

LANDS OF LUNACY

Setting Guide

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Fifth Edition Rules



Lands of Lunacy

(A setting guide)

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Please Note: *The Lands of Lunacy deals with madness and mental afflictions by applying game mechanics to them. The solutions and causes of mental challenges presented here are for game purposes ONLY and in no way should be assumed to represent real world solutions or accurate portrayals of actual mental illnesses. GMs are advised to alter or remove mental afflictions to accommodate the comfort of players at their game table.*

The Lands of Lunacy can still function effectively without the use of Sanity points and mental afflictions if it is a topic of discomfort for your gaming table.

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Lunacy

[loo-nuh-see]

noun

“Condition of being a lunatic.” Formed in common human tongue from lunatic + -cy.

Originally in reference to intermittent periods of insanity, such as are believed to be triggered by the phases of the moon.

The Old English equivalent is monaðseocnes “month-sickness.”

- Insanity; mental disorder.

- Extreme foolishness or an instance of it.

The elven equivalent is Ithil Rhach “Moon Curse”.

Describing those who lose their senses during the peak phase of the lunar cycle and become lost in the wilderness.

The Lands of Lunacy

Welcome to the Lands of Lunacy setting, a universe created from chaos and consisting of limitless dimensions connected to limitless planes. Herein, domineering lords rule over domains interconnected by webs of lunar gates surrounded by the utter madness of the Chaos Void. The price of entry may be your sanity, or even your life. The rewards are immeasurable, and every domain brings new possibilities, rewards, and challenges.

You may never be the same.

You may never return.

Bring Lands of Lunacy to Your Campaign



The Lands of Lunacy setting is an avenue that allows GMs to let their imaginations run wild. Shatter the constraints of your campaign world with a trip into the Lands of Lunacy! Whether for the purpose of a surreal alternate reality, a dream sequence, or an enigmatic side

quest to accommodate low player turnout, this setting provides you with a means to explore the depths of your twisted mind. Take your players on a wild ride of inter-dimensional travel they won't soon forget. Their world just got larger and much more dangerous. The encounters they will face will test their mettle and their sanity!

One of the most redeeming qualities of the Lands of Lunacy is the chaos which envelops it and how it relates to the world we live in as gamers. On those game nights when you have multiple cancellations or the need for a side quest, wizard tests, new players, or any other time when the chaos of the real world interrupts gaming plans, the Lands of Lunacy are waiting. Open a lunar gate and transport the present players to a domain for adventure. Time frequently moves differently between dimensions and planes so players can return to the campaign at hand at the exact time they left, and your game night continues at the next session when all your friends can gather again.

One player or the entire party can be taken to the Lands of Lunacy at any time. They can return at any time, or they can be trapped until the lunar cycles open another portal to another mysterious domain.

The Lands of Lunacy offer an opportunity for a Game Master to have the absolute freedom to experiment with any outrageous or unusual idea they like without disrupting the game world they have worked so hard to balance. If the players destroy a world, so be it. The Chaos Void is none the wiser to any disruption. If they save a domain, the gods and the residents will remember, and perhaps that gate can stabilize for future visits.

Bringing the Lands of Lunacy to your campaign world changes nothing at all, disrupts nothing at all, unbalances nothing at all – no extra planning or extra story writing is required. The Lands are entered and exited through lunar gates that are unpredictable and chaotic – which means when the GM is darn well ready to use them!

It has been said that “Fools think they can master the void.” That is mostly true for the players, but mastering the void for a Game Master is easy and liberating. Here, you are handed the reins to dominate chaos at your whim and use it to create memorable and exciting adventures at your table that are unlike any that have come before.

Master of Chaos – welcome to the Lands of Lunacy.

Polygenesis

The Lands of Lunacy are a collection of pocket dimensions formed when the raw stuff of the Chaos Void seeps through cracks in reality. The clash of organized matter from the Prime Material Plane into the chaos of the void, caused by such a breach, gives rise to these pocket dimensions.

Each pocket dimension in the Lands of Lunacy is referred to as a domain. A domain is usually dominated by a ruling power, and may consist of a space the size of a box, a room, a dungeon, an ocean, a continent, or even an entire planet.

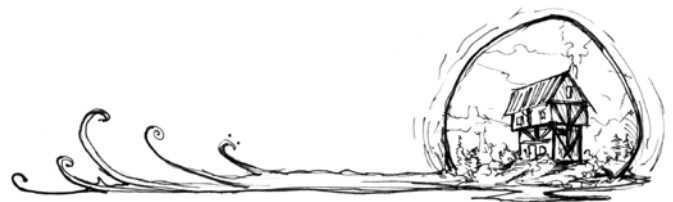
Each domain within the Lands of Lunacy is separated from all other times and places by the Chaos Void. The edges between domain and chaos are known to most visitors as the barriers. As such, these domains are three-dimensional, encapsulated in a finite space. Those attempting to fly or tunnel their way out of any of these domains eventually confront a barrier. These barriers are usually, but not always, impenetrable to all forms of mundane transit. Though, some practitioners of arcane arts have been able to pierce the barriers through the use of powerful magics on a scale that most simply cannot conceive, but with limited foreseeability at best. However, there is a marginally reliable way; most creatures travel in and out of domains via the unpredictable lunar gates. Lunar gates are portals that usually only open during specific phases of the originating world's moon.

The drexol and creatures of the Chaos Void are frequently the exception to the rules of physics observed within the domains and other planes of existence. The drexol may flow through domains with accuracy, and sometimes at will. For the drexol, with their innate realm striding ability, transit between or through the Lands of Lunacy is a simple matter, with only occasional mishaps. The most powerful stride between domains as one might hop from stone to stone across a stream. A new drexol arriving in an occupied domain may seriously upset the ruling power and the assembly of the domain.

For even the most powerful residents of the known planes, traveling through the Chaos Void is a dangerous game of chance that often results in utter death. For most creatures born to the Chaos Void who travel it with ease, those within the domains are like exotic fish in an untouchable aquarium.

The Lands of Lunacy domains are multitudinous, vary widely, and no known scholar has knowledge of either their juxtaposition or collective expanse. Domain and gate relationships are nearly impossible to map and even the most stable lunar gates shift and change arbitrarily.

Several domains are known to have existed for millennia, while others exist only briefly or according to condition. Some domains completely change between visits by banals (visitors from the Prime Material Plane), and leading scholars hypothesize that this is a function of the Lands of Lunacy – that they adapt to better accommodate their occupants. Such adaptations are the result of the matter of the Chaos Void being affected by the physical matter of organized planes.



What is known is that the dimensions that make up the Lands of Lunacy retain, to a certain extent, the character of the material of which they were created: Chaos. Magic and chaos are part of all things within these domains, and so powerful is this aura that it seeps into the minds of those residing there, even for short periods of time. Non-natives are affected more severely than those who are native to these realms, and the effects can be highly disorienting. All mortals who enter the Lands of Lunacy are typically afflicted in various ways (see Table 1-1: Lands of Lunacy Afflictions). These afflictions change with various domains as the melding of chaos and matter affect those encased within the pocket dimension.

The effects a banal experiences can change at any time and do so frequently and arbitrarily. The GM should occasionally reroll or re-assign effects at various points throughout players' time in the Lands of Lunacy. An approximate even split between changing characters' effects in response to events and spontaneous changes is suggested. It is also recommended that the GM avoid the temptation to change multiple characters' or the whole party's effects at once, as that runs counter to the unpredictable chaos of the Lands of Lunacy.

Future adventures designed for the Lands of Lunacy setting will be accompanied by unique tables and effects for each domain. You and your players may find it useful to use handwritten notes or other props to serve as a reminder of which effect applies to which character at any given time.

The Chaos Void



The Chaos Void is the frenzied violent clashing of matter and anti-matter that repels gods, logic, life or even death itself in unexpected ways. It lives both in and outside of time. It is the ‘stuff’ or lack of it, separating the pockets of logic, matter, and tenuous order that make up the domains. The void is unpredictable and dangerous, fools think they can master it, and only the desperate confront it.

Barriers

Every domain within the Lands of Lunacy has boundaries. Every domain, no matter how big or small, is a pocket dimension like an irregular bubble of matter caught within the ocean of the Chaos Void and therefore is finite with edges. Some residents of certain domains may never see the barriers if they exist in a domain containing an entire planet; others will constantly be reminded of the finite prison that contains them.

The barriers may be shifting, moving walls that stretch for miles. Domains with ready access to a barrier deal with creatures attempting crossings in different ways.

Some creatures attempting to pass through the barrier find themselves facing the opposite direction as soon as they enter. Others may find themselves warped by time and space to emerge somewhere else within the domain.

The truly unfortunate of unforgiving domains find themselves adrift, living and breathing in the chaos, passing into madness while they starve to death or are rent to oblivion by creatures of the void.

Barriers can take on many forms. Sometimes a barrier is a natural physical obstacle, other times it appears as a mirror that warps and shifts, still other times it may be a heavy mist or simply a darkness of nothing. In some domains, residents never notice a barrier at all as one edge connects to its opposite and a being simply moves in a loop through a seemingly never-ending world as one would a three-torus model.



Lunar Gates

Gates to and from domains within the Lands of Lunacy are controlled by the phases of the moon of the world in which they originate. Large domains that contain a moon and lunar cycles frequently have their own gates to other domains.

The vast majority of the lunar gates within the Lands of Lunacy are linked to a lunar cycle somewhere in their web of connectivity. Because of this, they tend to retain a rhythm, albeit unpredictable as the lunar cycles interact. Lunar gates can even wind their way through the web of other linked portals to emerge into the flow of matter anywhere in the Chaos Void.

Banals

“Banal” is the most common name applied to a traveler from the Prime Material Plane of existence. Residents of various domains may apply any number of labels to travelers to their realm. For simplicity and consistency, the text here typically refers to travelers to the Lands of Lunacy as banals.

