

Soul Burn

Level: Sorcerer 5 (all tables)

Range: Touch

Duration: Permanent

Casting Time: Special

Area of Effect: One creature with class levels

Saving Throw: Yes

Magic Resistance: Yes

This spell is only of use for spell research, so can only be cast by sorcerers of 11th level and up.

It replaces the requirement for money or sacrificed magical items with the consumption of the life-force of sentient beings.

The victim must be immobilized and helpless (or unconscious). The spell is cast as the spell's creation begins, and remains 'running' until that process is done.

For each level of the spell being created, one experience level is permanently drained from the victim. If the drain takes the victim to 0 levels, they die.

If the victim had fewer levels than the spell being made requires, the creation fails; the victim still dies.

If the victim had *more* levels than the spell being made requires, they survive and may be drained again with a subsequent casting if so desired.

If *Dispel Magic* is cast on the victim during the process, or the caster of *Soul Burn* is killed or otherwise interrupted, the creation fails; any levels drained up to that point are wasted.