

Documentation

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The Mathematician

Episode 1 of Echoes of the Unnamed For 3-6 investigators of levels 6-8

“Numbers don’t lie, but perhaps they don’t tell the whole truth.” - Sarah Vale

Introduction

Ravenport, once a bustling port city of organized chaos, now moves with unsettling precision. Professor Elizabeth Vale, brilliant mathematician turned disciple of the Unnamed, has begun “solving” reality itself. Streets realign to geometric perfection, crowds move in mathematical synchronization, and probability bends to certain outcomes. Yet in her daughter’s art studio, chaos still reigns - a splash of humanity in a world becoming pure equation.

Act 1: The First Variable

The Changed University Ravenport University’s Mathematics Department serves as Elizabeth’s nexus of control. Books reorganize themselves by algorithmic efficiency, students walk in perfect geometric patterns, and lectures become exercises in pure mathematical truth.

Scene: The Geometric Lecture > A student raises her hand, voice trembling: “Professor Vale, when will we learn about chaos theory?” > Elizabeth’s eyes flash with geometric patterns: “Chaos is merely an unsolved equation, my dear. And I’m solving everything.”

Investigation Elements: - Library books shift positions when unobserved - Classroom schedules display impossible precision - Students speak in mathematical formulas - Windows slowly reshape into perfect squares

Pattern Recognition Players might notice: - Every footstep follows invisible grid lines - Clouds form geometric shapes - Birds fly in perfect formations - Time between events becomes mathematically precise

Act 2: The Canvas of Chaos

Sarah's Studio Hidden in an alley that refuses to straighten, Sarah Vale's art studio blazes with creative disorder. Paint splatters form random patterns, sculptures deny geometric logic, and pure emotion flows through every piece.

Scene: Mother's Visit > Elizabeth stands in the doorway, geometric patterns crackling around her. "Sarah, please. Your disorder... it hurts." > Sarah continues painting wild strokes: "Mom, it's not disorder. It's life."

Environmental Features: - Walls covered in explosive color - Sculptures that change shape when viewed from different angles - A portrait of Elizabeth from "before" - Windows that refuse to align

Act 3: The City Solution

Ravenport's Transformation The city itself becomes Elizabeth's grand equation. Buildings shift toward perfect angles, traffic flows in optimal patterns, and citizens move like components in a vast mathematical machine.

Mathematical Horrors: 1. **Probability Wraiths** (HP: 65, AC: 15) - Phase through walls following geometric paths - Attack with certainty-based damage - Victims feel their choices narrowing

2. **Graph Walkers** (HP: 45, AC: 14)

- Move in perfect linear paths
- Coordinate attacks with mathematical precision
- Transform victims into living data points

Act 4: The Final Calculation

The Convergence Elizabeth's attempts to "solve" the city reach their climax at the intersection of order and chaos - Sarah's studio.

Boss Fight: Elizabeth Vale (HP: 120, AC: 17) - **Phase 1:** Probability Control - Forces players to move in patterns - Predicts and counters actions - Reshapes battlefield geometry

- **Phase 2:** Pattern Enforcement
 - Creates geometric barriers
 - Summons mathematical constructs
 - Attempts to solve players into equations
- **Phase 3:** Breaking Point
 - Sarah's art begins affecting Elizabeth
 - Reality fluctuates between order and chaos
 - Personal memories break through patterns

Resolution Paths

The Pattern Break Players can: - Use Sarah's art to disrupt calculations - Introduce random variables - Appeal to Elizabeth's maternal love - Force probability impossibilities

The Human Element Success requires: - Preserving Sarah's artistic chaos - Reminding Elizabeth of humanity - Breaking the pattern without breaking the person - Understanding that perfection includes imperfection

Aftermath and Hooks

Immediate Consequences

- University slowly returns to normal
- City patterns begin to dissolve

- Students regain individuality
- Elizabeth struggles with remaining patterns

Future Threads

- Mentions of the Architect's perfect cities
- Crystalline geometric growths
- Mathematical equations spreading between cities
- Whispers of eleven other disciples

DM Guidance

Atmosphere Building

- Emphasize the uncanny precision of movement
- Describe the pain of forced patterns
- Contrast mechanical order with artistic chaos
- Build tension between perfection and humanity

Key NPCs **Elizabeth Vale** - Speaks in mathematical terms - Moves with geometric precision - Shows pain near chaos - Retains love for Sarah

Sarah Vale - Creates instinctively - Refuses to follow patterns - Loves her mother despite changes - Represents human chaos

Appendix: Random Events

Pattern Disruptions (d6)

1. Spontaneous art manifests
2. Probability locally inverts
3. Geometric shapes warp
4. Memories break through
5. Reality calculations error
6. Chaos pocket forms

Mathematical Horrors (d6)

1. Living equation swarm
2. Probability collapse
3. Geometric predator
4. Pattern enforcer
5. Reality solver
6. Number hunger

“Remember, in the space between perfect order and pure chaos, humanity thrives.”

