

# Patron Bond

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# Patron Bond

Level: 1

Range: Self or touch (see below) Duration: Lifetime Casting time: 1 week + quests as ordered

Save: None

General

The caster commits himself to the service of a supernatural lord, forming a pact to gain its support as his

patron so long as he continues to please it with his service. This patron may be a demon, devil, ghost,

spirit, elemental, angel, chaos lord, or other supernatural being who accepts the caster's service.

The

initial ceremony takes one week to complete. Once the pact is made, the caster may invoke the patron's

support with the spell *invoke patron*, and it may or may not answer as it sees fit. In return for the patron's

assistance, it may ask the caster to do certain things. The caster must act faithfully in its service at all

times, lest it cast him off. The caster may perform more than one ceremony to serve multiple masters, but

doing so may raise questions as to his true loyalties. This is dangerous magic; a supernatural patron is not

the same as the deity that a cleric may worship. The caster should be forewarned that he is in communion

with almighty spirits.

Alternately, once the caster has formed a bond with his patron, this spell may be cast to create a bond

between another mortal and the caster's patron. The mortal need not be a spellcaster; in fact, the second

mortal usually is not. In this case, both the caster and the recipient must spend a week on the ceremony,

which requires a mighty oath to declare allegiance to the patron. Very powerful creatures are more likely

to successfully bond with patrons (who look more favorably upon powerful followers). Typically, a cast-

ing of *patron bond* on behalf of another receives a bonus of +2 if the subject is of 5th-level (5 HD) or higher

and +4 if the subject is of 9th-level (9 HD) or higher. At the end of the ceremony, the casting of the spell

seals the bond. Recruiting additional followers for his patron brings the caster favor and may grant boons

to the other followers; though, their patron will ask fealty of them in exchange.

Note that continued casting of this spell may taint the caster, both spiritually and physically.

Manifestation Varies

Corruption N/A - always patron taint

Misfire N/A