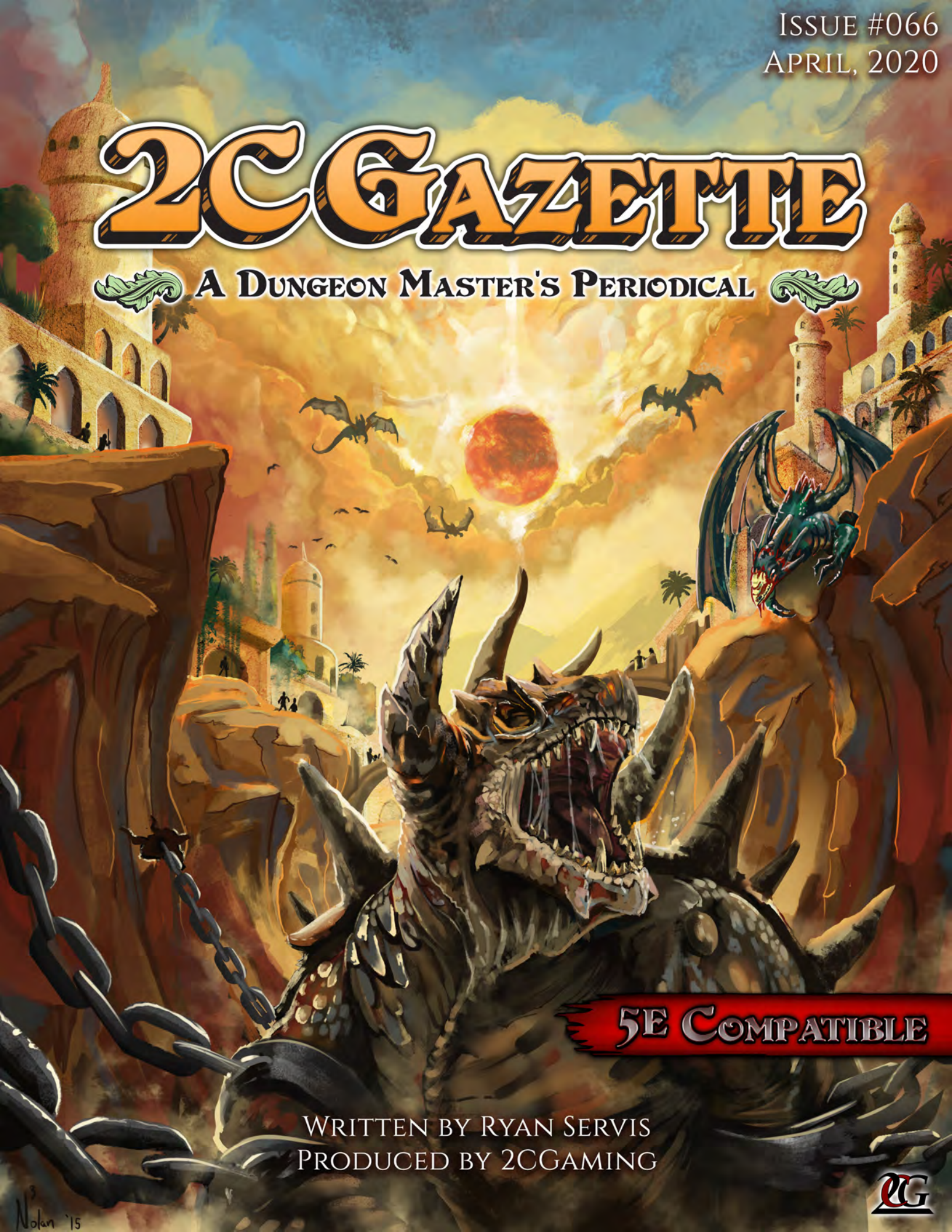


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# 2CGAZETTE

A DUNGEON MASTER'S PERIODICAL



5E COMPATIBLE

WRITTEN BY RYAN SERVIS  
PRODUCED BY 2CGAMING



Nolan '15

# THE 2CGAZETTE – ISSUE 066

## April 2020

Written by Ryan Servis

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## 2CGAMING AND TITANS

2CGaming has gotten pretty good at creating monsters. We've made terrors of countless shapes and sizes in our *Total Party Kill Bestiary* and unstoppable mythics in our *Epic Legacy* series. We are both continuing the tradition of creating amazing monsters while taking things to the next level, in the form of an upcoming project in 2020 – the *Epic Legacy Tome of Titans*. This book will feature a selection of top tier villains and foes from both classic 5th Edition lore and beyond. These are the kind of creatures that deserve pages of awesome content that will make your games undoubtably more Epic. Not only will this allow DMs to introduce astonishing creatures into the Epic games, it will do the same for regular 5th Edition play, with both a standard and Epic version of **each titan**. Whether its Asmodeus, Cthulhu, or one of the dozens of titanic creatures of fantasy lore, we are here to deliver. We hope you enjoy this look at the model we are using to build this book, using our third featured titan – The Mad Mage! Please share your thoughts in the 2CGaming discord or on Twitter @2Cgaming, we'd love to hear them!

## THE MAD MAGE

*“I reject your reality and substitute my own!” – The Mad Mage*

### DESCRIPTION

Magic can do terrible things to a mind. No greater an example of the folly that awaits overambitious wizards than the tale of the mad mage. Once considered the greatest archmage to ever live, the now disgraced spellcaster is a ruinous and unstable shell of a man. From his terrific mane of unkempt hair to his bulging, unblinking eyes, the mad mage is a sight to behold. His once-elegant black cloak lies in tattered ruins, while clutched in the mage's ancient fingers is an oaken staff whose significance is known only to the crazed wizard. The mad mage has menaced the world for generations, breeding countless monsters and weaving unstable magic from beneath his mountain fortress. In a direct confrontation one has the unfortunate privilege of witnessing the mage's multiple personalities, each of which bring about a dangerous pattern of behavior that bodes ill for all present. This fearsome being is rounded off by a staggering arsenal of magic eclipsing all but the most talented of spellcasters. With but a word and gesture from his gnarled hand the mad mage can visit one of a thousand horrors upon his enemies - a fate experienced by countless heroes who dared challenge his power.

