

Comprehend Languages

Level: 1 **Range: Self** **Duration: Varies** **Casting Time: 1 turn** **Save: None**

The caster can understand non-magical words or images (such as treasure maps) that would otherwise be unintelligible.

Misfire: Roll 1d4: (1) caster speaks in tongues, indecipherable to all, for 1d4 hours; (2) nearest ally speaks in a randomly determined language [roll as wizard on Appendix L] for 1d4 hours; (3) all creatures within 30' radius [including caster] stricken with inability to speak for 1d6 minutes; (4) caster loses ability to read and write for 1d4 days.

Corruption: Roll 1d8: (1) caster's eyes permanently glow a bright yellow; (2) skin is marred by faintly glowing tattoos of undecipherable enigmatic script; (3) afflicted speech: roll 1d12 any time caster speaks in any way, and on a 12 the words come out in a randomly determined language [each time, roll as wizard on Appendix L]; (4) permanent interpretation: caster can permanently understand all spoken languages at juvenile level, including birdsong, insect buzzing, and subsonic speech like bat calls, such that constant drone of conversation around him makes it very difficult to concentrate (-1 to all concentration checks); (5) invisible heat rays from reading: whenever the caster reads any document, his eyes glow red and the document begins to heat up and eventually catches fire: paper in 2 rounds, papyrus in 3 rounds, cloth or vellum in 4 rounds; heat only manifests when reading and cannot cause damage to other creatures; (6) two dozen short tentacles sprout around each of the caster's eye sockets; (7) minor corruption; (8) major corruption.

Mercurial Magic: Planar blink. After casting the spell, the caster unpredictably blinks in and out of this plane of existence, granting a +4 bonus to the wizard's AC at cost of a -4 penalty to all the wizard's attacks. The effect lasts for 1 round per spell level. There is a 1% chance per spell level that the wizard does not return from his involuntary jaunt across the cosmos.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The caster can read writing in one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. Some sample of the language in question must be visible in front of you.

14-17: The caster can read and understand (but not speak or write) one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins.

18-19: The caster can read, write, understand, and speak one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. The caster can speak the language in a very simple form, at the speech level of a young child. For example, he can communicate basic desires but nothing complex.

20-23: The caster can read, write, understand, and speak one language for 1 hour. The language can be terrestrial, supernatural or extraplanar in origin. For example, he could speak with a demon or an elemental. The caster can speak the language fluently.

24-27: The caster can fluently read, write, understand, and speak any one language for 1 hour per caster level or grant this ability to one creature he touches. If the target is unwilling, it can resist the casting with a Will save.

28-29: The caster can fluently read, write, understand, and speak any one language for 1 day per caster level, grant this ability to one creature he touches, or grant this ability to all creatures within 20', as long as they remain within that range. If any target is unwilling, it can resist the casting with a Will save.

30-31: The caster gains the permanent ability to fluently read, write, understand and speak any one language. He must have exposure to the language, in either written or spoken form, to gain the ability. The caster effectively learns at an extraordinary rate, such that limited exposure is enough to learn, but he must have at least 10 minutes of immersive exposure in the week following the casting of this spell.

32+: The caster gains the ability to read, write, understand, and speak all languages, regardless of origin or modernity, for a period of 1 day per caster level. He can speak to any creature, including unintelligent beasts (like eagles or ants) to the extent that they communicate.

Magic Missile

Level: 1 **Range: 150' or more** **Duration: Instantaneous** **Casting Time: 1 action or 1 turn (see below)** **Save: None**

The caster hurls a magical missile that automatically hits an enemy.

Misfire: Roll 1d6: (1) explosion of missiles sprays in all directions all creatures within 100' [allies and enemies] are hit by 1d4-1 missiles, each doing 1 point of damage; (2) missiles launch then ricochet back on caster, who is hit by 1d3-1 missiles for 1 point of damage each; (3) explosion of force energy centered on caster, causing 1d6 damage to caster and all within 10' [DC 10 Ref save for half]; (4) delayed blast no effect now, but at a random point sometime in the next 24 hours, determined whenever the caster rolls his next 1 on any dice roll [not just a d20], a single magic missile bolts forth to strike one randomly determined character within 100' for 1d4 damage [strikes the caster if there are no other targets] if no 1 is rolled in 24 hours, risk passes without damage; (5) caster becomes charged with force energy, such that the next creature or object he touches suffers a blast damage for 1d6+1 damage to target and 1 point of damage to caster; (6) force energy manifests in downward direction, burning a hole in the ground under caster ground beneath him rapidly disintegrates to a depth of 1d20 feet, and he sinks with the falling depth of the ground to find himself at bottom of pit there is no initial falling damage since he "rides" the drop in ground level but depth of pit may open to lower level of the dungeon [potentially causing damage], and he must now climb out.

