



Lunacy

The Moon has been murdered. The Magistocracy is crumbling.

Designed by Mitchell Gatt

Complexity Rating: ●●●

THE PITCH

Read this section to your players to introduce them to the Campaign.

It is an age where the Weave of Magic is a tidal force manipulated by the waxing and waning of the lunar phases. The Moon in her glory, has a dedicated coven of spellcasters known as the Lunari, whose moral loyalty and mental lucidity is tested when their beloved matriarch is murdered.

Father Earth grieves over the murder of his beloved and the world suffers his wrath; earthquakes, volcanic eruptions, tsunami, acidic rain. The world turns to the Lunari to still and stabilize these seismic stressors; but society soon learns that the Lunari, and all spellcasters, cannot in fact be relied upon for safety or sanctuary.

With the downfall of Mother Moon's influence, madness may claim those who channel and embrace the Weave. 'Lunacy' will deceive you of reality, question your morality and quicken your mortality. The protectors quickly become the persecutors and the persecuted.

You are completing a dangerous mission when the Great Shattering takes place. Grieving Mother Moon while fearing the wrath of Father Earth, you are compelled to return to the Lunari home, the Pearlescent Tower, only to find your coven crumbling into chaos.

Your world is breaking. Your coven is breaking. Your mind is breaking. Will you?

TONE & FEEL

Betrayal, Daunting, Foolish Optimism, Hopelessness, Sanctuary, Unity.

THEMES

Apocalyptic, Found Family, High Fantasy, Law vs Justice, Order vs Chaos, Political Intrigue.

TOUCHSTONES

The Wheel of Time, The Broken Earth Trilogy, Elden Ring

Artwork

The Prismatic Tower of Syl Cimura by Marianne Abby Bravo. Commissioned for use by Mitchell Gatt.

OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

Lunari

The Lunari are a coven of spellcasters lead by the **Ter'Lune** (the High Lunari), residing within the **Pearlescent Tower**. The Lunari have formed a Magistocracy; a society ruled by those gifted with magic and task themselves with the education, protection and flourishing of greater society.

During adolescence when proficiency for magic is discovered, the Lunari will divine the locations of talented progenies and send out a vassal to recruit prospective candidates as **Initiates**. Initiates continue their magical studies within the Pearlescent Tower until they undertake a lethal testing ritual known as the **Ecliptic**. Successful Initiates advance to the rank of Lunari and choose their **Quarter**, one of four factions that each contribute to the ongoing success of the Lunari with their own specialised ways.

The Four Quarters are known as: **Woe**, **Wax**, **Weal**, and **Wane**.

The Woe Lunari is represented by the New Moon; this Quarter is dedicated to liminal magic associated with the "Void" such as conjuration and divination.

The Wax Lunari is represented by the Waxing Moon; this Quarter is dedicated to primal magic associated with the "Body" such as evocation and transmutation.

The Weal Lunari is represented by the Full Moon; this Quarter is dedicated to divine magic associated with the 'Spirit' such as abjuration and necromancy.

The Wane Lunari is represented by the Waning Moon; this Quarter is dedicated to arcane magic associated with the 'Mind' such as enchantment and illusion.

Each Quarter votes on one member to represent their interests as the **Sa'Lune** (the Seated Lunari). Together the Ter'Lune and four Sa'Lune form an odd numbered council to determine rulings. When a Ter'Lune dies, they are often replaced by one of the Sa'Lune as voted for by the remaining council.

Orbitor

Orbitors are the protective bodyguards of the Lunari. They are named as such due to their nature of gravitating around their chosen Lunari and shielding them from danger.

Traditionally, one Lunari and one Orbitor will **Bond** together in service of one another, however there are numerous non-traditional dynamics such as one Orbitor between two Lunari or One Lunari between two Orbitors. While in **Far** range, those who

are Bonded share a psychic link that communicates emotions and physical sensations. This link is not telepathic.

The relationship between Lunari and Orbitor is typically platonic, though sexual and romantic inclinations are not unheard of.

Illumination

Lunari are charged with the protection of society. Those who would abuse their magical powers in ways that deliberately harm others are subjected to Illumination, a binding ritual that permanently removes the subject's ability to embrace the Weave and channel the magic required to cast spells.

