

Cerebromorphosis Crisis - Divine Intervention System

Save Structure Overview

Daily Saves (DC 19):

- **Dawn (Lathander):** Fortitude Save - Resists physical transformation
- **Dusk (Mask):** Will Save - Resists mental corruption

Infection Progression:

- 2 Failed saves in one day = Advance 1 Infection Grade
- 1 Failed save = Maintain current grade
- 2 Successful saves = No progression (but no regression)

Infection Grades & Effects

Grade 1: Mental Intrusion

- **Power:** *Detect Thoughts* 3/day, 30ft range, Intelligence-based DC
- **Physical:** No visible changes
- **Mental:** Occasional alien thoughts

Grade 2: Physical Mutation

- **Power:** Tentacle arm development
- **Ability:** 1/day Constitution-based Fortitude save, touch attack
- **Effect:** 1d4 Constitution damage to target, caster heals 1d6 per point drained
- **Physical:** One arm becomes tentacled

Grade 3: Psionic Awakening

- **Power:** *Mind Thrust* 3/day, ranged touch attack
- **Effect:** 5d6 psychic damage (Will save Intelligence-based for half)
- **Alignment:** Shifts to Chaotic Evil
- **Compulsion:** Must consume brains to survive

Ring Interaction Table

Day	Save Type	Ring Response	Success Effect	Failure Effect	Divine Manifestation
Day 1 Dawn	Fortitude	Dawn's Defiance flickers	No Constitution loss	-1 Constitution	Warm golden light in veins
Day 1 Dusk	Will	Mask's Whispers intensify	Resist alien thoughts	Tormented dreams, exhaustion	Shadows dance protectively
Day 2 Dawn	Fortitude	Solar energy surges	Halt physical changes	-1 Str, -1 Wis, +2 Int	Brief sunburst from skin
Day 2 Dusk	Will	Shadow veil thickens	Reject false visions	Seductive infection dreams	Violet lightning crackles
Day 3 Dawn	Fortitude	Twilight Sanctuary activates	Body remains pure	-1 Str, -1 Wis, -2 Dex, +4 Int	Divine/shadow aura visible
Day 3 Dusk	Will	All powers awaken fully	Complete resistance	Domination hunger begins	Ring blazes with dual energy

Daily Scene Descriptions

Day 1: The Awakening Crisis

Dawn Scene - First Fortitude Save

Read to Player:

"As the first rays of dawn pierce through the window, you feel an alien presence writhing in your mind. The Ring of Chaotic Illumination grows warm against your finger, and for a moment, golden veins of light pulse beneath your skin. You hear a distant voice, kind yet powerful: 'Child, the morning comes. Let my light burn away this corruption.' The warmth spreads through your body as your Constitution fights against the invasive transformation."

DM Notes:

- If **Success**: "The golden light flares, and the alien presence recoils. You feel Lathander's protection surrounding you."
- If **Failure**: "The light flickers and fades. You feel weaker as the infection takes hold. (-1 Constitution)"

Dusk Scene - First Will Save

Read to Player:

"As shadows lengthen with the approaching night, your ring pulses with violet energy. Whispers echo in the darkness around you—not the alien thoughts, but something else. A sly, amused voice speaks: 'Well, well... someone's trying to remake my chosen. How... presumptuous.' The shadows around you seem to deepen, offering concealment from the mental intrusion. Your mind stands at a crossroads."

DM Notes:

- If **Success**: "The shadows wrap around your thoughts like a protective cloak. The alien whispers cannot penetrate Mask's domain."
- If **Failure**: "The shadows cannot fully shield you. Alien dreams of conquest and consumption fill your mind. You wake exhausted."

Day 2: The Temptation

Dawn Scene - Second Fortitude Save

Read to Player:

"Dawn breaks with unusual intensity. Your ring is now noticeably warm, and brief flashes of sunlight seem to emanate from within your body. The infection pushes back harder, and you feel your muscles beginning to change. A voice like sunrise itself speaks: 'The darkness seeks to claim you, but you are mine to guide. Accept my full blessing, and this corruption will never touch you again.' Your body trembles between transformation and salvation."

DM Notes:

- If **Success**: "Solar energy surges through you, halting the physical changes. Your body remains your own."
- If **Failure**: "The sunlight wavers. Your body continues its alien transformation. (-1 Strength, -1 Wisdom, +2 Intelligence)"

Dusk Scene - Second Will Save

Read to Player:

"As darkness falls, your dreams are invaded by a vision of stunning beauty: an elven cleric with perfect features and eyes that swirl with starlight. She extends her hand, smiling warmly. 'Why do you resist?' she asks. 'I offer you power beyond imagination. You could rule over lesser minds, shape reality with a thought. All you need to do is accept the gift.' Behind her, shadows writhe, and violet lightning crackles from your ring. A different voice, amused and dangerous, whispers: 'She lies beautifully, doesn't she? But I know deception when I see it.'"