Corruption: Roll 1d8: (1-4) caster's hands and forearms change color to match shades of most commonly cast magic missile: 1: electric yellow, 2: icy blue, 3: acid green, 4: vivid red; (5) pupils and iris vanish while eyes turn a chalky white; (6) fingertips turn translucent and nearly invisible, appearing ghost-like or as if they were composed of pure force energy; (7) from now on, every time he casts magic missile, the caster turns invisible for 1d6 rounds; (8) caster gains a permanent force stone that rapidly orbits his head, impacting with any creature that approaches within 3' to cause searing pain and 1 point of damage every round which, unfortunately, includes allies attempting to heal or those who fight adjacent to the caster in melee.

Mercurial Magic:

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The caster throws a single missile that does 1 point of damage. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

14-17: The caster throws a single missile that does damage equal to 1d4 + caster level. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

18-19: The caster throws 1d4 missiles that deal damage equal to 1d4 + caster level. All missiles must be aimed at a single target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

20-23: The caster throws 1d4+2 missiles that do damage equal to 1d6 + caster level. Each missile can be aimed at a separate target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

24-27: The caster throws a single powerful missile that does damage equal to 4d12 + caster level. The missile must be aimed at a single target to which the caster has line of sight, at a maximum range of 1,000'. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

28-29: The caster throws 1d6+2 missiles that do damage equal to 1d8 + caster level. Each missile can be aimed at a single target at any range, as long as the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

30-31: The caster throws 2d6+1 missiles that each do damage equal to 1d8 + caster level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch a magic missile through a crystal ball or other scrying device. These missiles have limited ability to defy magic shield and other protections; compare this spell check against the spell check used to create the magic shield. If the magic missile check is higher, the magic shield has only a 50% chance of absorbing the missiles (roll individually for each missile). Any missiles that make it through do damage equal to 1d8 + caster level, as noted above.

32+: The caster throws 3d4+2 missiles that each do damage equal to 1d10 + caster level. He may direct these missiles individually as a single action, or he may direct them all at a single target that is not present or visible, provided he has specific knowledge of that target. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the missiles seek their target. The missiles seek out this target even if it is concealed or invisible, though they have a maximum range of 100 miles. The missiles turn, curve, retrace their route, and make every effort to reach the target, although they cannot cross planes. The missiles can travel up to 10 miles per second provided no obstacles are present, but speed is much lower if, for example, they must navigate underground caverns. Provided a direct route exists, the missiles strike the target unerringly.

Mending

Level: 1 **Range: 5'** **Duration: Varies** **Casting Time: 1 round** **Save: None**

The caster can repair damaged objects, generally of a simple and mundane nature. The reverse spell, tear, can cause minor defects and offers a Fort save to the affected object.

Misfire: Roll 1d6: (1) caster's clothes unravel and fall into a pile of threads at his feet; (2) all straps, laces, buckles, and fasteners within 20' of caster come undone, causing pants to fall off, shields to fall to the ground, sacks to spill their contents, boots to come unlaced, backpacks to slip from shoulders, etc.; (3) deep gouges of rust appear on all metal weapons within 10', imposing a permanent -1 penalty to damage; (4) a greenish patina tarnishes all precious metals on the caster's person, reducing their value [and making their metal content suspect] until they are polished; (5) the most complicated mechanical object within 20' [probably a crossbow but review character sheets to be sure] breaks in a manner that is very difficult to repair; (6) caster suffers a minor but aggravating wound, such as a stubbed toe or bad hangnail, which causes no damage but inflicts a -1 penalty to all rolls for 10 minutes.

Corruption: N/A

Mercurial Magic:

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1) corruption; (2+) misfire.

2-11: Lost. Failure.

12-13: The caster repairs a minor defect in a simple object of non-magical, non-living nature. The repair lasts for 24 hours. The defect to be repaired must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. Once repaired, the object is as good as new. Examples: mend a torn shirt, repair a dent in a helmet, connect the two halves of a broken sword, or restring a broken bow.

14-17: The caster repairs a minor defect in a simple object of non-magical, non-living nature. The repair lasts for one week. The defect to be repaired must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. Once repaired, the object is as good as new. Examples: mend a torn shirt, repair a dent in a helmet, connect the two halves of a broken sword, or restring a broken bow.