## PROFILE

**Personality:** Insane

**Ideals:** The mad mage seeks to complete his magical experiments by any means. These experiments range from the harmless to apocalyptic in nature. The scope of the experiment matters not to the mad mage. Only that the test be magical in nature, and completely as expediently as possible. Any who attempt to interfere with these activities are considered mortal enemies.

**Bonds:** The labyrinthian dungeon fortress the mad mage calls home is precious to him. The prospect of leaving its familiar halls terrifies the mage beyond reason, and the mage fights tooth and nail against any who threaten to remove him.

**Flaws:** With a questionable grip on reality, the mad mage often struggles to accurately assess dangerous situations. He may attribute godlike powers to insignificant beings and spit on worth challenges to his power as though they were peasants. Or he may not. The mage can never be counted on to be consistent even at the best of times.

**Legend:** Over a thousand years ago, a plucky young man began his journey down the road of wizardry, with an all too tragic end. It took many centuries for the man, whose name has been lost to time, to become truly mad. Before those times he apprenticed many aspiring wizards, wrought fantastic magic, and discovered countless secrets about the multiverse. But it was not enough. The mage's quest for knowledge led him to a great mountain, along with his seven finest apprentices. Together they build the ultimate domicile of wizardry: part research lab, part library, and part zoo, all dedicated to the understanding and mastery of magic. Within this fortress the mad mage began to earn his title, delving deeper in the ways of magic and stretching his mind farther across the planes. One by one his apprentices fell to the mage's madness, until only he remained. Alone, surrounded by an extremely hazardous quantity of magic and an army of monsters, the mad mage is an unpredictable threat to the world that could strike without warning.

## CHALLENGES

The mad mage can pose combat, exploration, or social challenge to PCs who interact with him.

