

Rudri Spells

Encure

1 – Encure

Spell Rank: 1 - 12
Time to Cast: special
Resist Check: none
Target: grappled living being
Duration: instantaneous
Area: caster
Effect: drains life force

Being the method the hirudo gains spell energy, this spell does not cost the hirudo to cast. While grappling a held victim, the hirudo extends his teeth, pierces the target's neck, and begins to feed. The hirudo converts his target's life force into spell energy. The victim loses 5 DP per round while the hirudo feeds and if the DP of the victim falls to 0 or less, they die. The hirudo gains a number of DU equal to the number of rounds feeding times the rank of the Encure spell used if the victim dies, or half that amount if the victim is not killed. A victim that is not killed must make a PWR check equal to the number of rounds the hirudo fed on them or is unable to use any magical abilities or create nomadic incants. They can only recover the DP lost from this spell naturally via rest. Once the DP lost is recovered, they may again use their magical abilities and create nomadic incants.

The DU that is gained by the hirudo via this spell is not permanent and the hirudo loses 1 DU per day. If a hirudo has no DU remaining they must feed or they will fall into a coma when they would normally lose a DU.

Decay

Each spell now works as follows: The hirudo must grapple the target and have them grappled for the casting time of the spell. After the casting time, the grappled target can resist the effect by making a check equal to the number of rounds they have been grappled (which includes the casting time) against their HEA. If the hirudo maintains the grapple, the spell continues (and no more units are required to maintain it) and the resistance check goes up by 1 die until the target fails the check. The maximum number of dice for the resistance check is 7 dice and if the target makes this resistance check, the spell fails. For example, if a hirudo uses the Drain Strength spell, the first check will be equal to the casting time, or 1d6 vs. HEA, and increase by one per round until the target fails the check or succeeds at the final 7d6 vs. HEA check. If the Drain Identity spell is cast, the resistance check starts at 4d6 vs. HEA.