

MYSTIC RUINS: DRESSING

The appearance and characteristics of a mystic ruin are vital to highlighting the site as a unique, exciting place to adventure. Whether the mystic ruin is the remains of an ancient wizard's laboratory, the site of a horrible magical catastrophe or inhabited by eldritch beings whose very presence warps and changes reality itself, choosing appropriate dressings for the mystic ruin helps to establish the tone of the adventure and player expectations for what terrible secrets might lurk in the ruin's depths.

FUNCTION

Most mystic ruins have been partially reclaimed by nature and serve as homes for aberrations, animals, oozes, undead and vermin. Because of their strange, eldritch powers, unique locations and the potential for amazing treasures and discoveries, adventurers and scholars often seek out mystic ruins. In some cases, these trespassers are radically warped by the strange powers at play within the mystic ruin and go mad, becoming too addled to leave. Below are some common examples of how a mystic ruin's inhabitants utilize their home.

Field Work: Mystic ruins present a unique opportunity for those interested in the affects of arcane magic on the natural world to see first hand the wonders (and horrors) befalling a location if magic is left unchecked. Although goodly wizards sometimes set up shop to study the consequences of the mystic ruin's presence, many use their study selfishly to develop new spells for their personal use. In their arrogance, however, many learned spellcasters accidentally accelerate the mystic ruin's degenerative properties on themselves with their experimentation and become reduced to gibbering, broken souls who lose all intention of ever returning to their former lives.

Forgotten Guardians: Many mystic ruins are inhabited by timeless beings created to protect the mystic ruin before it was ruined. Constructs and oozes are especially well-suited to this task, but occasionally undead are left behind as tomb guardians or vestigial remains of whatever souls dwelled in the mystic ruins before it fell into disarray.

Survival: The majority of a mystic ruin's inhabitants are animalistic creatures dwelling there for no other reason than to find food and shelter. Despite the dangers, a mystic ruin attracts a large number of fauna and possesses prebuilt structures suitable for animal dens. Animals dwelling around a mystic ruin are forever changed from the exposure, growing to impossible sizes or becoming supernaturally strong from arcane energy. In time, many such animals and vermin become transformed into horrifying aberrations or terrifying magical beasts from the ruin's influence.

Willing Mutants: Although the ideas of allowing one's self to become mutated seems horrifying to most, some creatures relish the "gifts" bestowed upon themselves and their young by a mystic ruin's unchecked arcane powers. Troglodytes, goblins, lizardfolk, boggards and other primitive creatures often use a mystic ruin as a holy ground and a spawning ground so their young (and hopefully their old) will become bigger and stronger as a result of the mystic ruin's influence.

DRESSINGS

Use the table on the following page to generate interesting characteristics for your mystic ruin. Some of the features listed below may be inappropriate for your mystic ruin based upon its setup – ignore or modify such entries as appropriate.

Expensive Materials: Some of the dressings described on the following table include descriptions of eldritch regents and strange mutations that can be valuable to arcane schools and curious minds. Typically the dressings below have a maximum gp value equal to the party's APL –2, although the exact value for such items is subject to GM approval.

Harvesting Dressings: While most of the dressings on the following table are part of the terrain or located on living creatures, most can be harvested by canny PCs. In order to harvest a dressing from a mystic ruin, a PC must make a skill check with a DC equal to 15 + the average CR of an encounter set within the mystic ruin. The skill check used should be appropriate for the object being harvested and failing by 5 or more ruins the dressing.

Modifying Statistics: Some of the dressings described on the following table provide bonuses to creatures encountered there. Generally speaking, a creature must spend a minimum of one uninterrupted month living in a mystic ruin, eating food grown or hunted in or around the ruin, bathing within its water and so on. Even then, it is far more common for these dressing bonuses to be imparted to creatures conceived, born and raised within the mystic ruin. At the GM's decision, some of these bonuses may fade away if a creature spends too much time outside of the mystic ruin or is not exposed to an adequate enough of raw eldritch energy.