DM Notes:

- If **Success**: "Mask's laughter echoes as the false vision shatters. 'Nice try,' the Lord of Shadows says. The beautiful elf's face contorts with rage before dissolving."
- If **Failure**: "The vision seems so appealing, so reasonable. Part of you wants to accept her offer. The alien thoughts grow stronger."

Day 3: The Final Choice

Dawn Scene - Third Fortitude Save

Read to Player:

"The final dawn arrives with supernatural brilliance. Your ring is now blazing with light so intense it's visible even through your clothes. The infection makes its final assault on your body, and you feel your very essence being pulled in different directions. Lathander's voice, now clear as a bell, speaks: 'This is the moment of choice, my child. I can burn this corruption from you entirely, but you must choose to embrace both light and shadow as one. The path of the Lord of Sun and Shadow awaits—become the bridge between my radiance and Mask's mysteries.' The Twilight Sanctuary power activates, surrounding you in swirling energy."

DM Notes:

- If **Success**: "Divine and shadow energy merge within you. Your body remains pure, transformed by choice rather than corruption."
- If **Failure**: "The infection wins this battle. Your form changes dramatically. (-1 Strength, -1 Wisdom, -2 Dexterity, +4 Intelligence, cumulative)"

Dusk Scene - Third Will Save

Read to Player:

"As the final sunset approaches, your ring erupts with both violet lightning and golden fire. The alien consciousness makes its ultimate bid for control, promising dominion over all thinking beings. But now two divine voices speak in harmony: Lathander's warmth and Mask's cunning joining as one. 'You stand at twilight,' they say together, 'between light and shadow, order and chaos, transformation and preservation. Choose your path—will you be slave to alien hunger, or master of your own destiny?' The ring awaits your final decision."

DM Notes:

- Present the four transformation choices here (Complete Acceptance, Partial Adoption, Rejection, Controlled Transformation)
- If **Save Failed**: "Without divine intervention, the hunger for domination overwhelms you. Alignment shifts to Chaotic Evil."

Divine Interventions by Choice

Mask's Interventions

Day 1: "The Warning"

- **Manifestation:** Shadows coalesce into the silhouette of a cloaked figure, face hidden but eyes gleaming with dark amusement. The air grows thick with the scent of night-blooming jasmine and secrets.
- **Voice:** Smooth as silk, with an undertone of barely controlled mirth. He speaks as if sharing a private joke.
- **Effect:** +2 insight bonus to Sense Motive to recognize deception in dreams
- **Quote:** *"Well, well... someone thinks they can remake what belongs to me. How deliciously arrogant. I do so enjoy watching presumption meet its match."*

Day 2: "The Counter-Deception"

- **Manifestation:** The shadows around you writhe with laughter as Mask reveals his true mastery. Violet flames dance in the darkness, and you glimpse a smile that promises both protection and danger.
- **Voice:** Sharp with predatory intelligence, like a master thief explaining why a trap won't work on him.
- **Effect:** Automatic success on one Will save if player chooses
- **Quote:** *"Child of shadows, I am the architect of every lie ever told. When I see deception this crude, it offends my professional sensibilities. Allow me to demonstrate proper technique."*

Day 3: "The Shadow's Bargain"

- **Manifestation:** Mask steps partially from the shadows, revealing a figure of perfect masculine beauty wrapped in darkness. His presence fills you with the intoxicating feeling of secrets about to be revealed.
- **Voice:** Intimate and conspiratorial, as if speaking to a treasured accomplice.
- **Effect:** If chosen, grants permanent *Nondetection* but -2 to social interactions
- **Quote:** *"You have entertained me greatly, little mortal. Accept my complete embrace, and I will wrap you in shadows so deep that no mind—alien or otherwise—will ever find you. But know that such perfect concealment comes with perfect solitude."*

Lathander's Interventions

Day 1: "The Dawn Light"

- **Manifestation:** Golden light erupts from within your very bones, and you feel the presence of someone infinitely kind yet unutterably powerful. The air shimmers with warmth and the scent of morning dew on spring flowers.
- **Voice:** Resonant and warm, like sunrise given sound. Each word carries the promise of renewal and hope.
- **Effect:** +2 bonus to Fortitude saves against disease/poison for 24 hours
- **Quote:** *"My beloved child, dawn breaks even in the darkest hour. Feel my light flow through you—let it burn away this alien darkness and restore what was meant to be pure."*

Day 2: "The Purifying Fire"