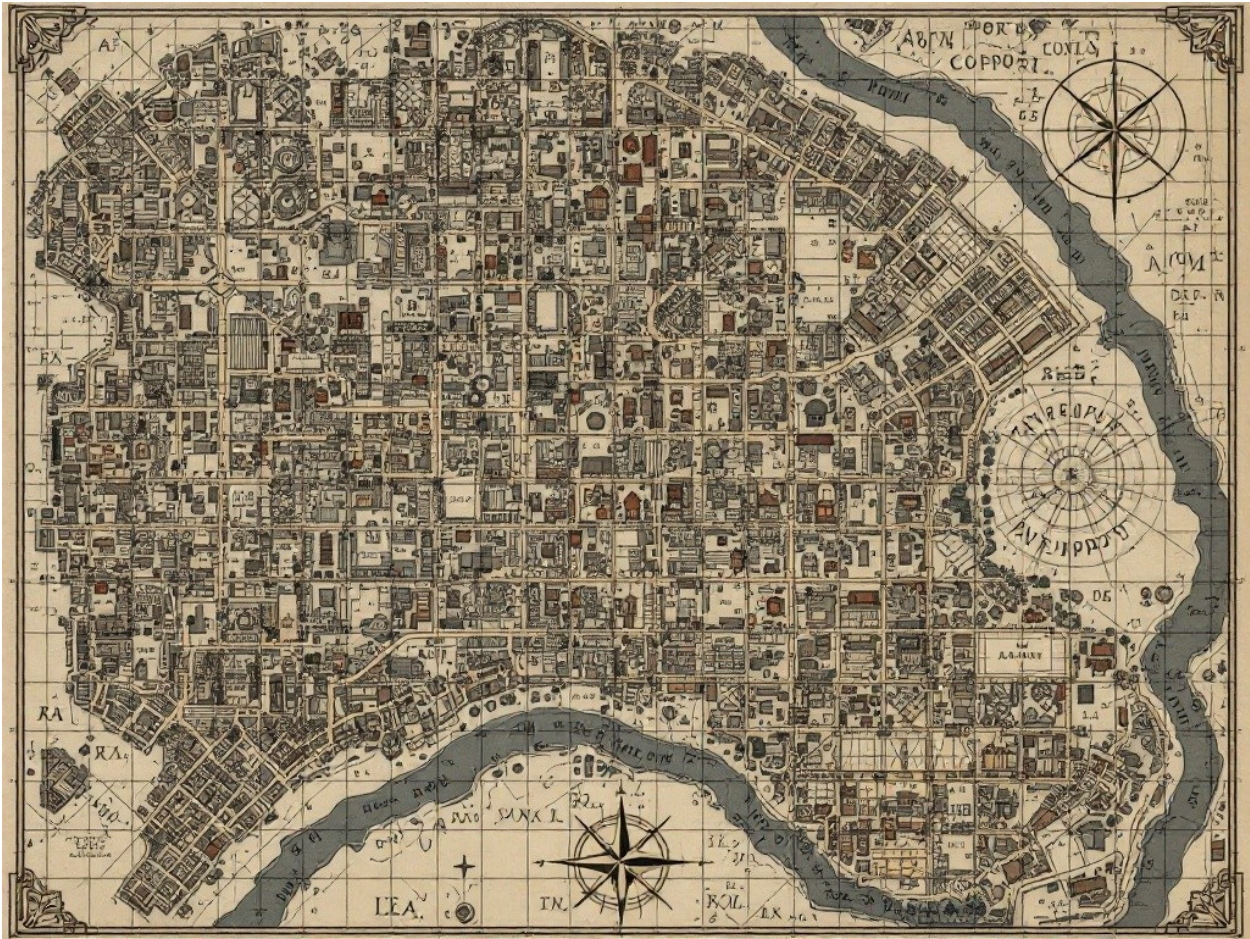


Figure 1: Ravenport City map showing the university district, art quarter, and central plaza, all being consumed by mathematical patterns. Grid lines force streets into geometric perfection, while Sarah's studio remains a spot of deliberate disorder. Style: Vintage D&D map with mathematical overlays, featuring equation flows and pattern zones. Include compass rose made of geometric shapes and probability curves.



Figure 2: A Victorian university hall transforming into pure mathematics - books floating in geometric patterns, students walking in perfect lines, windows reshaping into golden ratios. Elizabeth Vale stands central, her form partially translated into glowing equations. Style: Dark academia meets cosmic horror, mathematical symbols floating in air, impossible geometry.



Figure 3: Sarah's art studio - a riot of color and chaos in direct opposition to the mathematical order outside. Random paint splatters, assymetric sculptures, and abstract art covering walls. Through the window, the city's buildings align to perfect angles. Style: Expressionist art meets geometric horror.