### Combat

Combat with a wizard can be difficult. With an insane wizard, even more so. The mad mage is one the greatest mortal spellcasters to walk the realms and, despite his madness, he knows it. Countless heroes have challenged him to battle, each meeting an end grislier than the last. To the mad mage, battle has become a kind of game wherein he attempts to test the efficacy of various spells and effects against his

targets. This practice is not good science however, as the mage grows far too bored with trying the same thing twice, even if the *fireball* he just cast was highly effective. Every spell slung and action performed is geared toward an insane purpose only the mage understands. He may strike with overwhelming fury one moment, only to scream and flee the next despite being on the cusp of victory. To those of sound mind this practice is frustratingly bizarre. It is nigh impossible to predict what the mage will do next, let alone why he cares to do it. He will set magical traps and unleash magical monsters at a manic pace, often witnessing the results of his efforts firsthand.

### **The Mythic Mad Mage**

If you are using 2CGaming's *Epic Legacy* system, in lieu of running the standard mad mage, you can run the sinister mythic version. This version is an archmage and wielder of Epic magic, which expands his power by an order of magnitude, along with a boost to many of his other abilities. With such radical power at his disposal, the mad mage is a threat to everyone and everything that dares share a plane of existence. The only thing preventing this version from conquering the realms is his madness, which keeps him firmly contained within the mountain fortress.

### **Exploration**

The fortress of the mad mage extends deep beneath a titanic mountain. Its countless levels are filled with devious traps, mutant monsters, and whatever else the crazed mind can come up with in his ludicrous amount of free time. The entire complex is a labyrinthian deathtrap that only the mad mage can truly understand. It is said the barriers between the planes are thin here thanks to the mage's many experiments, allowing the properties of other realms to bleed onto the material plane. Navigating this subterranean house of horrors is not just a matter of physics and space. It requires a deep understanding of magical teleportation, manipulation of time, properties of planar masses, and a dozen other disciplines that would require an entire university of scholars to fully comprehend. Despite all these deterrents, adventures still plumb the depths of the mountain of fortune and glory. Most never return, their remains a testament to the severity of the mad mage's "experiments".

### **Social**

If there is one thing the mad mage likes to do more than science, its cast spells. But a close third is talking... Just who the mage is talking to is often frustratingly unclear. He can hold up to a dozen different conversations between himself at the same time,

jumping between them with a chaotic efficacy that is startling to behold. A symptom of the mage's madness are multiple personalities, most of which are quite dangerous, but a few are pleasant, even charming. Each personality has a specific school of magic it wishes to conduct experiments with, which can prove extremely hazardous depending on the school. Those that aid the mage in these experiments may find him to be helpful, at least until another one becomes emergent. Trusting the mage to honor a bargain or even remember a conversation held by a different personality is only slightly foolhardier than bargaining with the mage in the first place.

## RESOURCES

The mad mage possesses the following resources to further his goals of absurd and dangerous magical experimentation.

### **Allies**

The mad mage has no true allies. His lair is filled with countless horrors unleashed upon its halls, none of which would call the mage friend. Other powerful creatures have learned to coexist with the mage through unknown means. So long as they are not adventurers, the mage displays a shocking level of tolerance to visitors to his domain, particularly if they are powerful. Naturally, anything strong enough to challenge the mage directly is obliterated, but more than a few dragons, liches, and other creatures that covet power and wealth have found common cause with the mad mage. At any moment, the mage may betray these allies to conduct some experiment, often involving the latest group of heroes to make the mistake of invading his fortress.

### **Rewards**

Over the centuries that mad mage has acquired enough magic items to make a dragon faint with ecstasy. While most of these are of no personal use to the mage, he cunningly seeds them throughout his dungeon in hopes of luring heroes in. The finest treasures the mad mage keeps for himself. He does not use them of course, preferring a simple wooden staff and century old tattered black robes. Instead these mighty items are turned toward the purpose of experimentation, generating some of the mightiest magical effects found within the mage's lair. Counted among their number are several artifacts, and rumors persist of relics of epic power who have not been seen for an age.