Spell Casting



In addition to the disorienting effects of the domains, spell casting is frequently unpredictable in the Lands of Lunacy and can be a complete gamble for spell casters. Those casting arcane spells should refer to **Table 1-2: Lands of Lunacy Magic** (or the unique table created for the current domain) each time they attempt to cast a spell. Many magic effects are similar to various game systems that use wild magic table results, and these tables are well-suited for play in the Lands of Lunacy setting. If you use one of these tables from your game system for wild effects of spells, most results are typically of the “lesser effects” results, and some accommodation should be made for spells operating as expected within the tables.

The gods are quite attentive to the Lands of Lunacy domains. Many gods are involved in constant quarrels over the domains, and these divine battles can send theology and its practice spinning out of control. Clerics casting spells in the Lands of Lunacy should consult table **1-3: Divine Magic** (or the unique table created for the current domain).

Most of the domains within the Lands of Lunacy are dominated by a ruling mind, power, or a collective consciousness – some are good, some are evil, some are neither and both. The power that entities have over their

domains may be absolute and clear, or marginal and vague. Disruption of these ruling powers can have unpredictable results and should never be flippantly approached.

The following tables are intended as a starting point for Lands of Lunacy effects. GMs are encouraged to customize and alter effects to match their style and reflect their group and the domains in which they find themselves. The GM should always consider the lands to have an active effect over the party that is always reacting to the presence of banals from the Prime Material Plane (organized matter).

Lands of Lunacy Tables

Table 1-1 Lands of Lunacy Afflictions	
2	Beauty: Appears as the perfect ideal of beauty/handsomeness to whomever lays eyes on them. Any CHA (Persuasion) checks are rolled at advantage.
3	Bad Connection: Randomly becomes invisible and silent for brief moments (1d4 rounds at a time).
4	Memory Lapse: An ally suddenly seems completely unfamiliar as if they were a stranger (2d6 rounds).
5	Color Shift: One thing on person – hair, eyes, equipment, clothes, etc. – changes color. (Dispel Magic will reverse effect. Dispel will also affect other enchantments on an item should it have any.)
6	Grandeur: Believes they are truly outstanding in one area and are extremely important to the world.
7–11	No Effect
12	Hobgoblin: Believes they are a hobgoblin. (If hobgoblin, believes they are an elf.)
13	Face Melter: Randomly perceives faces of others as slowly melting and peeling off the skull in a most gruesome fashion.
14	Literal-Mindedness: Assumes the most literal interpretation of anything said. Loses all sense of sarcasm or double meanings.
15	Raptor: Believes they are a great 9-ft-tall prehistoric reptile. Handheld weapons difficult to use (attacks at disadvantage), and prefers trying to rend enemies with feet, claws, and bites whenever possible.
16	Changes Gender: All attributes remain exactly the same, except gender.
17	Lost: Lose all sense of direction, but is convinced they are always heading in the right direction.
18	Glowing: Entire body radiates magical light to 20’.
19	Imaginary Friend: An imaginary friend interrupts most conversation with blunt or rude comments.
20	Neat Freak: Must clean ALL possessions thoroughly. Dislikes self or companions if they are untidy or unkempt.

Table 1-2 Lands of Lunacy Magic	
2	Double Backfire: The spell reverses target at double effect. If wizard targeting another, wizard is instead targeted. If wizard was targeting self, enemy or other creature nearby is targeted.
3	Kick Me: Spell goes off as planned. Target also has a Faerie Fire spell cast on it granting enemies advantage on their attacks against the target for 1 minute. In addition, the target cannot benefit from being invisible.
4	Lose Your Head: Spell functions. Caster's head becomes invisible for 10 minutes.
5	Buzzed: Spell fizzles and fails, caster's pheromones attract swarms of flies for 2 hours.
6	Wraith Form: Spell functions. Caster assumes wraith (non-corporeal) form for 1d4 rounds (GM determines duration in secret - includes equipment carried), deadly if character re-materializes within solid objects.
7-11	Spell functions as expected
12	Intoxicating: Spell fails and caster is intoxicated as if quite drunk for an hour.
13	Shields Up: Spell fails. Target AC improves by 2.
14	Dr. Banner: Spell Fails. Caster has 20 Strength for 1d10 rounds.
15	Missiles for All: Spell functions. All creatures within 8' of the caster suddenly know and can cast Magic Missile as first level caster one time with a single word. Spell forgotten in 1d4 turns.
16	Berserker: Spell functions. Target thrown into a berserker rage, granting advantage on Strength checks and saving throws, a +2 to damage when attacking with a weapon that uses your Strength for hit and damage, and you have resistance to bludgeoning, piercing, and slashing damage. You can cast spells while raging, but you cannot concentrate on them. The rage lasts for one minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.
17	Two Left Feet: Spell functions. Caster has a 3 Dexterity for 1d8 rounds.
18	Instant Recall: Spell functions. Spell slot is not used up in casting.
19	Insectivore: Spell functions. Caster hungers for live insects, eats nothing else for 4 hours.
20	Double Success: Spell functions at double effectiveness.

Table 1-3 Lands of Lunacy Divine	
2	Backfire: The spell reverses target. If targeting self, enemy or random creature nearby is targeted.
3	Bones: Spell fails. 1d4 skeletons summoned to serve any random intelligent creature within 20'.
4	Busy Signal: Spell fails. The cleric is completely disconnected from their deity. Loss of faith for 2d4 rounds. All 1st level spells are forgotten and must be prayed for again.
5	See the Light: Spell functions. A sphere of light (as Light spell) appears above casters head for 1d4 hours. Can be dispelled by magic.
6	Speak in tongues: Spell functions. Caster speaks only in a racial language other than their own (Even if they don't know it) for 1d4 turns.
7-11	Spell functions as expected
12	Dark Lord: Spell functions. Caster ends all social interactions with, "All hail the dark lord and master!" for 1 hour. 5% chance each hail may offend their current deity.
13	Holy Spirit: Spell functions. Caster is filled with the holy spirit of their deity and cannot refrain from praising their god as if proselytizing at a traveling revival show, dancing and loudly shouting praise for 2d4 rounds. When the worshiping is finished, the caster regains all 1st level spells if any were expended.
14	The Void: Spell functions. Darkness spell centered on random living creature within 60'.
15	Detection: Spell fails. Caster can detect good or evil (determine at random) for the next hour.
16	Healer: Spell functions. One random creature within 25' is healed 2d8 HP.
17	Zombie: Spell fails. 1d3 zombies summoned to protect caster for 2d4 hours or until slain.
18	Animal Friend: Spell fails. Caster can speak with animals for 2d4 turns.
19	Flower Power: Spell fails. 15' x 15' area around the caster is covered with vibrant colorful flowers.
20	Double: Spell functions at double effectiveness.



Drexol

(Originally contributed by Steve Miller – Edited for Lands of Lunacy)

Drexol – Presented for 5E	
Size	Small — Large
Type	Aberration
Alignment	Chaotic Evil
AC	14
HP	11 (2d8+2) Infant 22 (4d8+4) Juvenile 44 (8d8+8) Mature 88 (16d8+16) Elder
Speed	120
STR: 5 (-3) DEX: 17 (+3) CON: 12 (+1) INT: 16 (+3) WIS: 13 (+1) CHA: 14 (+2)	
Saving Throws	Dexterity +5, Wisdom +3
Skills	Stealth +5
Senses	Passive Perception 11
Languages	Abyssal, Telepathy
Special Abilities	Magic Resistance 50%, Fear Aura, Shape-shift, Mana Burn, Sanity Drain, Spell suppression/enhancement
Challenge	2 (450 XP) Infant 3 (700 XP) Juvenile 5 (1,800 XP) Mature 8 (3,900 XP) Elder

The drexol (both plural and singular) are incorporeal beings of the Chaos Void that wish to meddle in the affairs of mortals for various reasons. They create domains or invade them, styling them after the dreams, fears, and emotions of the mortals that fascinate and which they feed upon.

When new drexol are born and exit the void, they are in an immediate battle. A spawn of drexol tumbles through the void as they merge or destroy one another until only a few remain. The drexol battle through wild energies—and with their peers—to take form and dominate a domain. Ejected drexol are forced back to the formless void of chaos energies or cling to lesser pocket dimensions. If allowed by the victor, some remaining infant drexol may drift as shadowy wisps throughout the newly dominated lands as servants to the victor.

Within a few hours of attaching to a domain, the drexol gain the ability to assume any animal, humanoid, or monstrous form (ranging in size from Small to Large) they witness. They may or may not gain any of the form's special attacks or defenses.

When encountering drexol Detect Magic or True Seeing may reveal them to be some type of shape-changed creature surrounded by a powerful chaotic aura. From this point forward, the drexol cannot be considered to have a natural form. They are whatever shapes they adopt or exist as an extension of the Chaos Void within the domain.

As drexol exist within the Lands of Lunacy, they grow in power by feeding from sanity and the essence of order and matter. They particularly enjoy the sanity of banals. The drexol take great delight in wicking away the mental acuity of victims within their domains. Because of this, they prefer intelligent social creatures, but turn to less-intelligent species when nothing else presents itself.

Encountering the Drexol

During the early stages of an encounter, the drexol attempt to establish a mental link with victims which begins a Sanity drain. The effects can be resisted with a successful wisdom saving throw.

Drexol Mental Link

A drexol may attempt to establish this link once per lunar cycle of their domain against 1d4 victims. Once under control of the drexol, the victims become pawns to the creature and will feed its appetite with Sanity and experience. Drexol drain 1 Sanity point and 250 XP per day once the link is established. When a victim reaches 0 XP and “Permanent Insanity” (see *Sanity section*), they are of no further interest or use to the drexol. The target may attempt a DC 14 Wisdom saving throw to resist the link.

The mental link can be broken by a major disruption to the drexol's concentration (which allows an additional saving throw vs. spells by the victim), removal from the domain, or slaying the drexol in any dimension or realm.

If the victim is slain while the link is active, their body and possessions immediately disintegrate to fine ash. Everything they were mentally becomes part of the drexol that forged the bond. This death only serves to empower the drexol with new knowledge and the experience of the victim.

Magic Absorption and Combat

The very presence of a drexol poses a challenge to spell casters. Drexol are beings of chaos that absorb magical energies around them. This generally means that all spells cast within a drexol's absorption radius function as though they were cast by someone three levels lower (to a minimum of 1st level).

