

Miranda Leighr

The Cerebrum Crystallus Magicis

I have reimagined the brain as it would be if it were magically created within the D&D world. In a realm where magic is being monitored and controlled, a powerful wizard known as Salvador, or “The Savior”, believes it is up to him to keep the dark magic of the past alive. He creates this brain to be used as a test subject for his experimental spells, assembling it from spell components and parts lying around his laboratory and placing it into a makeshift female body. Salvador becomes frustrated when the brain proves too fragile and weak to hold up to his magic; the outer crystals break off and layers become damaged. He throws out his creation in favor of other means of experimentation. Though she originally has no name, she later calls herself Zera.

Zera’s brain is comprised of seven inner layers, protected on the outside by magical crystals growing into the folds of the normal brain mass. The layers gain importance as they work their way into the core, where the liquid soul resides. The materials making up each layer correspond with the associated function. The layers, from outside to inside, are: short term memory, long term memory, emotional capacity, speech, motor skills, the five senses, and the soul. Each time Zera takes a certain amount of damage, she begins to lose those abilities in the damaged layer. No matter how many layers are destroyed, Zera cannot die unless the soul piece is broken and the liquid inside released. She can be revived with a spell, essentially becoming a blank slate, as long as that single core remains.

This body part was inspired by visual influences of the human brain, crystal clusters, geodes, steampunk, and *Frankenstein*. Background and story influences include Alzheimer’s and D&D magic. It most closely resembles a geode mixed with a human brain, but the metallic color scheme reflects a steampunk aesthetic and the idea of artificial creation.