- **Manifestation:** Your skin briefly becomes translucent as divine fire burns within you. You see Lathander as a figure of impossible beauty—not harsh like the sun, but gentle like dawn breaking over still waters.
- **Voice:** More urgent now, filled with paternal concern and growing power.
- **Effect:** Automatic success on one Fortitude save if player chooses
- **Quote:** *"This corruption seeks to steal my creation from me. I will not permit it. Accept my renewal, dear one, and let divine fire cleanse what alien hunger would consume. You are more precious than you know."*

Day 3: "The Dawn Eternal"

- **Manifestation:** Lathander appears in glory—a being of soft radiance whose presence makes flowers bloom and whose smile could end winter. His hand reaches toward you with infinite gentleness.
- **Voice:** Overwhelmingly compassionate, like a father welcoming home a long-lost child.
- **Effect:** If chosen, grants constant *Daylight* aura but vulnerable to darkness spells
- **Quote:** *"My most cherished mortal, become my eternal beacon. Let my light shine through you always, that others may find hope in the darkest places. But know that to be light incarnate means darkness will always seek to extinguish you."*

Post-Crisis Outcomes by Choice

Complete Acceptance

Result: "As you embrace both deities fully, the ring merges with your very essence. You become a living embodiment of twilight, forever balancing light and shadow. The infection is completely purged, and you feel the power of the Lord of Sun and Shadow flowing through you."

Mechanical: All ring powers become innate, immune to transformation effects, gain final prestige class abilities.

Partial Adoption

Result: "You accept some divine aid while maintaining your independence. The infection halts its progression, held at bay by divine power, but you feel the constant tension between light and shadow within you."

Mechanical: Choose 2 of 3 Lathander powers to become permanent, ongoing save requirements during stress.

Rejection

Result: "You fight off both the infection and the divine influences through sheer will. The experience leaves you scarred but human, with hard-won knowledge of how to resist such corruption."

Mechanical: Infection cured but with permanent mental defenses, reduced ring power for 30 days.

Controlled Transformation

Result: "You transform the crisis into an opportunity for learning. The infection becomes a subject of study rather than conquest, and the divine powers become tools of research rather than domination."

Mechanical: Gain scholarly abilities, can prepare ring powers like spells, unique research options.

DM Tips for Maximum Drama

1. **Player Agency:** Always present choices clearly and let consequences flow naturally
2. **Visual Descriptions:** Emphasize the physical manifestations of divine power
3. **Emotional Stakes:** Remind player what they stand to lose or gain
4. **Time Pressure:** Each save represents a critical moment of choice
5. **Divine Personality:** Show Mask as cunning protector, Lathander as radiant guardian
6. **Infection Horror:** Describe the alien thoughts and physical changes vividly
7. **Hope:** Always provide a path forward, regardless of save results

Final Dramatic Moment - The Twilight Revelation

After all saves are resolved, read this regardless of outcome:

"The three days of crisis reach their climax as both divine presences manifest fully. The room fills with impossible beauty—Lathander's gentle radiance mingles with Mask's elegant shadows, creating patterns of twilight that dance across your vision.

Lathander speaks first, his voice like warm honey: *'My child, you have endured much. But in your struggle, I have seen something remarkable—a soul that does not choose between light and darkness, but understands that both are necessary. You are not meant to serve only dawn or only shadow.'*

Mask's laughter is like silver bells in darkness: *'How perceptive of you, Morning Lord. This mortal has indeed proven... exceptional. They see what most cannot—that truth lives in the spaces between certainties, that power comes from embracing paradox rather than rejecting it.'*

Together, their voices harmonize in impossible music: *'We offer you a path walked by few—the way of the Lord of Sun and Shadow. You would serve not one deity, but the sacred balance between us. Light that defines shadow, shadow that gives meaning to light.'*

The ring on your finger pulses with new understanding, and you feel a fundamental shift in your very essence. The path of the Lord of Sun and Shadow opens before you—not as a curse or blessing imposed, but as a destiny you can choose to embrace.

Choose your response:

Option A: "I accept both light and shadow as one truth" (Complete Acceptance)

'Yes,' you whisper, and the word transforms reality around you.

Lathander's joy is like sunrise: *'Then be our bridge between worlds, beloved. Let dawn and dusk live within you as one.'*

Mask's approval is silk and steel: *'Welcome to the greatest secret of all—that opposites are merely two faces of the same coin.'*

Transformation Effects:

- **Alignment:** Automatically becomes Chaotic Good (required for prestige class)
- **Divine Blessing:** Gain 1st level Lord of Sun and Shadow immediately
- **Ring Evolution:** All powers become innate, ring slot becomes free
- **Sacred Duty:** Must maintain balance between light and shadow
- **Visual Change:** Eyes now shift between golden and violet depending on emotion

Option B: "I will walk between your domains, but remain myself" (Partial Adoption)

'I honor both of you, but I choose my own path,' you declare.