A drexol can reverse this effect by flooding the areas noted with magical energy, causing all spells to function as though cast by someone three levels higher. They adopt this tactic when they have managed to turn victims upon one another, delighting in the chaos and the suffering it causes.

A drexol may use a **Mana Burn** attack twice per day. The drexol releases a surge of raw magical energy. All living creatures within the drexol's absorption radius take 9 (2d8) force damage. They may make a DC 11 Wisdom saving throw for half damage.

Drexol Absorption Radius by Age

Infant: 20 ft
Juvenile: 40 ft
Mature: 80 ft
Elder: 160 ft

A drexol's first defense is always to unleash a magical fear aura that causes all within its absorption radius who fail a DC 11 Wisdom Save flee in blind terror for 2d4 rounds. In the meantime, the drexol may assume a different shape to flee the area as well.

If the fear aura fails, drexol fight to their apparent death. Juvenile, mature, and elder drexol can use any weapons or natural weapons that the form they are in can use. Once per round, they may unleash their **Mana Burn** attack, which releases a surge of raw magical energy, causing 2d6 damage to all living creatures within the drexol's absorption radius (WIS save DC12 for half damage).

Mature and elder drexol have one final defense that can be used in lieu of fighting: They can use their realm-striding ability to leave their domain for another within the Lands of Lunacy. The drexol simply step from one reality to the next almost as easily as a wizard might Dimension Door from one part of a castle to another. Drexol require complete concentration to use this ability, thus they can only activate it during a round in which they have not suffered damage or distraction.

When drexol are killed in the Lands of Lunacy, their physical form returns to a swirling lightless mass. One round later, they fade into nothingness, returning to the Chaos Void beyond the barrier from which they came.

When drexol are killed in a realm not connected to the Chaos Void (such as the Prime Material Plane), their deaths are final. Their forms dissolve into the lightless mass – and then into 1,000 GP worth of diamond dust.



Insanity

It's the elephant in the room. If it isn't, you may be seeing elephants and other anomalies soon. The Lands of Lunacy pull at sanity and in some cases consume it. Even in domains where things seem peaceful and serene, the Chaos Void is but a thin veil away.

Keeping one's sanity in the Lands of Lunacy for banals is no easy task. Native residents of the various domains find a balance and adapt to the realms, becoming part of the domain they exist in. In this way they keep

themselves intact and function within their pocket of reality.

Visitors are not a connected part of the domains they visit. They are created from their place of origin and made up of foreign material that is often at odds with material that has emerged from the Chaos Void.

Many game systems have ways of dealing with madness and it is the GM's option to use any mechanic they desire for their game.

What is presented below is the Fail Squad Games' simplified method for battling insanity in the Lands of Lunacy. Tables are provided as a suggested starting point for mental afflictions and resolutions.

Sanity Points

Sanity is tracked much like hit points. In that, each banal has a pool of Sanity points and various events, creatures, or situations may attack and whittle away at the victim's grasp on sanity.

Some creatures within the Lands of Lunacy attack sanity directly, feeding off organized thought. Other times, sanity can slip away as the veil between the domain and the Chaos Void begins to break down. And, sometimes all it takes is the stress of adventure or the knowledge of what lies beyond to sap the willpower of the banal.

Keeping one's sanity is primarily a battle of willpower. Sanity points are calculated by adding the Wisdom score and 3 Sanity points per character level of experience. For example, a fifth level character with a Wisdom of 12 would have 27 Sanity points.

It is up to the GM or the adventure module in use to determine when Sanity points are at a risk for loss and whether or not a saving throw to prevent the loss applies. Future Lands of Lunacy adventures will have built-in mechanics for Sanity point loss, but the GM is encouraged to adjudicate Sanity point loss for characters exploring these unhinging worlds whenever deemed fit.

Sanity points may be restored with quiet rest removed from stress or trauma. Sanity points restore themselves at 1d4 plus Wisdom modifier per long rest unless they reach 2 or less (*See levels of madness section*). Clerical curative spells for physical wounds do not cure sanity. Clerics of the domains however, may have mental healing spells that do heal sanity in similar ways.

Levels of Madness

Temporary Insanity (Sanity 2 to 0)

Temporary Insanity is what the name suggests—temporary. The victim has fallen into a madness that can be recovered with rest and time removed from further trauma and stimulus. The mind temporarily switches to various delusions or outbursts to protect the banal from the trauma around them. Those who fall victim to this level of insanity may still be able to function, but will need to deal with their disorder to do so.

Sanity at this level may be regained by quiet rest away from traumatic or stressful circumstances at the rate of 1d2 points per long rest. Sanity is regained at the rate of 1d4 points per long rest when the victim is resting quietly in their native realm (their native plane of existence and home country or general setting of origin).



Temporary Insanity:

Temporary Mild Insanity	
1	Emotional Lability: Crying, laughing, or emoting uncontrollably.
2	Voices of Conscience: The victim's conscience is perceived as an actual voice that can be argued or reasoned with, and frequently happens aloud.
3	Synaesthesia: Stimulation of one sensory or cognitive pathway leads to involuntary experiences in a second sensory or cognitive pathway. When a victim senses something, another sensation lights up, i.e., sufferers might see music or taste words, days of the week have personalities, and some feel the experience of seeing time, etc.
4	Paranoia: Trusting even life-long friends becomes all but impossible. It is perceived that everyone may have a reason to betray the sufferer.
5	Agoraphobia: Spaces other than the immediate one in which the onset happened are perceived to be extremely unsafe.
6	Minor Impulse Control: Must sing whenever weapons are drawn or thought about (or similar).
7	Impulse Control: Uncontrollable name calling (verging on Tourette).
8	Obsessive Compulsive: Must tap everyone on the back three times every time before leaving a room or immediate area. Blocking the compulsion results in confrontational or violent behavior possibly progressing to Indeterminate Linger Insanity.
9	Shock: Mental images and situations conjured within the victim's mind are so shocking they create a catatonic state of physical shock. Onset is random, catatonic shock lasts 1d6 rounds.
10	Compulsory Objectophilia: Victim falls in love with an inanimate object. The object becomes as important as any living, breathing lover/loved one. 50% chance object is owned by the victim. Objects owned by another that are mistreated, should be considered as would lovers being mistreated by another.

Indeterminate Linger Insanity (Sanity -1 to -8)

A victim who has fallen to Indeterminate Linger Insanity is losing the battle of who they are to madness. Those who fall victim to this level of insanity will find it very difficult to continue to function in stressful or social situations. The disorders take priority over all other things happening around them even if harmful to themselves or others.

Recovery of Sanity points in this range is a slow, grueling process that is best explored with a mentally stable counsel for the path to recovery. The victim may never recover if left to their own devices as they struggle to determine what is real and what is not. They may never be able to recall which personality traits were truly theirs and which were created within the madness. Mental scars and ties usually remain with those who recover.

Recovery at this stage requires being removed to a low stress environment away from the originating causes of the insanity. Recovery time must be spent thinking and talking through the afflictions while sorting out the victim's true personality traits and thoughts from those created by the madness.

Every two days spent in such a way allows the victim a DC 11 Wisdom saving throw. A successful saving throw recovers one point of Sanity. A failed saving throw yields no results. The addition of a mentally strong counsel (Wisdom 14 or higher) grants a bonus of +2 on the saving throws. The counselor must be available to the victim, tending and counseling them for the full three days.

Sanity is regained at the same rate outlined previously when the victim is resting quietly in their native realm but with advantage on saving throws.

If the victim continues to be exposed to stress or the causes that created the situation, they suffer an additional +1 Sanity damage from all Sanity attacks or circumstances.



Intermediate Lingerin Insanity:

Intermediate Lingerin Insanity	
1	Impulse Control Disorder—Pyromania: Victim repeatedly fails to resist impulses to deliberately start fires in order to relieve tension or for instant gratification.
2	Intermittent Explosive Disorder: Victim experiences explosive outbursts of anger and violence, often to the point of rage, that are disproportionate to the situation at hand (e.g., impulsive screaming triggered by relatively inconsequential events). Impulsive aggression is unpremeditated, and is defined by a disproportionate reaction to any provocation, real or perceived.
3	Impulse Control Disorder—Kleptomania: Victim suffers the inability to refrain from the urge to steal items and is done for reasons other than personal use or financial gain. Will steal from friends or foes regardless of risk.
4	Psychotic Hallucination: Victim suffers from persistent hallucinations that may be horrifying, beautiful, or fascinating. Hallucinations are perceived to be so real that the victim may disregard their own or other's safety in their reaction.
5	Auditory Hallucination/Personality: The victim hears voices that intimidate them into action that may be counter to their best interest. To the victim the voices/personalities are real and must be addressed when they speak or make demands.
6	Walking Corpse: Victim believes that they are dead, do not exist, are putrefying, or have lost their blood or internal organs. They also recognize that they may be a danger to others if they believe they are a contagious undead.
7	Micropsia: Affects visual perception in which the sufferer, inanimate and animate objects are perceived to be substantially smaller than they actually are.
8	Unprovoked Seizures: Victim randomly is affected by uncontrolled seizures for 1d6 rounds, during which time they may do nothing but convulse uncontrollably or go completely catatonic. After the events the victim suffers 1 level of exhaustion.

Intermediate Lingerin Insanity	
9	Unrelenting Horror: The victim recreates the most horrific thing they have ever seen incessantly and re-witnesses the events. Alternately their worst fears may manifest into the delusion that they are constantly experiencing the single thing that horrifies them the most.
10	Dancing Plague: Victim is seized by an agonizing compulsion to dance. Scarcely pausing to rest or eat, they dance for hours or even days in succession.

Permanent Insanity (Sanity -9 to -16)

Permanent Insanity is permanent. The exception being the use of a wish, powerful mental magic, or direct divine intervention to restore the victim that has been lost to madness.

This situation frequently results in very dangerous disorders that in a medieval RPG setting may be considered character death. The benefit and wildcard of a medieval RPG setting is magic and the divine. Depending on your world, the domain, or other circumstances, there may be a wizard or clerical enclave devoted to curing such maladies and may bring victims back to Indeterminate Lingerin Insanity, from which they may be healed.

