

KEEPS A MAGIC ALLY

An allied magic creature bound to an object (such as a minor djinn in a lamp, or a ghost in a pipe) is your friend, protector, and weapon.

Tier 1: Bound Magic Creature (115)

Tier 2: Object Bond (167)

Tier 2: Hidden Closet (149)

Tier 3: Minor Wish (162) or Mount (164)

Tier 4: Improved Object Bond (152)

Tier 5: Moderate Wish (163)

Tier 6: Object Bond Mastery (167) or Trust to Luck (194)

GM Intrusions: The creature unexpectedly disappears into its bound object. The bound object cracks. The creature disagrees and doesn't do as asked. The creature says it's leaving unless a task is performed for it.

Bound Magic Creature: You have a magic ally bound to a physical object (perhaps a minor djinn bound to a lamp, a lesser demon bound to a coin, or a spirit bound to a mirror). The magic ally doesn't yet have the full power that one of its kind could possess when mature. Normally, the ally remains quiescent in its bound object. When you use an action to manifest it, it appears next to you as a creature that can converse with you.

The creature has its own personality determined by the GM and is a level higher than its base level for one area of knowledge (such as local history). The GM determines whether the magic ally has a long-term goal of its own. Each time the magic ally becomes physically manifest, it remains so for up to one hour. During that period, it accompanies you and follows your instructions. The magic ally must remain an immediate distance from you; if it moves farther away, it is yanked back into its object at the end of your following turn and cannot return until after your next ten-hour recovery roll. It doesn't attack creatures, but it can use its action to serve as an asset for any one attack you make on your turn. Otherwise, it can take actions on its own (though you'll likely roll for it).

If the creature is reduced to 0 health, it dissipates. It reforms in its object in 1d6 + 2 days. If you lose the bound object, you retain a sense of the direction in which it lies. Action to manifest the magic creature.

Object Bond (3 Intellect points): When you manifest the magic ally from your Bound Magic Creature ability, it can move up to 300 feet (90 m) from you before being returned to its bound object. Also, it can remain manifest for an extended period, lasting until the end of your next ten-hour recovery roll. Finally, if you give permission, the magic ally can emerge from and enter the bound object on its own initiative. Enabler.

Hidden Closet: The magic ally from your Bound Magic Creature ability can store items for you within its bound object, including extra sets of clothing, tools, food, and so on. The interior of the object is, in effect, a 10-foot (3 m) square pocket dimension that normally only the magic ally can access. Enabler.