Multiple Dressings: Although most mystic ruins only possess one of the characteristics noted on the following table, at the GM's decision each result on the table might correspond to a single area within the mystic ruin (such as one encounter location). Instead of rolling on the table, a GM may choose to simply pick appropriate dressings to implement.

D%	MYSTIC RUIN DRESSINGS
01	The ruin's denizens are hardier than most, granting creatures living there a +2 enhancement bonus to Strength, Dexterity and Constitution while within the ruins.
02	The ruin's denizens are smarter than most, granting creatures living there a +2 enhancement bonus to Intelligence, Wisdom and Charisma while within the ruins.
03-05	All creatures living in the ruin have vibrant colourations and unusual markings.
06-08	While PCs are within the mystic ruin, it feels as though something is tickling every inch of their exposed skin.
09-10	The mystic ruin is filled with cracked and shattered objects.
11-13	All of the surfaces within the mystic ruin are made from flawlessly cut stone bricks.
14-16	All plantlife within the mystic ruin possesses bioluminescence that glows as brightly as a torch.
17-20	Sunlight within the mystic ruin is dispersed into the colours of a rainbow.
21-23	Ancient, timeworn books litter the floor in the mystic ruin, their pages long since rotted.
24-26	All mould within the mystic ruin is uncomfortably sticky and is considered difficult terrain.
27-28	A coloured haze fills the mystic ruin. This haze does not impair vision, but it burns unprotected eyes slightly.
29-30	1d4 of the PCs' names are scrawled in grime on every wall within the mystic ruin.
31	Each day, any creatures resting for 8 hours within the ruin gain a random minor spellblight (DC 16 Will negates).
34-36	An enchanting melody endlessly haunts the mystic ruin's halls.
37-38	The mystic ruin's walls are covered in strangely coloured grime.
39-40	Creatures encountered within the mystic ruin are covered in oddly shaped scars and possess puss-filled growths.
41-45	Glowing runes emanating an abjuration aura line the walls.
46-50	A stream of sunlight enters a crack in the roof of nearly every room within the mystic ruins.
51-54	Creatures encountered within the mystic ruin are semi-resistant to magic and have spell resistance equal to 13 + their Hit Dice.
55-59	Water endlessly drips into a small puddle or pool within the mystic ruins with an audible plop.
60	Creatures encountered within the mystic ruin gain a +4 circumstance bonus on attack rolls against creatures benefiting from a spell effect.

61-63	The skin of all creatures encountered in the mystic ruin is translucent.
64-66	All water within the mystic ruin is over 90 degrees in temperature, including rainfall.
67-70	The terrain within the mystic ruin bears signs of acid damage.
71-73	All magic auras within the mystic ruin are visible, as if all creatures possess a constant <i>arcane sight</i> effect.
74-76	Creatures conceived within the mystic ruin possess a mutation, granting them one ability from among those granted by <i>beast shape II</i> .
77-70	Unattended wood within the mystic ruin immediately bursts into flames.
71	Gases with an otherworldly colour billow up from every crack in the mystic ruin's floor.
72-75	Pungent air within the mystic ruin disorients creatures, bestowing a -2 penalty on all Will saves the creature makes. A creature becomes immune to this penalty after spending 1 week within the mystic ruins.
76-80	Vines have completely naturalized one or more sections of the mystic ruins.
81-83	The mystic ruin's floor is coated with a thin layer of slime.
84-86	Creatures encountered within the mystic ruin have one fewer (or one more) digit on each appendage than is normal for their kind.
87-89	Every manufactured object found within the mystic ruins possesses a faint magical aura (determine the school randomly). The aura fades 1d4 hours after it is removed from the ruins.
90	The blood of any living creature conceived within the mystic ruins is infused with magic, granting them the sorcerer creature template.
91-93	Each hour a creature spends within the mystic ruin, it becomes 1 inch shorter. This cannot make a creature small enough to reduce its size category.
94-95	The PCs' shadows do not cast on any surface within the mystic ruin.
96-97	When a creature dies within the mystic ruins, a mindless ooze with a CR equal to (or lower than) the slain creature's CR emerges from its corpse.
98-99	Roll twice and apply all results.
100	Roll three times and apply all results.