All sufferers of this level of insanity will certainly retain permanent mental damage and struggle with various mental maladies for the rest of their lives.



Permanent Insanity:

Permanent Insanity	
1	Persistent Suicidal Action: This is the resulting action of any number of mental afflictions. The sufferer will take any number of actions to attempt ending their life.
2	Violent Multiple Personalities: The victim is occupied by one or more personalities that are actively aggressive and violent. The personalities frequently take over control of the afflicted in order to act on their hatred or violent tendencies.
3	Homicidal Maniac: The victim is consumed with killing—friend, enemy, animal—it doesn't matter. The act of spilling blood is the only solace in this person's world.
4	Delusion of Grandeur—Holy Possession: Victim believes a god lives within their body. They will carry out all actions as if they are that god, i.e., judgement of sins, flying, battling opposing deities. Those afflicted will often find clerics of other gods offensive and become very belligerent until the cleric worships them properly.
5	Extreme Autophagia: Victim obsessively bites or chews themselves compulsively and consumes whatever tissue they manage to bite off. Those unable to bite will pick or use tools to cut pieces off for consumption.
6	Compulsive Cannibalism – Victim suffers an uncontrollable desire to eat only human or humanoid flesh, particularly that of their own species. Other food makes the afflicted physically ill.
7	Insatiable Starvation: The afflicted feels as if they are on the verge of utter starvation regardless of how much they consume. A person so afflicted may eat and drink until their stomach and intestines rupture, at which point, they will still feel as though they are starving to death.
8	Extreme Hazardous Pica: The afflicted is consumed with the need to eat a typically non-edible, in this case, harmful item, i.e., broken glass, nails, nightshade, etc.

Permanent Insanity	
9	Extreme Paranoia: Victim suffers extreme delusions and abnormal reasoning that leads to violent acts harmful to themselves or others, e.g., “Burt put rotgrubs under my skin while I was sleeping, now the only thing to do is burn them out!” These individuals typically have a biased perception of the world, often exhibiting more hostile beliefs.
10	Delusional Aspiration – The victim feels as if they are breathing too much or too easily to be “right”. They become consumed with restricting their airflow by any means necessary. Sufferers often begin by smoking excessively or inhaling heavy botanicals until they discover there is no relief. Eventually they may completely restrict airflow to their lungs by self strangulation, drowning or other means.

Lost (Sanity -17 and below)

At this stage, the victim is permanently and utterly lost to complete and utter madness. No amount of wishes or divine intervention can retrieve the personality that was once this being. The affliction is so severe that their bodily functions are scarcely able to operate heart, lungs, and organs.





An adventure for 4–6 players of level 2–3 in the Lands of Lunacy

The Witch's Trial

A sample adventure for 4–6 players of level 2–3 in the Lands of Lunacy

How to use this module

“You” in the text typically refers to the Game Master (GM) who is reading this module in order to referee the game for players.

If you intend to play this module but not run it as a GM, **STOP READING NOW**, give this book to your Game Master. Reading through the adventure as a player will certainly ruin the surprise and challenges of the quest.

In this short sample adventure, monster details are supplied in-line with the text for encounters. You may also refer to your favorite RPG Manual of Monsters for details regarding standard creatures.

Boxed text is ‘flavor text’ intended to be read aloud to players to help set the scene. This text, like the entire adventure, is a tool for the GM. Feel free to edit, alter, or otherwise adjust everything to suit your group’s personal style and enjoyment of the game.

This quest is intended as an introductory adventure and sample scenario for Fail Squad Games’ Lands of Lunacy Setting. Visit FailSquadGames.com for other Fail Squad Games adventures, news, and products.

Adventure Overview

While resting for the night, the party is transported via a lunar gate to a Lands of Lunacy domain inhabited by an aged persecuted witch named Maggris. Maggris was cast into a void (a lunar gate not of her making) that opened in her home village by superstitious townsfolk who thought she was responsible for its creation. She has since lived a mostly tortured life within, always hoping for a way back home or a return to a more peaceful time in the domain of her exile. She has warded her home with various tokens, spells, and charms to protect herself from the dangers that exist within the domain.

When the party emerges from the gate near Maggris’ house, they are immediately set upon by tremendous rats the size of large wolves. Maggris offers refuge within her home, and it is discovered that the rats avoid her property. Here, Maggris introduces herself, heals their wounds, and feeds them while wicked things of the night stalk the perimeter of the wards.

The party soon discovers that they have been “accidentally” afflicted with a disease brought on

through the use of food, drink, and medicine brewed within the domain. The disease begins wearing away at the sanity of all afflicted.

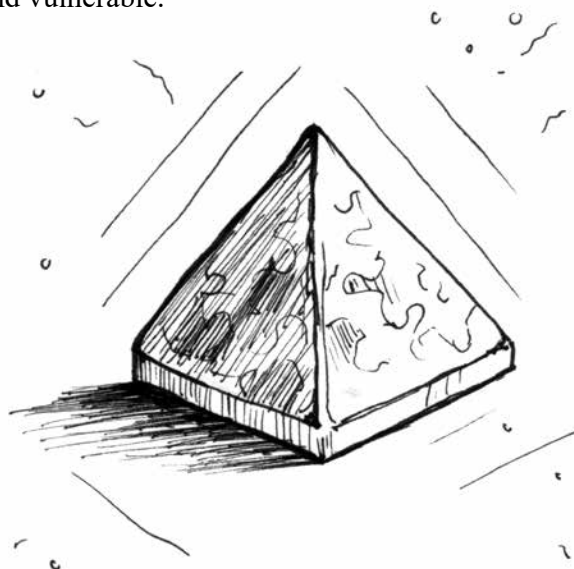
Maggris apologizes for the mishap and offers her most cherished possession to the party: a small stone pyramid (The Stone of Order). Maggris affirms that the stone is a lodestone of concentrated structure and order from the Prime Material Plane. Whoever holds the item within the domain is less affected by the chaos that surrounds them. She knows nothing of the stone’s full power and is willing to suffer the effects of the Chaos Void to aid the party in their recovery.

The rats are traced to an abandoned underground wizard’s retreat. There are more than just rats becoming twisted and transformed by the Chaos Void and the core of the problem is within the wizard’s laboratory.

It is discovered that the wizard of the hold, Pelton Fosfeld, was once Maggris’ lover. He was slain by the drexol of the realm when he opened a portal seeking escape from the domain. Maggris knows the drexol is within the hold, and intends for the party to gain her revenge and close the gate to restore some peace to her exile.

An opening directly into the Chaos Void used by the drexol is discovered and may be sealed with the Stone of Order. Sealing this tear in the domain restores the land and the sanity of the party, but not that of Maggris who is left without the protection of the Stone of Order.

The party must then reconcile with Maggris who afflicted them, necessitating the dangerous trip to the hold. When they arrive to confront her, they find a pitiable woman spiraling into madness. Giving up the Stone of Order after living with its protection for so long left Maggris’ mind vulnerable.



Closing the gate returns the domain to a fertile, verdant state. Maggris may face a number of fates depending on the party:

- Maggris may have her stone returned and continue her exile in some semblance of lonely peace.
- She may be returned to the Prime Material Plane with no need for the stone.
- She may be left to suffer a spiraling lunacy in her own domain.

Her remorse for cursing the party is heavy, but she admits to desperation to find rest for her lover and herself.

The party is returned to their warm beds in their home plane at sunrise as if only a single night has passed.

Introduction

The Witch's Trial begins when the party camps, rests, or stays at an inn for the night or any place of their choosing. If they post sentries for the night, the sentry will acknowledge being a bit drowsy and closing their eyes for a moment before waking in as much surprise as everyone else.

The party is transported from wherever they are to a cold field of dry grass just outside a worn-down, tall house perched atop a grassy rise. Any adventuring gear that was within 15' of the transported members appears in the field nearby.

You wake with the realization that you are certainly not where you fell asleep. You are lying in a cold grey field of hay near a dark bent forest. A wet chilling wind numbs your fingers and soaks through your night clothes. Angry dark clouds swirl above, hurling sleet and freezing rain down upon you.

A lonely worn two-story house stands in the middle of the field on a rise 500 feet away. A soft glow shows itself from some of the windows.

Luckily you find any gear that was near your bed lying in the grass nearby.

Allow the party to gather their gear and don armor before continuing. If any party members are new to the group and have teleported in from other places, allow them to introduce themselves briefly. The sleet is stinging, uncomfortable, and too cold for pleasantries.

You quickly finalize the straps on your gear. The sleet is unrelenting and ice is beginning to form on the grass, armor, and everything it hits.

A baritone sort of chatter, then a snarl rises above the ping and patter of freezing rain from the dark trees.

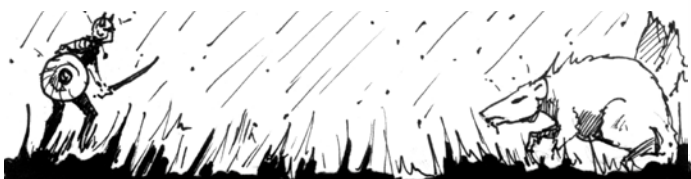
Tremendous rats, the size of large of wolves, bolt from the tree line with feral foaming teeth snapping.

The rats have been altered by the chaos and pressed into a berserker state.

Giant Berserker Rat: HP 24, 34 (4d10+4); AC 13 (natural); Spd. 50'; STR 16(+3), DEX 13(+1), CON 13(+1), INT 7(-2), WIS 11(+0), CHA 8(-1); Senses: Darkvision 60', PP 10; Traits: The rat has advantage on Wisdom (Perception) checks that rely on smell. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5' of the creature and isn't incapacitated. The rat cannot be communicated with, charmed, or normally affected by druidic powers or animal control spells. When an attack brings the rat to 0 hit points, the rat may attempt a DC 15 Constitution saving throw to be reduced to 1 hit point instead; Attacks: Bite: +5, 5', 1d6+3 piercing, and the target must make a DC 10 Constitution saving throw or be stricken with Sewer Plague. 100 XP each (CR ½)

Allow the fight to go on for a few rounds. If the party is struggling to persevere, continue immediately to the flavor text. If the party emerges quickly victorious, allude to more of the berserking beasts within the darkness of the forest.