## THE MAD MAGE

*Medium humanoid (human), chaotic evil*

**Armor Class** 15 (*mage armor*)

**Hit Points** 471 (41d8 + 287)

**Speed** 30 ft., teleport 60 ft. (to unoccupied spaces he can see)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	25 (+7)	30 (+10)	5 (-3)	23 (+6)

**Saving Throws** Con +15, Int +18, Wis +5

**Skills** Arcana +28, History +28, Perception +6

**Damage Immunities** psychic

**Senses** passive Perception 16

**Languages** Common, four other languages determined randomly each day

**Challenge** 26 (105,000 XP)

### TRAITS

**Arcane Insanity (1/turn).** The mage's mind can influence reality, at the cost of his own sanity. When the mage attempts an attack roll, saving throw, or ability check that does not use Intelligence, he may add his Intelligence modifier (+10) to the roll.

**Legendary Resistance (3/day).** When the mage fails a saving throw, he can choose to succeed instead.

**Magical Movement.** When using movement to teleport, the mage can move into and through objects and barriers (even magical ones) as though they were difficult terrain.

**Spellcasting<sup>1</sup>.** The mage is a 20<sup>th</sup> level spellcaster. His spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). The mage can prepare any spell from the wizard spell list, up to a combined maximum of 50 spells, but typically has at least the following spells prepared.

*Cantrips: (at will): light, mage hand, message, prestidigitation*

1<sup>st</sup> level (infinite slots): *color spray, detect magic, mage armor, magic missile, shield*

2<sup>nd</sup> level (infinite slots): *arcane lock, hold person, knock, magic mouth*

3<sup>rd</sup> level (infinite slots): *counterspell, dispel magic, fireball, hypnotic pattern*

4<sup>th</sup> level (6 slots): *blight, confusion, hallucinatory terrain, polymorph*

5<sup>th</sup> level (5 slots): *arcane hand, cloudkill, mislead, wall of force*

6<sup>th</sup> level (4 slots): *disintegrate, globe of invulnerability, mass suggestion*

<sup>1</sup> Some spells presented here can found in the official 5E sourcebook: XGE

7<sup>th</sup> level (3 slots): *finger of death, planeshift, teleport*

8<sup>th</sup> level (2 slots): *dominate monster, maddening darkness, power word stun*

9<sup>th</sup> level (2 slots): *prismatic wall, psychic scream*

## ACTIONS

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**Multiattack.** The mage casts two spells, one of which must be a spell of 5th level or lower. The mage can forgo casting the spell he can cast at will to instead make an Arcane Fire attack or use his Arcane Preparation action.

**Arcane Fire.** *Ranged Spell Attack:* +18 to hit, one target., range 600 ft., *Hit:* 12 (1d4) fire and 2 (1d4) force. When the mage hits with this attack, he can choose to expend up to three of his spell slots to deal an additional damage in addition to the attack's damage. This damage is 2 (1d4) force and 2 (1d4) fire for each spell level of the expended spell slots combined.

**Arcane Preparation.** The mage replaces one of prepared spells with another wizard spell of his choice, provided he has the necessary spell slots to do so.

**Maniacal Laughter (Recharge 5 – 6).** The mad mage emits a peal of laughter that be heard by creatures up to 120 ft. away. Each creature other than the mage that hears the laughter must succeed on a DC 26 Wisdom saving throw or experience a fragment of the mage's insanity permanently. The hallucinations alter the victim's perception of reality, fooling visual, tactile, and olfactory senses and reduces its vision and senses to 30 ft., and is blinded and deafened beyond that radius. The hallucinations only alter the perception of things that already exist, and do not trick the senses into believing something exists when it does not. The details how a hallucination affects a creature's perception are found below.

- All objects and structures appear to be made of a type of food delicious to the creature.
- All creatures appear in the guise of the mage, though they still retain their shape.
- All terrain appears covered in eyeballs of various sizes, shapes, and colors.
- All sound is replaced by ramblings in the mage's voice, preventing intelligible communication

At the end of each of its turns, and affected creature can repeat the saving throw, ending the effect on a success.

