Quest*

📏 5'/level   ⌛ special

Places a magical command on a creature to carry out some service or to refrain from some action or course of activity (save vs. Spells). The target must be able to understand the caster for this spell to take effect. While a quest cannot compel a creature to kill itself, it can cause almost any other course of activity.

The target must follow the given instructions until the quest is completed, no matter how long it takes.

If the subject is prevented from obeying the quest for 24 hours, it takes 3d6 points of damage each day.

BF 29   5