At this time every player in the party has a 50% chance of becoming afflicted by the Lands of Lunacy. (Refer to table 1-1 for those affected.)



The door of the old house is flung open and a figure rushes out waving a lantern attached to a pole yelling above the din of battle, snarling rats, and pelting sleet.

It quickly becomes clear that the figure is an aged woman urgently beckoning you to the house.

“INSIDE Hurry! You MUST come if you want to live. There are more of them in the forest. You cannot stand against them!”

Should the party attempt to talk or debate, the woman flees to her low stone gate surrounding the house, continuing to urge the party to safety. The following ensues:

The meaty pulp of a huge rat flies from the darkness of the forest landing with a bloody splatter at your feet. Wolf-sized rats can be seen at the tree line suddenly scattering in all directions.

A thicket of sumac parts when a wild looking murine creature the size of a horse crashes through. The beast's face and claws are sodden with blood. Its eyes are wild and red. Rat entrails fall from its gnashing teeth when the wild eyes lock onto fresh prey. The monster's haunches tense as it prepares to leap upon you.

Tremendous Berserker Rat: HP 49 (4d10+12); AC 15 (natural); Spd. 35'; STR 19(+4), DEX 13(+1), CON 16(+3), INT 7(-2), WIS 13(+1), CHA 7(-2); Senses: Darkvision 60', PP 11; Traits: The rat has advantage on Wisdom (Perception) checks that rely on smell. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5' of the creature and isn't incapacitated. The rat cannot be communicated with, charmed, or normally affected by druidic powers or animal control spells. When an attack brings the rat to 0 hit points, the rat may attempt a DC 13 Constitution saving throw to be reduced to 1 hit point instead; Attacks: Multiattack: The rat makes two attacks, one with its bite and one with its claws. Bite: +5, 5', 1d8+4 piercing, and the target must make a DC 10 Constitution saving throw or be stricken with Sewer Plague. Claws: +5, 5', 2d6+4 slashing damage. 200 XP each (CR 1)

The party may flee toward the house if they choose or stand to fight the tremendous rat with 2d4 additional huge berserker rats. There is 450 feet of open field from where they were transported in to the stone gate of the house, and 40 feet between the party and the tremendous rat at the dark forest edge.

Approach to Maggris'

The battered wooden gate in the three-foot-high stone fence hangs open, the old woman stands behind it yelling frantically for you to enter through the opening.

Nothing about the short stone wall, the rickety wooden gate, or even the worn old house looks like it would stop a wild charging rat the size of a horse with daggers for claws.

At your approach you notice that the old house has numerous charms hanging from the shingles and what looks like the remains of a long-dead cat dangling from the roof peak.

Nothing about the last few moments of your life could be farther from the warm safe bed you were sleeping soundly in just minutes ago.

If any of the party attempts to leap over the wall, they find themselves forcibly compelled to stop short of the action that would launch them over the barrier. The gate opening feels like the only 'proper' way to enter the yard of the house.

The tremendous beast comes to a skidding halt just short of the stone wall when Maggris slams the wooden gate shut. The beast wails in frustration. If any of the party raise a weapon to attack the tremendous rat from the safety of the yard, Maggris will screech to stop them immediately. *“You attack from this yard, you break the protection, and we are all dead!”*

The creature stalks the wall throughout the night in the sleet and freezing rain, watching the wall to see if the party leaves the protection of the yard.

Those who have not been affected by the Lands of Lunacy yet, will be so now. Consult table 1-1 for afflictions.

“Banals aren't ye?” The old woman croaks after the tremendous rat settles from a torrent rage into snarling and gnashing its teeth.

“I am Maggris, welcome to my curse. They can't come any closer than the gate. Come, it's frigid and wet out here and I have soup and medicine inside. Maybe I can explain a bit of this to you.... That is, unless you wish to go back out there for the night.”

Maggris' house is worn, but sound in its maintenance. The beams and walls are covered with carvings of symbols and wards. Every corner has herbs hanging in bundles or jars and wooden containers of various contents.

"Ye don't need to ask, yes, I'm a witch. You got a problem with that, ye're more than welcome to return out to the sleet and maddened rats. A portal to this place opened in my home town of Lorview and the locals thought I had something to do with it... erm...pardon, would you like tea?"

Maggris sips her own tea, then settles by the fire to continue.

"Some horrid voids of creatures crept out of the portal and the townsfolk took it on themselves to toss me in, thinking that would close the thing and rid them of their witch. Hee hee... joke's on them now I reckon, I was their protector and midwife, warding off evil and the like."

"Here is where I've been for many years now. Near as I can tell, we are in a domain nearly 10 miles across, including a small mountain. Outside of the domain through the barrier is almost nothing, a swirling mass of chaos—something, nothing, everything all at once.

Gates from here to who-knows-where open at random and I've yet to predict any of it or get out of this pocket. You are the first banals I seen 'round in many years."

"When first I came, this place was green and verdant. I grew all sorts of fruit, vegetables, hunted rabbits and deer. Life in this exile was far better than I had hoped it would be.

Then the rats. They came after my cabbage, small ones. I trapped the first few, then more came the size of coyotes, then wolves... then they went mad. Now that," she gestures out the window at the tremendous creature circling the house.

"Insane with rage at night they came. I began warding my home, finding spells and protections as best as I could create them. There are 832 wards on this old house that keep those demons at bay. This old house was standing here, almost waiting for me, when I arrived in the field just like you."

"Well settle in, dry yourselves. Let's heal those wounds. Naught but death and rat demons lurk out there tonight. For For all I know, we may be stuck here forever, cursed to live in this exile for eternity. 'Least I'll have folk to talk with if it's so."

Maggris has enough supplies to cure disease on 4 players (if any were diseased by the rat attacks). She has cabbage and 'meat' soup. If pressed, she will admit to some of it being rat meat, some of it boar.

As the night wears on, all players are afflicted by the Lands of Lunacy as in Table 1-1.

Maggris remains awake as long as the party requires answering questions about the Lands of Lunacy. She does not fully understand the role of the drexol, what they are, or how they work. She refers to them as living voids, which is how she saw them in her home town. She has never seen a drexol in this domain, and she assumes it is her curse to

live her days out in it.

She does suspect her lost love has done something within his hold to release the chaos. She does not reveal her lost love, or her knowledge of his role, or even his existence. She only hopes to infect the party with the domain insanity in order to necessitate a journey into the hold to quell the chaos and the rats.

She managed to find the hold and open the entrance, but recognized the wizard traps soon after, and the effects of the chaos on the rats. Her magic is largely ritualistic in nature and bent toward wards or protections, not adventuring. The beastly rats and worse things have found their way to her wall and she never ventured there again.

Your dreams are troubled throughout the night. Atrocities of every sort plague your sleeping hours. Fears, horrors, actions that would never be taken, all sense and logic spiral out of control when your minds drift off to the realm of the dreamers.

Bloodbaths, monkeys in sideshows, dancing girls, mountains of gold, deepest greed and envy all pass into utter confusion when you awake. Things are not clearly right, you stare blankly at one another barely able to recognize your own comrades. A look in the mirror confirms the disorientation as everyone is barely able to recognize themselves.

"Oh, no, no." Maggris has apparently been in the room for some time without notice. None of you had seen her until she broke through with her words. She is busy at the table mashing a poultice in a pestle, it appears that this has been her work for some time this morning.

"My guests, I didn't know, I swear I didn't know. My hospitality may have been a curse to you. It seems consuming the lands of my domain has afflicted you with madness. Lunacy is coming for you, and I am not sure I can stop it."

"Perhaps the answer to this plague lies within a wizard's hold I discovered many years ago. I'm an old witch, but you all are gifted adventurers. I would wager you could find your way inside."

Your only hope may now be to venture to the wizard's hold and try to discover the secrets there hidden. Otherwise, you can rest here until madness takes you. I cannot promise what form or result that will render.

My friends, I am at your mercy."

"I can offer you this, the **Stone of Order**. I discovered it when I first opened the wizard's hold. It has been the only thing that has kept me sane here in these lands. It wards against the afflictions of the land. I only have one, but I fear madness is coming for you regardless of any wards or magic. No one knows what may happen if you do not find a cure."

After holding the stone for 30 minutes, the possessor of the **Stone of Order** (*see description*) is relieved of all symptoms of affliction applied from table 1-1.

All members who ate, drank, received healing, or otherwise consumed anything from the domain are now afflicted by the Sanity draining disease. Until cured, all affected are drained of 1 – 2 points of Sanity per day. The bearer of the Stone of Order may attempt a DC 10 WIS saving throw to avoid the daily drain on Sanity.

The Stone of Order

The Stone of Order came to this domain shortly after the domain's creation. The first resident of the domain, Pelton Fosfeld, brought the stone with him when he entered. It kept him sane and focused while he created his hold and pursued his studies. Much of the order and pleasantries native to the domain are thanks to the stone's presence.

When held or kept on one's person for 30 minutes or more, the possessor is immune to the basic afflictions in the Lands of Lunacy. The stone grants either a WIS saving throw (if none allowed normally) or advantage on Sanity saves (if one is allowed) for any advanced afflictions to Sanity or Sanity drains.

The stone is not intelligent, but is an item of ultimate natural order. A chaotic creature possessing the stone is required to Save vs. WIS DC 12 daily or be shifted toward a lawful alignment by one degree (LG, LN, or LE). The possessor of the stone will find themselves drawn to situations of organization and a desire to create order out of chaos.

Daylight in the Fields

When daylight comes to the witch's house, the full scope of her 832 wards can be seen. Every free space in and around the home has hanging bones, feathers, tokens, and inscriptions.

If Maggris is asked about the cat remains hanging from the roof peak, "Mittens" is all she says as if that answers everything. She is quite reserved about the feline, and will insist that it is another ward. If pressed, she may reveal the true nature of Mittens.

