

# 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
<b>Day 1 Dawn</b>	Fortitude	Dawn's Defiance flickers	No Constitution loss	-1 Constitution	Warm golden light in veins
<b>Day 1 Dusk</b>	Will	Mask's Whispers intensify	Resist alien thoughts	Tormented dreams, exhaustion	Shadows dance protectively
<b>Day 2 Dawn</b>	Fortitude	Solar energy surges	Halt physical changes	-1 Str, -1 Wis, +2 Int	Brief sunburst from skin
<b>Day 2 Dusk</b>	Will	Shadow veil thickens	Reject false visions	Seductive infection dreams	Violet lightning crackles
<b>Day 3 Dawn</b>	Fortitude	Twilight Sanctuary activates	Body remains pure	-1 Str, -1 Wis, -2 Dex, +4 Int	Divine/shadow aura visible
<b>Day 3 Dusk</b>	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 whisper warnings about the infection
- **Effect**: +2 insight bonus to Sense Motive to recognize deception in dreams
- **Quote**: "*Something thinks it can remake what is mine. How... amusing.*"

##### Day 2: "The Counter-Deception"

- **Manifestation:** Reveals the false beauty of infection dreams
- **Effect:** Automatic success on one Will save if player chooses
- **Quote:** "*I am the master of lies, child. I know them when I see them.*"

### **Day 3: "The Shadow's Bargain"**

- **Manifestation:** Offers to hide the character from all detection
- **Effect:** If chosen, grants permanent *Nondetection* but -2 to social interactions
- **Quote:** "*Accept my shadows completely, and no mind will ever find you.*"

## **Lathander's Interventions**

### **Day 1: "The Dawn Light"**

- **Manifestation:** Golden energy flows through veins
- **Effect:** +2 bonus to Fortitude saves against disease/poison for 24 hours
- **Quote:** "*Let my light burn away this darkness, my child.*"

### **Day 2: "The Purifying Fire"**

- **Manifestation:** Brief sunburst from within the body
- **Effect:** Automatic success on one Fortitude save if player chooses
- **Quote:** "*I offer renewal, not corruption. Choose the path of light.*"

### **Day 3: "The Dawn Eternal"**

- **Manifestation:** Character glows with soft radiance
- **Effect:** If chosen, grants constant *Daylight* aura but vulnerable to darkness spells
- **Quote:** "*Become my beacon in the darkness. Shine for all to see.*"

## **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

*After all saves are resolved:*

"The three days of crisis come to an end. Your ring, forever changed by this experience, pulses with new understanding. You have walked the edge between transformation and preservation, between divine intervention and personal choice. The path of the Lord of Sun and Shadow stretches before you—not as a destination forced upon you, but as a journey you have chosen to embrace. What you do with this power, this knowledge, this responsibility... that choice remains entirely your own."