

Rust

Nothing lasts forever. Not even spells that counter entropy. They've been trying to figure out how to get around *that* for centuries, and it always comes down to this: at some point, you have an outer layer of magic that *can't* be protected against time.

The Great Fetter artifact handles this by layering new spells on top of old ones, protecting the core enchantment under layers of old magic. And it works! Unless somebody casts mini-spells on *top* of the latest layer, then patiently wait for them to be covered up later.

And, *much* later, burrow down into the core.

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