Mittens is in fact, the familiar of her love Pelton Fosfeld, who she believes betrayed her beloved by abandoning him when he needed the familiar the most. The feline came to her with the Stone of Order and her love never returned from his hold. Maggris is sure that if Mittens and the stone had stayed with Pelton, he would have found his solution and returned to her.

The domain is 10 miles across, but the sky appears limitless. Only when one approaches within 200 feet of the barrier does it become apparent.

The ground outside has a light coating of ice on everything that slowly begins melting as it is touched by the sun.



The way to the wizard's hold is clear enough, and it becomes obvious that the wizard's hold is where the rats have come from when the trail is followed in the ice and sleet.

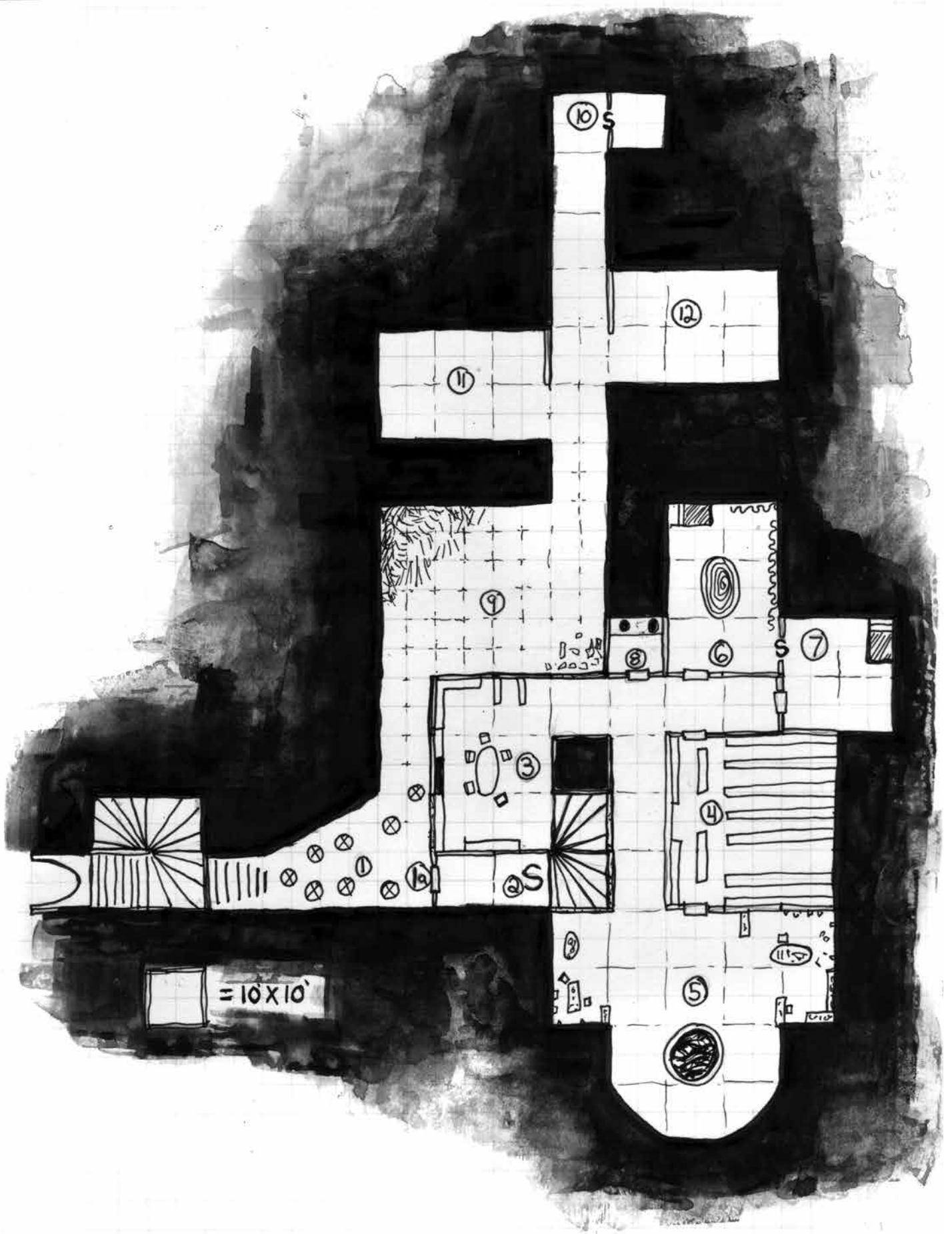
It is up to the GM to decide if the tremendous rat will be encountered in the wizard's hold or near the witch's house. The more difficult battle is within the hold; Maggris' house will offer a safe option to flee and heal immediately after or during a battle. The encounter location should be determined by party power and player ability.

Entry Below

Amid forest pines stands a fifteen-foot-long, ten-foot-wide slate and silt stone hut slowly being taken over by vines and growth. Double doors that occupy the entire eight-foot width are flung wide open and appear to have been so for a number of years judging by vine and grass growth. A steep, square-spiraling stone stairway disappears into darkness below the forest.

It is obvious that many of the giant rats have traveled through this passage by the sickly sharp smell of urine and droppings along the walls.





1. Chaos Floor

The stairway spills into a roughly triangular room with a 10' ceiling. A stone door 30' ahead sports a stone mouth with lips slightly parted. There is a passage heading north on the north wall.

The floor of this room is littered with eight 3' wide areas of floor that are corrupted by chaos. A Detect Magic spell will reveal the areas affected but not the effects, Dispel Magic will remove one of the affected areas.

Creatures originating in the area can easily avoid the familiar traps. Close observation of creatures moving through the room may reveal something amiss due to the creature's unusual behavior and route.

Any character stepping into one of the areas marked on the map is required to Make a DC 12 INT save or suffer the effects as listed:

1	Energy whip: A tentacle of negative energy forms from the void and wraps around the essence of your being, drawing your energy into the void (-1d4 Str, Con, or Dex, restored by as many hours of rest).
2	Voices of the lost: Your comrades all appear to be loved ones you have lost. They speak to you in soothing soft tones telling stories that recall memories. They welcome you to join them. 50% chance the character is lured into the Chaos Void (typically death), or suffer 1d4 Sanity damage.
3	Nearly lost to the void: The floor instantly, and momentarily, loses molecular cohesion. Character drops waist-deep into the stone floor where the floor suddenly reorganizes again. Victim remains alive, but must be dug out or removed from granite via magical means or with mining implements and tools.
4	Defeated: The 3'–5' affected area is flooded with the despair of previous victims. The sheer hopelessness and disorder of the void takes over the soul. A great sadness and hopeless despondency affects the victim for 2d4 turns. The victim sees no point in fighting, trying to survive, or carrying on. Suffer 1d2 Sanity damage.
5	Lost: Victim momentarily catatonic, during which time they perceive that they were drawn into the Chaos Void where they drifted for 5 days and died of dehydration and starvation. Suffer 1d4 Sanity damage.

6	Achluophobia: Victim is terrified of the dark for 1d4 hours. Any time the victim is surrounded by darkness they must Make a DC 12 WIS save or be affected as by fear. Roll 1d4: result of 1–2 – Flee in terror 1d6 rounds (random direction), 3 – Frozen with fear 1d6 rounds, 4 – Run for the exit attacking anything in the way for 1d6 rounds or until outside.
7	Unseen force: A lightless void throws victim to the ground with great force for 1d6 damage.
8	Killer instinct: Victim has a burning desire to plot assassination of one random comrade for the next 1–2 hours. Suffer 1–2 Sanity damage.

The magic mouth on the door (1a) doesn't activate until a living creature is within 10' of it, however, if the answer to its riddle ("Secret") is spoken anywhere within the room, the floor portals will become highlighted in a blue pulsing light and the door will unlock.

1a. Riddle Mouth

The mouth on the door speaks in a voice that fills the chamber, "Fosfeld says: If you have me, you want to share me—If you share me, you no longer have me."

As soon as anyone in the room says the word "Secret" plainly and aloud, the chaos traps on the floor will be illuminated by a blue glow and a 'clunk' within the door can be heard when it unlocks.

Otherwise the mouth repeats the question every 5 minutes that living creatures are within 10'.

Extended noise or disturbance in this area will alert and draw the attention of rats from areas 9, 11, and 12.

2. Dead End

Once through the door, a 20' hallway reveals itself with no apparent exit.

A DC 17 Wisdom (Perception) check will reveal a mechanism in the floor that, when triggered by a loose stone, will cause the floor to drop away and merge into a downward spiraling stairway.



3. Library

This 20' x 30' room appears to be a library of some sort. A large oval oak table rests in the middle of the room with 4 chairs dispersed around it. Many candles have spent and spilled their wax over the tabletop, stacks of dusty books lie open and scattered everywhere.

The books on the shelves bear a heavy layer of grey dust. The upper shelves and the ceiling are obscured by a thick layer of cobwebs that reach like tattered strands of sheer gauze to 5 or 6 feet above the floor.

The cobwebs ebb and flow with your entry, and the disturbance of the still air.

Along the west wall, a 6' area of books has been taken over by an **intellect mold** (see below) that is feeding on the knowledge of the books. Disturbing any of the books or searching shelves in the area will cause the mold to release spores in a general 10' area cube.

The cobwebs on the ceiling are 5'– 6' thick and teeming with spiders that will begin retreating when they sense a major disturbance of the webs. Allow the players to have free range over their wild imaginations. The fact is that these are common house and cellar spiders that have created the cobwebs. They haven't spawned outside of this area for 25 years and there are thousands of them moving and shifting among the webs.

The majority of the books have been victim to subterranean moisture, insects, and the intellect mold. Some titles remain intact on the numerous shelves. Refer to the table below for titles and book subjects.

