical energy will glow with a glow and tint relative to the amount and type of energy.

2 – Share Energy

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: gives magical energy

This spell allows the caster to give another creature some of the caster's magical energy. The type of magical energy is up to the caster. The amount of energy transferred is $2 + 1/F$ units of the selected type.

3 – Alter Energy

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: change energy type

This spell allows the caster to change some of his magical energy into the opposite type. (It will allow him to change EU to DU or DU to EU.) The caster chooses what he wants changed and can change $4 + 2/F$ units. The caster cannot exceed his maximum level of units with this spell.

4 – Steal Energy

Time to Cast: 1R
 Resist Check: 4d6 vs PWR negates
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: take energy

This spell allows the caster to take the magical energy from the target. If the target fails the RC, the caster can take $5 + 3/F$ units of the casters choice from the target. The caster can only take one type of energy per casting.

5 – Protect Energy

Time to Cast: 2R
 Resist Check: none
 Target: caster
 Duration: $2 + 1/F$ H
 Area: self
 Effect: protect energy

This spell protects the caster from being drained of his magical energy. Any magical or physical attempt to drain the caster's energy will fail; this includes contact with terisium. After the spell duration expires, the caster can be drained as normal. This does not prevent units from being used when casting spells.

6 – Call Energy

Time to Cast: 3R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: call upon energy

This spell allows the caster to gain magical energy. The caster may roll 3d6 and add that amount to both his DU and EU totals. This spell is very stressful on the soul and will cost the caster one point of PWR any time it is used more then once before a night's rest. The first time this spell is cast, it prevents the caster from gaining units back during his next resting period

7 – Energy Blast

Time to Cast: 1R
 Resist Check: 4d6 vs PWR halves
 Target: LOS 40 + 10/F'
 Duration: 3R
 Area: single target
 Effect: blast target

This spell allows the caster to turn his magical energy into a beam of destruction. After casting the spell, the caster can choose to use additional divine units, up to a maximum of 4 per round, to blast the target with. The target takes 1d6 damage per additional unit the caster chooses to use. If the target makes the RC, the damage is halved.

8 – Store Energy

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 2 days
Area: one object
Effect: stores energy

This spell will allow the caster to store any amount of magical energy, up to their PWR, in any nonliving object. When the caster (and only the caster) wishes to regain the magical energy, he just needs to touch the object with both hands for two rounds and the energy is returned to him. At the end of the spell's duration, the energy dissipates from the object.

9 – Energy Enchant

Time to Cast: 3R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: one weapon
Effect: enchant weapon

This spell will allow the caster to enchant any weapon using his magical energy. A weapon touched during the casting will become a once enchanted weapon for the duration. If the caster finesses the spell, he can increase the enchantment one per unit up to maximum of 5.

10 – Energy Shield

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: caster
Duration: 1 + 1/F M
Area: 20 + 10/F' radius
Effect: drain magical energy

When this spell is cast, an invisible shield is put up around the caster. Anyone within the radius who fails the RC must subtract 3 + 1/F units of each type per round they remain in the shield. If they make the RC, they don't lose any units, but must continue making the RC every round they are in the shield.

11 – Energy Drain

Time to Cast: 3R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: single target
Effect: drain energy

When touching a target, this spell allows the caster to drain the target of all magical energy. The caster does not get the magical energy drained.

12 – Explode Energy

Time to Cast: 4R
Resist Check: 5d6 vs PWR negates
Target: LOS 50 + 20/F'
Duration: instantaneous
Area: single being
Effect: explode targets energy

If the target fails the RC, all of the magical energy in him will violently explode. Anyone, including the target, within a 10 + 5/F' radius of the target will suffer 1 point of damage per unit that explodes. Anyone damaged by the blast, except the target, who makes a 4d6 vs PWR check suffer half damage.

Almar Spells

Power

1 – Empower

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: increase PWR

For the duration of this spell, the caster may subtract one die from all power checks. Due to the strain on the soul, only one statistic altering Almar spell may in effect at the same time.

2 – Powerless

Time to Cast: 1R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: decrease PWR

For the duration of the spell, the target must add one die to all power checks.

3 – Detect Power

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: LOS 60 + 20/F'
Effect: detect power

For the duration of the spell, all creatures within the area will have a glow relative to their PWR statistic, with a different tint based on exceptionals, which only the caster can see. This spell cannot be used to see invisible or ethereal creatures.

4 – Power Bolt

Time to Cast: 1R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 10/F'
Duration: instantaneous
Area: single target
Effect: attack with PWR

This spell allows the caster to use his power as a weapon. If the target fails the RC check, the target suffers damage equal to half the caster's normal power (magical power doesn't not effect this spell) plus 1d6 for each exceptional.

5 – Power Barrier

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 10/F'
Duration: 2 + 1/F H
Area: 100 + 20/F square'
Effect: create PWR wall

This spell will create a barrier that may not be passed through unless the RC check is made. Failing the RC check does not cause any adverse effects. The caster may pass through the wall without making the RC.

6 – Drain Power

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: lowers power

If the target of this spell fails the RC, his power is halved. He may only cast spells in rank up to his newly halved power.

7 – Enhance Power

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: power up spells

This spell improves the casters ability to channel both elemental and divine spell units. When the caster casts an elemental or divine spell for the duration of this spell, the spell is automatically cast finessed one time and doesn't use a spell unit for that finesse, nor does the caster need the spell ranking of the higher finessed spell. Any additional finesses follow normal game rules.

8 – Power Force

Time to Cast: 2R
Resist Check: 5d6 vs PWR halves
Target: caster
Duration: instantaneous
Area: 15 + 10/F' radius
Effect: strike all with power

All creatures within the radius of this spell take damage equal to the caster's normal power/3 + 1 per exceptional d6. If the RC is made, the damage is halved.

9 – Power Shield

Time to Cast: 2R
Resist Check: special
Target: caster
Duration: 1 + 1/F M
Area: 10 + 5/F' radius
Effect: magic shield caster

This spell creates a shield around the caster that protects him from magic. Any creature wishing to cast magic that will pass through the shield must make a PWR check equal to (12 - the rank of the spell being cast) d6. If the check is made, the spell passes through the shield to its intended target. If the check fails, the magic simply fizzles at the shield. This includes making a check for area effect magic that is targeted outside the shield, but its area passes through the shield.

10 – Consume Power

Time to Cast: 2R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: 1 + 1/F days
Area: single target
Effect: consumes power

If the target fails the RC, for every spell that he casts for the duration of the spell, he will lose one point of PWR. If his power falls to 3, he can no longer cast any spells. After the duration ends, the caster will gain one point of power back per hour until he is fully restored.

11 – Full Enhance

Time to Cast: 4R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: power up spells

This spell improves the casters ability to channel both elemental and divine spell units. When the caster casts an elemental or divine spell for the duration of this spell, the spell is automatically cast finessed two times and doesn't use any spell units for the finesse, nor does the caster need the spell ranking of the higher finessed spell. Any additional finesses follow normal game rules.

12 – Take Power

Time to Cast: 3R
Resist Check: 6d6 vs PWR negates
Target: LOS 30 + 10/F'
Duration: 30 + 10/F M
Area: single target
Effect: take away power

If the target of this spell fails the RC, his power is taken away from him. His power is reduced to 1 point. He is no longer able to store magical energy or cast spells. When the duration ends, the target can again cast spells, but must regain his magical energy as normal.