18-19: The caster permanently repairs a minor defect in a simple object of non-magical, non-living nature. The defect to be repaired must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. Once repaired, the object is as good as new. Examples: mend a torn shirt, repair a dent in a helmet, connect the two halves of a broken sword, or restring a broken bow. There is a 50% chance that the repaired object is actually substituted for a similar whole object. For example, instead of mending a torn tunic, an intact but different tunic appears. Somewhere, someone's intact tunic was replaced by a torn one!

20-23: The caster permanently repairs one normal, complex object with moving parts and multiple elements. For example, he could repair a crossbow or a lock. The size of the object can be up to the caster's weight or volume. There is no chance of substitution.

24-27: The caster permanently repairs a large, complex object of mundane origin, with moving parts and multiple elements, at a range of up to 100'. For example, he could restore a crumbled statue to its original form or rebuild a collapsed wagon. The object can have a weight or volume up to four times the caster's own.

28-29: The caster permanently repairs a very large, complex object of mundane origin, even if it has moving parts and multiple elements, at a range of up to 100'. For example, he could reform the broken battlements of a tower with this spell. Larger objects take longer to mend, typically requiring concentration of one round per ton of weight.

30-31: The caster repairs very large objects of great complexity at a range of 100', even if they are magical in nature. Note that the specific object in question may require additional components beyond the scope of the normal casting of this spell. For example, a chinked magic sword could be mended normally, but mending a broken wizard's staff may require the same elemental energies that were present when it was created.

32+: The caster repairs very large objects, even if they are complex or magical in nature, at a range of 100'. Optionally, the caster can cast this spell on a living creature to mend its wounds. Casting this spell on a living creature heals one debility per casting (e.g., blindness, deafness, a severed limb, etc.) or the equivalent of 2d6 hit points of damage.

Patron Bond

Level: 1 **Range: Self or touch** **Duration: Lifetime** **Casting Time: 1 week + quests** **Save: None**

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 casting 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.

Misfire: N/A

Corruption: N/A - Always patron taint

Mercurial Magic:

Spell Results

1-31: See Rulebook

Sezrekan

Regarded as the wickedest of wizards ever to plague the Known World, Sezrekan the Elder was born to a peasant family and cursed with the knowledge of higher worlds. Straining to hear the music of the heavenly spheres, the aspiring wizard found only chaos and madness. Forsaking patron and liege alike, Sezrekan sought to free himself of the world and his mortal coil, regardless of the cost. Those who claim him as their patron are expected to follow in the Master's footsteps, sacrificing kith and kin in the single-minded pursuit of mastery of self and thereby the multiverse. The Old Master has little regard for those that cannot help themselves, offering his aid only to spellcasters of proven dedication and talent.

Patron Taint

Whereas other patrons scar their petitioners with foul taints, followers of the Old Master inflict injuries on themselves while in pursuit of the Sezrekan's mastery of magic. When patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

1: Incited to madness and brimming with occult knowledge, the caster spends his next action carving a third eye into his forehead (inflicting 1d3 points of damage in the process). Upon return to civilization, the caster seeks out a tattooist who inks a third eye on the caster's forehead using exotic inks costing no less than 1d5 x 100 gp. If the result is rolled a second time, the caster insists on wearing a blindfold for the next 1d4 days, in the earnest hope of awakening his third eye. If the result is rolled a third time, the caster stabs a dagger into each of his real eyes, blinding himself. (There is a 3% chance, per level, that the self-mutilation brings the PC's third eye to life.)

2: Dazzled by his new insight into the terrifying nature of the multiverse, the caster is spurred into offering up sacrifices in thanks to the Old Master. The caster is driven to enact the ritual as soon as it is reasonably safe, though the caster's threat assessment may not agree with that of his peers. In a ritual lasting 1 turn, the caster offers up wealth totaling at least 1d5 x 100 gp in honor of Sezrekan. All the items are consumed in searing blue flames, and there is a 3% chance that Sezrekan honors the sacrifice with a +1 bonus to the caster's next spell check. If the result is rolled a second time, the caster must sacrifice a magic item; there is a 6% chance that Sezrekan honors the sacrifice with a +2 bonus to the caster's next spell check. If the result is rolled a third time, the caster must sacrifice a friendly ally to prove his single-minded devotion; there is a 9% chance that Sezrekan honors the sacrifice with a +3 bonus to the caster's next spell check.

3: In a passing moment of *deja vu*, the caster realizes that Sezrekan demands his service. Subject to the judge's discretion, the caster must adventure to retrieve an occult item or lost relic for the Old Master, located within 1d4 days travel. The caster has a clear vision of the item, but only a rough sense of its location and wards. If the result is rolled a second time, the item is well warded and some 1d4 weeks distant. If the result is rolled a third time, the item is guarded by ancient wards, traps, and fiends, requiring 1d4 months of dangerous travel.