## REACTIONS

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**Power Shield.** As a reaction to when the mage takes damage, he can expend a spell slot to reduce the damage taken. This reduction is 3 (1d6) for a first level spell slot, plus an additional 3 (1d6) for each slot level higher than 1st.

## LEGENDARY ACTIONS

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The mage can take three legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The mage regains spent legendary actions at the start of his turn.

**Move.** The mage moves up to his speed.

**Quick Reflexes.** The mage gains an additional reaction, which lasts until the start of his next turn.

**Perfect Focus (Costs 2 Actions).** The mage chooses a spell he is concentrating on. Until that spell ends, the mage cannot lose concentration on it until he is knocked unconscious or killed.

**Spell Empowerment (Costs 2 Actions).** Until the end of his next turn, the next spell the mage casts is cast as though he had expended a 9<sup>th</sup> level spell, regardless of the spell slot used to cast the spell.

### Mythic Effects (Mythic Mad Mage Only)

As a mythic creature, the mad mage causes the following effects.

**Knowledge is Power.** By spending 1 hour of strenuous activity directly observing a non-Deific creature, the mad mage can learn their name, hit point maximum, class (if any), class features, actions, and traits. Unless the creature is Epic, the mad mage forgets all of this information after 24 hours.

**Dungeon Master.** When a creature enters the mad mage's dungeon for the first time in its existence, the mage immediately becomes aware of the intrusion. Additionally, the mage can spend 10 minutes of strenuous activity to locate exactly where in his dungeon an intruding creature is.

Additionally, as an action the mad mage can give his blessing by touching the face of another creature. A creature so blessed is not considered an intruder in the dungeon by the mad mage unless it harms him.

#### THE MAD MAGE

*Medium Mythic humanoid (human), chaotic evil*

**Armor Class** 22 (*force armor*)

**Hit Points** 1,537 (123d8 + 984)

**Speed** 30 ft., teleport 60 ft. (to unoccupied spaces he can see)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	27 (+8)	34 (+12)	5 (-3)	25 (+7)

**Saving Throws** Str +8, Dex +10, Con +16, Int +20, Wis +5, Cha +15

**Skills** Arcana +50, History +50, Perception +5

**Damage Immunities** psychic

**Senses** passive Perception 15

**Languages** Common, four other languages determined randomly each day

**Challenge** Mythic 6

## TRAITS

**Arcane Insanity (1/turn).** The mage's mind can influence reality, at the cost of his own sanity. When the mage attempts an attack roll, saving throw, or ability check that does not use Intelligence, he may add his Intelligence modifier (+14) to the roll.

**Magical Movement.** When using movement to teleport, the mage can move into and through objects and barriers (even magical ones) as though they were difficult terrain.

**Mythic Resistance.** When the mage fails a saving throw, he can expend one his legendary actions to succeed instead.

**Spellcasting<sup>2</sup>.** The mage is a 30<sup>th</sup> level spellcaster. His spellcasting ability is Intelligence (spell save DC 30, +22 to hit with spell attacks). The mage can prepare any spell from the wizard spell list, up to a combined maximum of 70 spells, but typically has at least the following spells prepared.

*Cantrips: (at will): light, mage hand, message, prestidigitation*

- 1<sup>st</sup> level (infinite slots): *color spray, detect magic, mage armor, magic missile, shield*
- 2<sup>nd</sup> level (infinite slots): *arcane lock, hold person, knock magic mouth*
- 3<sup>rd</sup> level (infinite slots): *counterspell, dispel magic, fireball, hypnotic pattern*
- 4<sup>th</sup> level (infinite slots): *blight, confusion, hallucinatory terrain, polymorph*
- 5<sup>th</sup> level (infinite slots): *arcane hand, cloudkill, mislead, wall of force*
- 6<sup>th</sup> level (5 slots): *disintegrate, globe of invulnerability, mass suggestion*
- 7<sup>th</sup> level (5 slots): *finger of death, planeshift, teleport*
- 8<sup>th</sup> level (4 slots): *dominate monster, maddening darkness, power word stun*
- 9<sup>th</sup> level (4 slots): *prismatic wall, psychic scream*

