

Hazards: The entirety of area **B** is an especially potent primal magic zone, capable of causing unpredictable magical results. Whenever a creature activates a magic item, casts a spell, or uses a spell-like ability in the sealed wing, there is a 50% chance that the spell effect is replaced by a special primal magic effect. A spellcaster casting a spell, using a spell-like ability, or activating a spell completion or spell trigger magic item can attempt a concentration check (DC = 15 + twice the spell's level) to focus the magic and avoid triggering a primal magic effect. Creatures activating other kinds of magic items do not have the option of attempting a concentration check to avoid triggering a primal magic effect.

The save DC of any of the primal magic effects is 16 in Subtier 5–6 or 19 in Subtier 8–9. The effective caster level for any effect is 7 in Subtier 5–6 or 10 in Subtier 8–9. The primal magic zone can only sustain three effects at once, and should a creature trigger a fourth effect, the oldest effect ends immediately.

d% Primal Magic Effect

- 01–10** The entire sealed wing is affected by *reverse gravity* for 1d4 rounds. Creatures adjacent to the walls or pillars may attempt a Reflex save to secure themselves and avoid falling. Creatures who “fall” up to the ceiling take 3d6 points of falling damage and in Subtier 8–9 must also succeed at a Reflex save or suffer an additional 2d6 points of bludgeoning damage from falling tables and chairs. When the duration of the reverse gravity ends, the PCs suffer the same effects as when the reverse gravity effect began.
- 11–35** The creature who triggered the primal magic effect is subject to the violent thrust form of *telekinesis* in a random direction (determine as a splash weapon) with an attack bonus equal to 10 + that creature's caster level.
- 36–43** The creature that triggered the primal magic effect is flash frozen, suffering 2d6 points of cold damage and being staggered for 1 round. A successful Fortitude save halves this damage and negates the staggering effect.
- 44–59** The entire sealed wing shakes violently. All creatures that cannot fly must succeed at a Reflex save or fall prone. The sealed wing continues to shake for 1d4 rounds, and creatures must continue to successfully save each round or fall prone.
- 60–75** The temperature suddenly drops in the entire sealed wing, covering every surface with a thin layer of frost. Every creature in the sealed wing takes 1d6 points of cold damage per round for 1d4 rounds, after which time the temperature normalizes again. A successful Fortitude save negates this damage.
- 76–90** A 20-foot-radius area, centered on the creature who triggered the primal magic effect, bursts into spectral flames for 1d4 rounds. Any creature that enters or begins its turn in this area takes 1d6 points of fire damage and catches on fire (a successful Reflex save halves this damage and prevents the creature from catching on fire). These flames do not affect inanimate objects.
- 91–99** The creature that triggered the primal magic event is affected by *haste* until the end of its next turn.
- 100** Roll twice and apply both results.