4: In a lucid dream of mighty Sezrekan, the caster realizes his own spells are terribly flawed and dependent on the aid of outsiders. Forsaking their influence, the caster gives up a known first level spell, vowing to never cast it again. (If, later, the caster discovers another spell of the same level, it can take the place of the original spell among the caster's known spells.) If the result is rolled a second time, the caster must surrender a second level spell. If the result is rolled a third time, the caster must surrender a third level spell. Should the caster refuse to give up any of the spells, he forsakes Sezrekan as his patron.

5: The daunting scope of the caster's knowledge induces a creeping madness that begins to seep into his everyday life. The caster must declare a common substance (iron, water, steel, cotton, gold, silver, silk, wood, leather, velum, meat, etc.) and declare it taboo. Henceforth, the caster makes every effort to avoid contact with the taboo substance. If the result is rolled a second time, the caster must choose a second taboo; furthermore, contact with the forbidden substances causes searing burns that inflict 1 hp of damage per round of contact. If the result is rolled a third time, the caster must pick a third taboo, and contact inflicts 1d4 hp of damage per round of contact.

6: The caster is caught up in a dream world of hallucinations for the next 1d5 rounds, as a spectral image of Sezrekan strides through his vision. The caster can still interact with the real world, but if he chooses to ignore his surroundings and watch only the Old Master, he gleans hints and indications of Sezrekan's dweomer-craft mastery. If the caster spends the next 1d4 days in solitary research, he is able to learn a new spell of his choosing. Failing to immediately retire to study causes the insights to be lost, like the fading memory of a dream. This result can be rolled up to three times.

SpellBurn

1: The power of the spellburn opens the caster to the maddening horrors of the universe and leaves him weak (expressed as Stamina, Strength, or Agility loss) and disoriented. The caster must succeed on a DC 15 Will save or be unable to cast spells for 1d3 rounds. If the caster succeeds on the save, the caster gains a +1 bonus to all future attempts at the spell.

2: Admiring the caster's ambition, Sezrekan grants the caster the opportunity to burn an ally's attributes (Stamina, Strength or Agility) in place of his own. The target must be willing. For every point burned to augment the spell, the target loses 1d3 points of the same attribute. If any of the target's attributes fall to 0 or less, the target dies.

3: Sezrekan mocks the caster's feeble grasps at power. The caster receives but 1 point for every 2 points of attribute burned.

4: Horrific madness seizes the caster's mind, and the awful meaninglessness of the universe is driven deep into his mortal soul. The caster is granted a single DC 15 Will save; on a successful save the caster crumples to his knees, weakened by the spellburn, yet firmly grounded in the common reality. On a failed save in lieu of the spellburn the caster receives a +5 bonus to all spell checks for the next 1d6 rounds, yet perceives both friend and foe alike as all-devouring monsters from the outer dark, a truth far too real to contemplate.

Invoke Patron

Level: 1 **Range: Self** **Duration: Varies** **Casting Time: 1 round; limited x per bond.** **Save: None**

In order to learn this spell, the caster must first cast patron bond. The particulars of this spell vary according to the terms of the patron. In casting this spell, the wizard invokes the name of a supernatural patron to request aid. This spell requires at least 1 point of spellburn. The patron responds by sending aid according to the nature of its followers; the judge will provide specifics. Note that continued casting of this spell may taint the wizard spiritually and physically.

Corruption: Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.

2-11: Failure. Unlike other spells, invoke patron may not be lost for the day. Depending on the results of patron bond, the wizard may still be able to cast it.

12-13: Sezrekan cannot be troubled by such an insignificant petitioner. He grants the caster an additional 6d4 hit points. These may be burned in spellburn, with every 4 hp equaling a point of attribute. At the end of the hour, all the extra hit points are lost. Damage and spellburn are deducted first from the additional hit points. For example, a caster that is granted 16 hit points and takes 14 points of damage in the hour, would then lose only the 2 remaining hit points when the duration expires.

14-17: Sezrekan teleports the caster to a location 1d100 miles distant. The caster cannot choose the location, but is not in immediate danger upon his arrival.

18-19: Sezrekan permits the caster to recall a previously lost spell.

20-23: Sezrekan notes the caster's potential talent, granting +5 to the caster's next spell check.

24-27: Sezrekan teleports the caster and up to 8 allies to a location 5d100 miles distant. The caster cannot choose the location, but the party is not in immediate peril upon their arrival.

28-29: Sezrekan is impressed by the caster's might and deigns to grant a total of +10 to the caster's next two spell checks. The points can be allotted as the caster sees fit, but must be declared prior to the castings.