Lathander nods with paternal pride: *'Wisdom beyond your years. We will guide, not command.'*

Mask's respect is evident: *'Cleverly played. The strongest shadows are cast by those who choose when to step into the light.'*

Transformation Effects:

- **Alignment:** Shifts one step toward Chaotic Good over 1d4 weeks
- **Divine Favor:** Eligible for Lord of Sun and Shadow at next level-up
- **Ring Enhancement:** Choose 2 of 3 Lathander powers to become permanent
- **Gradual Change:** Must roleplay the slow philosophical transformation
- **Connection:** Can hear whispers from both deities during major decisions

Option C: "I reject your offers—my path is my own" (Rejection)

'I am grateful, but I will not be claimed by any power,' you state firmly.

Lathander's smile is sad but proud: *'Such strength of will... very well, child. Our offer will remain, should you ever choose to accept it.'*

Mask's amusement is genuine: *'Delicious! Nothing is more beautiful than mortal defiance. I approve.'*

Transformation Effects:

- **Alignment:** Remains unchanged
- **Divine Respect:** Both deities view you favorably but from a distance
- **Ring Restriction:** Lathander powers remain crisis-only with penalties
- **Future Option:** Can qualify for Lord of Sun and Shadow later if alignment becomes Chaotic Good
- **Mental Fortitude:** +2 permanent bonus to saves vs. divine influence

Option D: "Let me study this balance you speak of" (Controlled Transformation)

'I would understand before I choose,' you say thoughtfully.

Lathander's warmth is encouraging: *'A wise approach. Knowledge illuminates all paths.'*

Mask's intrigue is palpable: *'Oh, I do like this one. Yes, study us... learn our secrets... and choose with full understanding.'*

Transformation Effects:

- **Alignment:** Begins slow shift toward Chaotic Good (player controls the pace)
- **Research Path:** Can qualify for Lord of Sun and Shadow through study rather than divine calling
- **Ring Evolution:** Powers become prepareable like spells
- **Divine Tutoring:** Both deities occasionally provide insight
- **Scholar's Transformation:** Must spend downtime researching light/shadow balance

Post-Choice Divine Reactions

If Complete Acceptance chosen: Both deities smile as twilight energy surrounds you. *'Rise, Lord of Sun and Shadow. Your true journey begins now.'*

If Partial Adoption chosen: The divine presences begin to fade. *'We will watch your progress with great interest. The door remains open.'*

If Rejection chosen: The deities bow respectfully before disappearing. *'Farewell, strong-willed mortal. May your chosen path bring you wisdom.'*

If Controlled Transformation chosen: Both deities leave behind small tokens of their essence in the ring. *'Study well. We will answer when you have questions worth asking.'*

Final Narration: *The divine presences fade, leaving you forever changed by this encounter. Whether through immediate transformation or future possibility, the path of the Lord of Sun and Shadow has been revealed. The ring pulses once more with new understanding, and you know that your story—whatever form it takes—has only just begun.*

The cerebromorphosis crisis is over, but the choices you made here will echo through your destiny. Light and shadow dance around you in new patterns, and for the first time, you truly understand that some powers are too great to be wielded carelessly—and too important to be ignored entirely."

Divine Intervention by Choice – Crisis Clarification Addendum

Eligibility:

- Once per day, during either Dawn (Fortitude) or Dusk (Will) save, the player may choose to invoke Lathander.
- This must be declared before rolling the relevant save.
- Choosing triggers that day's divine manifestation, applying specific benefits.

Crisis Day Divine Intervention Summary:

Day	Save	Deity	Power	Effect
1	Dawn	Lathander	Dawn Light	+2 Fort saves (24h)
1	Dusk	Mask	The Warning	+2 Sense Motive vs. dreams
2	Dawn	Lathander	Purifying Fire	Auto-success on Fort save
2	Dusk	Mask	Counter-Deception	Auto-success on Will save
3	Dawn	Lathander	Dawn Eternal	Daylight aura, vulnerable to darkness
3	Dusk	Mask	Shadow's Bargain	Permanent Nondetection, -2 social checks

Ring Interaction:

- Success: The ring glows or shadows pulse; save gains divine effects.
- Failure: The ring flickers; partial protection may occur but corruption advances.

Guidance:

- Best use: Day 2 or 3 saves with stat or alignment penalties.
- One intervention/day max. Both gods may comment during scenes.
- Affects post-crisis outcomes (e.g., Full Acceptance, Rejection).

Optional GM Rule:

- If both saves fail but intervention chosen: mitigate one effect or delay progression 1 day.

This addendum clarifies divine intervention use during Cerebromorphosis Crisis scenarios.