Remaining Book titles			
1	Libram of	1	Necropsy
2	A Tale of	2	Botany
3	How-to Guide to	3	Herbalism
4	Fosfeld's Notes on	4	Curses and Charms
5	A History of	5	Murine Anatomy
6	A Field Guide to	6	Mental Afflictions
7	Master Study of	7	Abnormal Madness
8	Investigations into	8	Delusional Behavior
9	Welcome to	9	Hydroponics
10	Apprentice Guide to	10	Human Biology

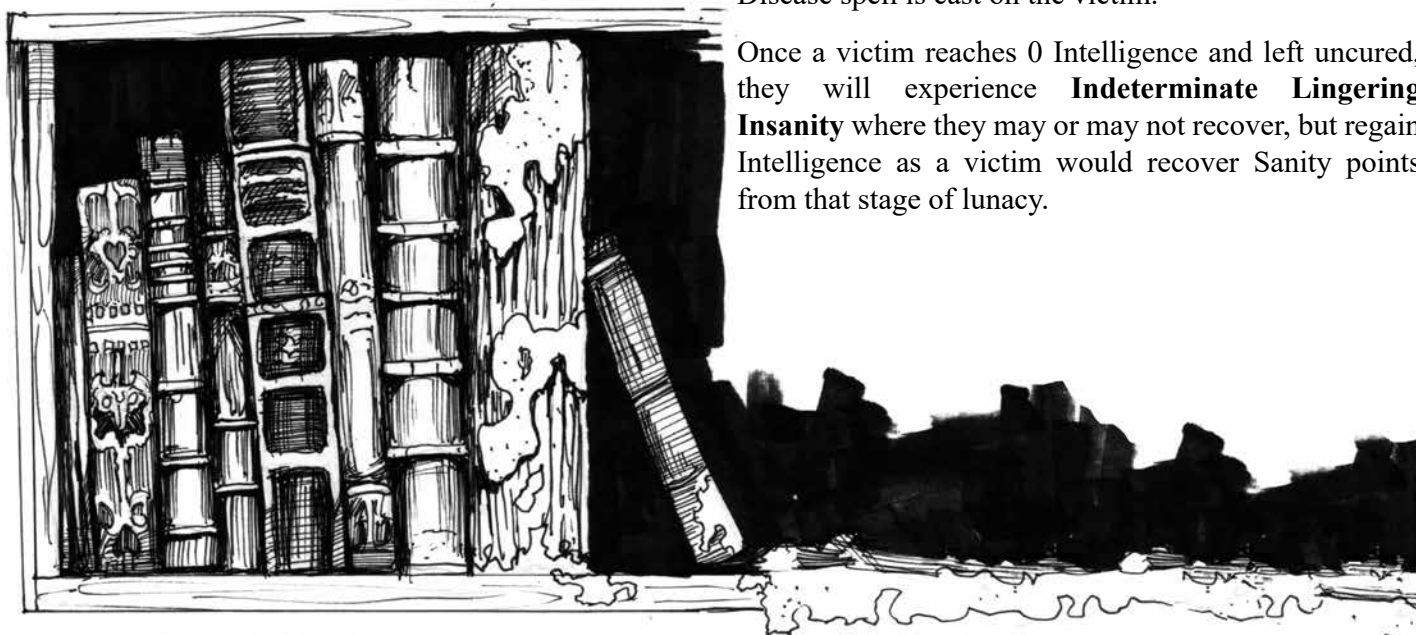
Intellect mold is a grey colored mold that forms on or near books of learning and magic.

Once formed, the mold seeks out conscious thought or materials created by a magic quill or ink. By devouring the text and pages of wizardly writings the mold is able to feed and slowly grow.

When disturbed, the mold spores to seek out intelligent creatures (INT save DC 12 or suffer 1d4 INT drain). It then seeks to infect any materials the victim comes in contact with. Fire kills it instantly; ice will suspend its expansion. Intelligence is restored after an 8 hour, uninterrupted rest. Cure Disease will also restore lost intelligence.

Once inhaled, the spores seek out the functions of the brain and mental capacities where it drains 1d4 points of Intelligence every hour for 1d6 hours or until a Cure Disease spell is cast on the victim.

Once a victim reaches 0 Intelligence and left uncured, they will experience **Indeterminate Lingering Insanity** where they may or may not recover, but regain Intelligence as a victim would recover Sanity points from that stage of lunacy.



4. The Greenhouse

Approach to this room from either door reveals light spilling into the halls through cracks and gaps in the door's construction.

A bright light and heavily humid air floods over you when the door to this room opens. The light beyond the doorway is nearly blinding compared to the darkness that you have been immersed in.

Many rows of raised stone beds line the 30' x 30' room. All are overgrown with large vines and vegetation that has been left unchecked, growing wild for many years.

This room began as a greenhouse for herbs and botanicals, but has been neglected for many years and has grown wild, even more so with the unpredictability of the chaotic energy of the wizard's hold. 9 steel poles, one per 10'x10' area hang from the ceiling with a permanent Light spell cast on each. Once per day, a magic mouth opens in the ceiling, releasing collected groundwater into a trough drip system overhead that supplies water to the beds. Once the water has been released, the same mouth "inhales" and creates an air exchange vent before closing. In this way, the greenery within the room has flourished and grown for 25 years uninterrupted.

There is vegetation within the greenhouse that may cause a reaction (poison ivy). The majority of the plants are harmless and most are carefully chosen to be useful in some way. Any character with wilderness or botanical knowledge (druid, ranger, or herbalist) will find the room to be a treasure trove of medicinal and edible herbs. Less moral adventurers will find some nightshades and other botanicals used in poisons.

(Quantities and limitations at GM discretion)



5. Laboratory of Chaos

This large room has many work benches, distillers, strange apparatus, vials and jars containing mysterious substances.

Dominating the room on the southern wall is a large 30' arc with a 10' well at the center that has a heaving shifting mass of what can only be described as liquid shadow just below the lip. The liquid shadow is lightless and devoid of anything, but has the shifting surface of disturbed roiling soup.

Even though the liquid is lightless and void of any light, the entire well glows with a soft cool light that dimly illuminates the entire room.

The well is an open wound into the Chaos Void, created by the wizard Fosfeld in this domain.

The well has a small square impression just below the lip on the north side. The impression exactly matches the bottom of the pyramid of the Stone of Order. Placing the Stone of Order in the recess drops the level of the liquid shadow by 10' and seals the top of the portal with a pair of lead doors. After leaving the stone in the mechanism for 3 full turns, it can be removed without reactivating the doors.

Returning the stone to the mechanism after 3 turns will reactivate and open the portal. Complete destruction of the portal requires a lawful cleric of 8th level or higher and a complex ritual requiring the immersion of a lawful creature in the well.

As the party enters the room, 2 shadows immediately emerge from the well. There is a 30% chance that someone in the party will see the shadows slip from the void (one roll for entire party). If they are seen, the shadows may not surprise the party thereafter. If they emerge from the well unnoticed, a victim must roll an 18 or better on a d20 to notice the shadow prior to an initial attack.

It is the intent of the shadows to move around the outskirts of the room to gain surprise, then press the party toward the well where the drexol lurking there takes the form of shadow tentacles that grasp, then pull victims into the void to be devoured. The drexol does not emerge from the well and only exists within the Chaos Void. Full emergence of the drexol would overpower the party. The drexol also does not wish to chance direct conflict in the domain.

Shadow (2): HP 16 each (3d8+3); AC 12 (natural); Spd. 40'; STR 6(-2), DEX 14(+2), CON 13(+1), INT 6(-2), WIS 10(+0), CHA 8(-1); **Skills:** Stealth +4 (+6 in dim light or darkness); **Damage Vulnerabilities:** radiant; **Damage Resistances:** acid, cold, fire, lightning, thunder, and bludgeoning, piercing, and slashing from nonmagical attacks; **Damage Immunities:** necrotic, poison; **Condition Immunities:** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **Senses:** Darkvision 60', PP 10; **Traits:** The shadow can move through a space as narrow as 1" wide without squeezing. While in dim light or darkness, the shadow can take the Hide action as a bonus action. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws; **Attacks:** *Strength Drain:* +4, 5', 2d6+2 necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later. 100 XP each (CR ½)

Drexol Chaos Tentacles (4): HP 11 each (2d8+2); AC 12 (natural); Spd. 40'; STR: 5(-3) DEX: 17(+3) CON: 12(+1) INT: 16(+3) WIS: 13(+1) CHA: 14(+2); **Saving Throws:** Dex +5, Wis +3; **Skills:** Stealth +5; **Senses:** PP 11; **Traits:** The drexol has advantage on saving throws

against spells and other magical effects. **Attacks:** *Grapple:* The tentacles grapple with a Strength of 19 (+4). 100 XP each (CR ½)

Drexol chaos tentacles will not attack until a living creature is within 15' of the well. They can reach up to 20' from the well. They appear as giant 20' long cephalopod tentacles made up of shadow material that is completely void of light.

Victims attacked by drexol chaos tentacles suffer 1 – 2 points of Sanity damage as they get a glimpse into the Chaos Void when touched. Once pulled into the Chaos Void, the drexol will attempt to feed on the order and positive energy that makes up the victim.

The tentacles are an extension the drexol's chosen form, and it will attempt to form a mental link with 1d4 of the most intelligent creatures in the party (*see drexol description in setting guide*) as soon as the attack begins. There are no physical indications that an attempt to link is underway unless a victim succeeds in their saving throw. The full power of the drexol in this situation is retained within the Chaos Void on the opposite side of the well.

If the tentacles are defeated, the drexol is assumed to have left the domain and retreated deep into the Chaos Void.



Peering into the well reveals a dark swirling fluidic surface of shadows. Characters inspecting the well feel no water, and those submerging their heads beneath the shadowed surface of the fluid encounter no liquid. They see only a swirling void and are able to breathe normally.

Fully submerged characters, however, are transported to the Chaos Void if they do not succeed on a DC 12 Wisdom saving throw each round. Characters thus transported to the void are sundered at an atomic level 80% of the time by the drexol (no save is applicable).

15% of the time creatures thus submerged have their attitudes and emotions completely inverted and are then ejected from the well. Characters who survive in this fashion emerge with an alignment and personality opposite their original, no desire for adventure, and no discernible skills (and at GM discretion a hatred for their former friends). All other survivors of submersion drift aimlessly in the Chaos Void and may eventually be destroyed, rescued, or most likely, starve to death.