## Epic Spells

- *Tier 1 (4 slots): antimagic ray, infinity room reverse magic, spell sequencer*
- *Tier 2 (3 slots): force armor, prismatic deluge, temporal stasis*
- *Tier 3 (2 slot): trial of arcane might*

## ACTIONS

<sup>2</sup> Some spells presented here can found in the official 5E sourcebook: XGE

**Multiattack.** The mage casts two spells, one of which must be a non-Epic spell. The mage can forgo casting the spell he can cast at will to instead make an Arcane Fire attack or use his Arcane Preparation action.

**Arcane Fire.** *Ranged Spell Attack:* +22 to hit, one target., range 600 ft., *Hit:* 18 (1d8) fire and 4 (1d8) force. When the mage hits with this attack, he can choose to expend up to three of his spell slots to deal an additional damage in addition to the attack's damage. This damage is 4 (1d8) force and 4 (1d8) fire for each spell level of the expended spell slots combined.

**Arcane Preparation.** The mage replaces one of prepared spells with another wizard spell of his choice, provided he has the necessary spell slots to do so.

**Maniacal Laughter (Recharge 5 – 6).** The mad mage emits a peal of laughter that be heard by creatures up to 120 ft. away. Each creature other than the mage that hears the laughter must succeed on a DC 30 Wisdom saving throw or experience a fragment of the mage's insanity for 10 minutes. The hallucinations alter the victim's perception of reality, fooling visual, tactile, and olfactory senses and reduces its vision and sense to 10 ft. The hallucinations only alter the perception of things that already exist, and do not trick the senses into believing something exists when it does not. The details how a hallucination affects a creature's perception are found below.

- All objects and structures appear to be made of a type of food delicious to the creature.
- All creatures appear in the guise of the mage, though they still retain their shape.
- All terrain appears covered in eyeballs of various sizes, shapes, and colors.
- All sound is replaced by ramblings in the mage's voice, preventing intelligible communication

At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on a success.

#### REACTIONS

**Power Shield.** As a reaction to when the mage takes damage, he can expend a non-Epic spell slot to reduce the damage taken. This reduction is 5 (1d10) for a first level spell slot, plus an additional 5 (1d10) for each slot level higher than 1st.

#### MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), the mage takes a mythic action to cause the following effect.

**Multiple Personalities.** The mage possesses multiple personalities which emerge frequently in battle. When the mage takes this action, he rolls a d4 and gains the benefits of that personality as detailed below. If the roll results in an already emergent personality, the mage instead rerolls the d4.

- **Lucid.** The mage is his true self: honorable, all powerful, and evil. While this personality is emergent, the mage has Epic advantage on Intelligence, Wisdom, and Charisma saving throws and is immune to spells of 9th level or lower.
- **Psychotic.** The mage is a violent psychotic. While this personality is emergent, when a creature fails a saving throw against a spell cast by the mage by 10 or more, it takes an additional 44 (8d10) psychic damage.
- **Delusional.** The mage's grasp on reality is tenuous at best, allowing him to bend reality. While this personality is emergent, any spells the mage casts do not require concentration for their full duration.
- **Megalomania.** The mage believes himself an all powerful being. While this personality is emergent whenever the mage uses a legendary action, he also casts a spell of 5th level or lower as a part of that action.

### LEGENDARY ACTIONS

The mage can take three legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The mage regains spent legendary actions at the start of his turn.

**Move.** The mage moves up to his speed.

**Quick Reflexes.** The mage gains an additional reaction, which lasts until the start of his next turn.

**Perfect Focus (Costs 2 Actions).** The mage chooses a spell he is concentrating on. Until that spell ends, the mage cannot lose concentration on it until he is knocked unconscious or killed.

**Spell Empowerment (Costs 2 Actions).** Until the end of his next turn, the next spell the mage casts is cast as though he had expended a 9<sup>th</sup> level spell, regardless of the spell slot used to cast the spell.