30-31: A phantasmal specter of Sezrekan appears, raining down hellfire on those that would dare challenge such a talented adept. Meteors and comets fall streaking from the sky, striking any foes within 50' for 3d8 damage (Ref save vs. spell check to avoid). The rain of fire continues for 1d3 rounds.

32+: Sezrekan recognizes the caster as a peer (albeit, a lesser peer) worthy of his aid in their shared efforts to cast off the shackles of an uncaring universe. He grants a total bonus of +30 to the caster's next five spell checks. The points can be allotted as the caster sees fit (up to +10 per spell check), but the allotment must be declared prior to the casting.

Sequester

Level: 1 **Range: Varies** **Duration: 1d24 hours per CL** **Casting Time: 1 turn** **Save: Will or Skill check vs. spell check**

The Path of the Old One requires absolute attention and dedication. The caster secures an area against intrusion, permitting reflection and study so that he can plot his next move.

Spell Results

1: Lost, failure, and patron taint.

2-11: Lost. Failure.

12-13: The caster secures an area up to 100 square feet in size. Doors and windows are magically sealed, requiring a DC 15 Pick Locks check to open. The caster is instantly alerted to any being entering the warded area.

14-17: The caster secures an area up to 500 square feet in size. Doors and windows are magically sealed, requiring a DC 15 Pick Locks check or a password to open. The caster can declare up to 2 portals magically trapped (Find/Disable Traps DC 15; 1d10+CL fire damage). The caster is instantly alerted to any being entering the warded area.

18-19: The caster secures an area up to 1,000 square feet in size. Doors and windows are magically sealed, requiring a DC 18 Pick Locks check or a password to open. Lesser doors and windows are treated as stout wood for purposes of destruction (15 hp). The caster can declare up to 4 portals trapped (Find/Disable Traps DC 18; 1d12+CL fire damage). The caster is instantly alerted to any being entering the area.

20-23: The caster secures an area up to 3,000 square feet in size. Doors and windows are magically sealed, requiring a DC 20 Pick Locks check or a password to open. Lesser doors and windows are treated as iron bound for purposes of destruction (30 hp). The caster can declare up to 6 portals trapped (Find/Disable Traps DC 18; 1d14+CL fire damage) and place a single pit trap up to 20' in depth (Find Traps DC 18). The caster is instantly alerted to any being entering the area.

24-27: The caster secures an area up to 6,000 square feet in size. Doors and windows are magically sealed, requiring a DC 20 Pick Locks check or a password to open. Lesser doors and windows are treated as iron for purposes of destruction (60 hp). The caster can declare up to 8 portals trapped (Find/Disable Traps DC 20; 1d20+CL fire damage) and place 4 pit traps up to 40' in depth (Find Traps DC 20). The caster is instantly alerted to any being entering the area.

28-29: The caster secures an area up to 10,000 square feet in size. Doors and windows are magically sealed, requiring a DC 20 Pick Locks check or a password to open. Lesser doors and windows are treated as iron for purposes of destruction (60 hp). The caster can declare up to 8 portals trapped (Find/Disable Traps DC 20; 1d24+CL fire damage) and place 4 pit traps up to 60' in depth (Find Traps DC 20). The caster and his allies within the sequestered area are immune to scrying, summoning or teleportation. The caster and his allies are alerted to any being entering the area.

30-31: (same as 28-29) .. The caster secures an area up to 10,000 square feet in size. Doors and windows are magically sealed, requiring a DC 20 Pick Locks check or a password to open. Lesser doors and windows are treated as iron for purposes of destruction (60 hp). The caster can declare up to 8 portals trapped (Find/Disable Traps DC 20; 1d24+CL fire damage) and place 4 pit traps up to 60' in depth (Find Traps DC 20). The caster and his allies within the sequestered area are immune to scrying, summoning or teleportation. The caster and his allies are alerted to any being entering the area.

32+: The caster secures any single structure (a keep, tower, palace, dungeon, etc.) regardless of size. Doors and windows are magically sealed, requiring a DC 20 Pick Locks check or a password to open. Lesser doors and windows are treated as iron for purposes of destruction (60 hp). The caster can declare up to 8 portals trapped (Find/Disable Traps DC 20; 1d24+CL fire damage), place 4 pit traps that teleport victims to an oubliette 100 miles distant (Find Traps DC 20), and a troop of 50 suits of animated armor (treat as skeletons that cannot be turned). The caster and his allies within the sequestered area are immune to scrying, summoning or teleportation. The caster and his allies are alerted to any being entering the area.