Hanging over the edge of the well from ropes or other means will result in the section of rope below the fluid being transported to the Chaos Void after 1 round. Hanging from a chain over the edge will result in the section below the fluidic level being transported after 3 rounds. Living tissue disrupting the surface of the Chaos Void without being dragged in by tentacles has a 5% chance per disturbance (touching with hands, feet, or other means) of summoning forth 1d2 shadows.

The dried empty husk of a wizard lies behind a workbench. His cloak remains a clean, crisp, deep blue. All flesh and bones of the mage are paper thin and crumble like white ashes to the touch.

A spell book remains intact under the body, the last page of which has a hastily scrawled note, *"I attempted to free my dearest Maggris and myself from this prison. Green, lush gardens still create a prison when one cannot wander where his heart would lead and sanity is stolen at each corner. The Stone of Order heals our minds, but only one at a time. We have watched one another spiral into madness many times while we take our turn with the stone. Now it is the key to this well, this new hell I have unleashed upon us, and I fear I may not close it in time. Should I die trying, the Stone of Order is the key my love, it will seal the well, but also seal our fate to this domain.*

Should I fall to the drexol, my dear beloved familiar Mittens will bring you the key to keep your mind complete.

"Pelton Fosfeld Spell Book (partially destroyed):

Level 1

Charm Person
Find Familiar
Floating Disk

Level 2

Arcane Lock
Continual Flame
Magic Mouth
Spider Climb

Level 3

Tiny Hut

Level 5

Wall of Stone

There are numerous material spell components available in the laboratory (up to a communal value of 1,500 GP). The following potions can also be found among other mundane vials of various liquids:

Diminution, Climbing, Plant Control, Healing (3), Flying

Fosfeld's robes – Robes of Protection +1. Maggris will recognize them as robes of her former lover and will lament seeing them on another, or mistake the wearer for her lover (depending on her Sanity when she encounters them).

6. Living Quarters

When this door swings open, it nearly falls off the rusted hinges with a loud squealing complaint. The room beyond was clearly living quarters with woven tapestries on the walls, a large oval rug, and a bed sized for a king.

All the textiles in the room are in decaying tatters, moldy, and falling apart. Some slight movement can be seen under the blankets of the bed.

There is a swarm of centipedes burrowing through the mattress fibers and behind the tapestries.

Swarm of Centipedes: HP 22 (5d8); AC 12 (natural); Spd. 20', climb 20'; STR 3(-2), DEX 13(+1), CON 10(+0), INT 1(-5), WIS 7(-2), CHA 1(-5); **Damage Resistances:** bludgeoning, piercing, slashing; **Condition Immunities:** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned; **Senses:** Blindsight 10', PP 8; **Traits:** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points. A creature reduced to 0 hit

points by the swarm is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned this way; **Attacks:** *Bite:* +3, 0', 4d4 piercing (or 2d4 when swarm has been reduced to half of its hit points). 100 XP (CR ½)

There is a small chest hidden under the bed. It has a small black marble where the lock would be. The marble is a magical lock that seals the chest unless the activation word "Maggris" is spoken aloud to it.

The chest can be opened if forced or if Dispel Magic is cast on the lock. 8 minutes after being forced, the marble will emit an ear piercing screech that lasts for ten minutes. All within 15' must succeed on a DC 13 Constitution saving throw or be stunned for 2d4 rounds and deaf for 60 minutes.

The lock cannot be picked by a rogue, but the trap can be detected through mundane means with a DC 15 Wisdom (Perception) check.

The chest contains 50 platinum pieces and a Ring of Health (adds a +2 to healing done by all Cure spells cast by wearer; requires attunement).

7. Guest Quarters

This room lies starkly empty. A small bed is situated in the northeast corner with a simple chair next to it. The textiles are in an advanced state of decay.

The room is as empty as it appears (adjustable by GM).

8. Privy

This is a privy with a deep pit beneath the seat. The wood that makes up the bench looks barely strong enough to hold itself up and is covered in moss and slugs.

The pit is 15' deep with muck and waste that is now 25 years old.

9. Tremendous Rat

This is the nest of the tremendous rat. Hay and brush have been pressed neatly against the walls in the northwest corner, forming a smooth insulated bowl that the creature is able to curl up within. Bones, debris, and other things the rat found useless are gathered and carefully arranged in the southeast corner of the room.

Should you decide to offer the party the easier encounter with the tremendous rat outside of Maggris' house, this chamber will be empty. If not, this is the home of

the beast and he will be nearing a berserk rage when the party approaches. The tremendous rat cannot be surprised as it is in tune with the domain and the Chaos Realm that has corrupted it.

If a battle breaks out in this area, the rat will screech for aid, summoning 2d4 berserker rats from areas 11 & 12.

Tremendous Berserker Rat (same creature from introduction encounter): **HP** 49 (4d10+12); **AC** 15 (natural); **Spd.** 35'; **STR** 19(+4), **DEX** 13(+1), **CON** 16(+3), **INT** 7(-2), **WIS** 13(+1), **CHA** 7(-2); **Senses:** Darkvision 60', PP 11; **Traits:** The rat has advantage on Wisdom (Perception) checks that rely on smell. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5' of the creature and isn't incapacitated. The rat cannot be communicated with, charmed, or normally affected by druidic powers or animal control spells. When an attack brings the rat to 0 hit points, the rat may attempt a DC 13 Constitution saving throw to be reduced to 1 hit point instead; **Attacks:** *Multiattack:* The rat makes two attacks, one with its bite and one with its claws. *Bite:* +5, 5', 1d8+4 piercing, and the target must make a DC 10 Constitution saving throw or be stricken with Sewer Plague. *Claws:* +5, 5', 2d6+4 slashing damage. 200 XP each (CR 1)

Giant Berserker Rat: **HP** 32, 28, 27, 23 (4d10+4); **AC** 13 (natural); **Spd.** 50'; **STR** 16(+3), **DEX** 13(+1), **CON** 13(+1), **INT** 7(-2), **WIS** 11(+0), **CHA** 8(-1); **Senses:** Darkvision 60', PP 10; **Traits:** The rat has advantage on Wisdom (Perception) checks that rely on smell. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5' of the creature and isn't incapacitated. The rat cannot be communicated with, charmed, or normally affected by druidic powers or animal control spells. When an attack brings the rat to 0 hit points, the rat may attempt a DC 15 Constitution saving throw to be reduced to 1 hit point instead; **Attacks:** *Bite:* +5, 5', 1d6+3 piercing, and the target must make a DC 10 Constitution saving throw or be stricken with Sewer Plague. 100 XP each (CR ½)

10. GM option

If you wish to expand this adventure to a wider range, or delve to deeper levels, this blank hallway is the perfect place to do so.

Most creatures in this dungeon have access to the outside world of the domain through area 1. The most likely appearing creatures would be insects and vermin affected by the tear in the Chaos Void at the well, but in no way does that limit the types of possible creatures in the hold.

The Chaos Void makes mundane creatures large, fierce, or even intelligent. Let loose and have a go at creating any wild thing you would like to try. This is the Lands of Lunacy and if you like, the Chaos Void can insulate your realm from this one, or it can link together in any way you desire. A portal in a barrel? A chest? A door? Will it link back home or to another domain within the Lands of Lunacy?

11 & 12 Rats!

These rooms are the lairs of huge berserker rats (see encounter 9). There were once dozens, if not hundreds, of regular rats here judging by the carcasses and skeletal remains.

Some deer and other small mammals have been dragged into the lair and partially consumed. The smell throughout these rooms is heavy with ammonia laden urine.

A small brood of 3 pink pups the size of guinea pigs begins whining and whimpering at your approach. Their eyes are just about to open. They have clearly been affected by the Chaos Void and are more than just giant rat pups.

Return to the Surface

With the tear in the domain secured at the well (or other conditions if you expand the adventure at area 10), the domain immediately begins to heal. A pulse echoes throughout the ten-mile area of the domain returning affected vermin and creatures to their former state. The land immediately begins to feel more insulated from the chaos beyond the barriers.

A few rats and mice scuttle about in the fall leaves on the journey back to Maggris' house. The fall air is brisk and chilling; snow will be arriving soon if this domain is anything like the one you call home.

When you approach the witch's house, Maggris is waiting at the gate anxiously shifting from one foot to the other. When she comes into sight, she drops to her knees at the gate visibly sobbing and wailing, you assume with relief.

At the Gate

When you approach the gate, Maggris looks up at you with a blood soaked face. She has chewed her ring finger to a bloody nub in a fit of insanity. Her eyes are wide as the bones of the digit crunch between her broken teeth.

"He'll not be able to marry me now will he?" she screeches.

"They fell the trees of sadness, while I drift asleep to madness."

Maggris repeats the rhyme and is incapable of coherent language. She seems to be hallucinating as she rambles nonsensically.

Maggris has lived for so many years under the protection of the Stone of Order, that she cannot maintain any semblance of sanity in the domain without it. She needs to be brought out of the domain and treated for Indeterminate Lingering Insanity or have the Stone of Order returned to her possession to cure her condition.

Returning Home

You wake from your trials to the sun on your face. You are in your own bed that lulled you to sleep before you were brought to the strange world.

You feel the pull on your mental faculties relax and the terrors that live in your own mind ease into the background of thought.

With this, the party finds themselves returned to their home world. If you choose, Maggris may be transported with them to begin life anew. Her sanity may be returned in the Prime Material Plane without the Stone of Order.

Keeping the Stone of Order may be a wise choice for adventuring heroes who never know when they will find themselves pulled to the Lands of Lunacy.

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"I hope gaming can bring us together as friends."
~Lloyd M

A woman in a dark, form-fitting outfit is running through a swirling, red, ethereal landscape. Her hair is flowing behind her. In the background, a large, dark, multi-masted sailing ship is visible, surrounded by many small, dark birds or creatures. The overall scene is surreal and dramatic, with a strong red color palette.

Welcome to the Lands of Lunacy setting, a universe created from chaos and consisting of limitless dimensions connected to limitless planes.

Herein, domineering lords rule domains interconnected by webs of lunar gates surrounded by the utter madness of the Chaos Void.

The price of entry may be your sanity, or even your life. The rewards are immeasurable, and every domain brings new possibilities, rewards, and challenges.

You may never be the same.

You may never return.