

Blood Lightning



Necromancy

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Until triggered

Area of Effect: Creature touched

Saving Throw: Special

This spell can be cast on the caster or on any creature touched. The blood lightning spell doesn't take effect until the creature next bleeds, and is virtually undetectable until activated. The only way to prevent the blood lightning from taking effect once cast is by the casting of a remove curse on the recipient.

Within a turn after the creature first bleeds, it can by silent act of will lash out, releasing the blood lightning. If it does not, the magic heals the creature of 1 d4+ 1 points of damage and dissipates. (If the creature is a spellcaster, releasing the blood lightning does not count as casting a memorized spell; it can be released in addition to normal casting in the round.)

The spell manifests as a web of leaping and crackling blood-red lightning, raging out from any wounds the creature has, to cause all beings within 40 feet 6d6 points of damage, save vs. spell for half damage. A being unleashing blood lightning is never harmed by it and, furthermore, can prevent a being within range of the lightning from taking damage if able to directly touch the being as the lightning is released.

If not activated, the magic dissipates after 24 hours. Multiple castings of this spell on an individual are not cumulative.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon.