

Deplete Cinnabryl

RED STEEL

Alteration

Level: 6

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 item of cinnabryl

Saving Throw: None

This rare spell depletes cinnabryl. As much as one week's worth (one ounce) per three levels of the caster can be instantly depleted (four week's at 12th level, five week's at 13th to 15th level, etc.). The caster can choose to deplete a lesser amount of cinnabryl at the time of casting.

The spell is used infrequently because cinnabryl is better used than wasted. It is generally used to quickly turn raw cinnabryl into red steel, but can also be used as a form of attack against Inheritors, depicting their protective cinnabryl amulets.

The caster must touch the item to be depleted. If the item is worn by someone who does not want to be touched, the caster must make an attack roll against the target's normal Armor Class, with a -4 penalty to the attack roll (it is a called shot). The spell remains active for one round after casting; a caster not touching a target within that time must make a successful saving throw vs. spell or the deplete cinnabryl spell affects the caster's own cinnabryl.

If the amount of un-depleted cinnabryl in the item is less than the amount the caster can affect, any leftover depletion applies instantaneously to the Time of Loss and Change. For example, if a wizard depletes four week's worth of cinnabryl and the target is wearing only two week's worth, the target instantly suffers the effects of two weeks of the Time of Loss and Change. A depletion that places the target into the Time of Loss and Change is considered an evil act.

This spell does not speed the production of crimson essence, which depends on the amount of time spent near a person with a Legacy as well as time spent bathing in the magical radiance of the cinnabryl.

Notes: Common (and useful) only in the RED STEEL setting.