

Jahick's Fire Curse

Level: Sorcerer 5, Elementalist 4

Range: 10'/level

Duration: Special

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Special

Magic Resistance: Yes

Fire Curse is a greatly modified form of *Delayed Blast Fireball*, designed to deliver the effects of a *Fireball* under very precise conditions at little risk to the caster, and to sow dissension in the ranks of the enemy.

The sorcerer selects a sentient being within range as the target of the spell. Unless the target sees the spell being cast, they will not be aware that anything has happened at all, although they will radiate magic if that is detected for and will also register on *Detect Traps* or *Detect Curse* if those are cast.

The target is entitled to a save vs Spell, and any applicable Magic Resistance check, but does *not* know why.

The caster specifies a trigger condition when the spell is cast. This can be something like 'as soon as you come within 20' of King Ranulf' or 'next time you hear the word *gold*' or 'tomorrow at midnight'. Once set the trigger cannot be changed. The spell grants no control or influence over the subject.

When the event defined by the trigger occurs, the spell completes, releasing a *Delayed Blast Fireball* of 1d6+1 per level the caster had when the spell was cast, centred on the original subject.

The original subject is unaffected by the blast; all others in the area of effect are damaged normally. This enhances the cruelty of the curse by making it likely that the subject will be blamed for the results... they themselves may even believe that it's their fault.

Victims do get a saving throw, but as - unlike a normal *Fireball* - there is no warning, it is at -4.

The caster can have as many *Fire Curses* 'active' (ie between casting on the subject and being triggered) as she has levels. There is no time limit on how long a *Fire Curse* may remain active. If the subject is affected by a *Dispel Magic*, *Remove Curse*, or *Antimagic Field*, the spell ends without triggering. If the subject dies before meeting the conditions, the result depends on the trigger. A trigger of 'when you next speak to General Clay' will never be fulfilled, and the spell ends. A trigger of 'Next time you are within 10' of Wodget the Hobbit' or '5pm a week next Tuesday' will still be valid.

The caster may dispel their own *Fire Curse(s)* at will, if she changes her mind or the conditions look unlikely to be met. Any *Fire Curse(s)* active on the death of the caster remain active until dispelled or triggered.