The ritual requires at least four Lunari, one from each Quarter to participate. The severing of magic from the Body, Mind, Spirit and Void results in a blindingly bright spell, prompting the namesake, "Illumination". This brightness has been likened to that of a full moon, as such, 'weal' and 'weald' are colloquial references to the act of illumination.

As it stands, there is currently no means of reversing the effects of Illumination.

The Great Shattering

The Why and How of the Moon's shattering is still currently unknown, though the immediate consequences are disastrous.

- Gravitational Disruption causes frequent environmental catastrophes such as tidal waves, earthquakes and volcanic eruptions. Most coastal cities are wiped out and a significant portion of the world's population is killed in the aftermath of the Moon's death.
- As the Weave is a tidal force influenced by the Moon, it is also disrupted and tainted. Magic users who channel risk fracturing their sanity with a form of transient madness dubbed 'Lunacy'. Spellcasters in states of Lunacy are incredibly dangerous and often need to be Illuminated as a safeguard. As such, what remains of society has grown to mistrust Spellcasters.

Author's Note:

I acknowledge that several of the terms used such as "lunacy" and "madness" are loaded. This use is intentional and is informed by my own professional and lived experience with mental health illnesses. If you intend to use this campaign frame, please approach such content with respect.

COMMUNITIES

All communities are available.

ANCESTRIES

All ancestries are available as per the GM's discretion.

CLASSES

All classes are available, but some have unique aspects within this campaign. As needed, provide the following information to your players.

All Classes with the Spellcasting trait

When all of your Stress is marked, you gain the condition **Lunacy**. While you have this condition, whenever you roll with Fear on an offensive **action** roll, the GM may force you to instead choose a friendly target within range.

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

Power at a Price

Be prepared to bargain. You are powerful, but with greater power comes a greater cost. You cannot claim to value something if you are not willing to sacrifice for it. What are you prepared to pay?

Trauma as a Teacher

Learn from that which you have lost, for you will know loss. Do not allow yourself to be limited by your loss; let it shape and guide you as you move through an ever changing world.

Hope with all your Heart

Be the foolish optimist; allow your creativity to craft the cradle that soothes your sleep. If you have nothing to hope for and hold on with, choose to believe you do.

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

Morals as the Marauder

Our attitudes, values and belief systems are what draw us together and tear us apart. Even in a world of apocalyptic disaster, our humanity is still our greatest threat. Use these failings of mortality to wedge and weld the drama of your tales.

Planet as a Personality

The Life-Death Cycle is not limited to mortals; our planet is alive; it grows and decays, while responding to external stimuli. Use worldly Environments to personify and heighten the interpersonal conflicts of the table's drama by responding to strong emotional outbreaks.

DISTINCTIONS

Use this information to prepare your campaign.

Apocalyptic Approach

Without the Moon, the planet's gravitational stability has been unbalanced. Debris from the Moon's corpse will eventually rain down upon the world, but until then, society faces other natural disasters. Wax Lunari specialise in primal magic and are enlisted to mitigate the destruction of these hazards. Woe Lunari specialise in liminal magic; they are responsible for the safe transportation of any displaced populace as well as the divining of on-coming danger. The Wane Lunari specialise in arcane magic and prevent mass panic and subsequent chaos through the use of calming illusions and psychic mending. Weal Lunari specialise in divine magic and are deployed to heal the wounded and ward off the traumatized spirits of the dead.

Drying Wellspring

Scholars have noted that with each generation, there have been fewer and fewer who bear the gift of embracing the Weave and the ability to channel magic. It is estimated that roughly 1% of the global population can currently do so and this may likely continue to decline after the Great Shattering. Magic is rare and often feared by the general population. Intolerance and stigma accelerate with the epidemic of Lunacy.

Body, Mind, Spirit and Void

Magic is categorized into four identities, determined by the source of the magical effect: Body, Mind, Spirit and Void.

Magic that impacts the physical, material or 'Body' is referred to as 'Primal' magic. This is the magic of the elemental and natural world and is strongly associated with the Material Realm of Mortals. This magical sphere is preferred by the Wax Lunari.

The Wane Lunari specialise in psychic magic that influences the 'Mind', known as 'Arcane' magic. This is the magic of illusions, telepathy, enchantment and domination. Arcane magic has a strong tie to the Astral Realm of Dreams.

'Divine' magic is that of the Hallows Above and the Circles Below, which manipulate the soul or 'Spirit' and is favored by the Weal Lunari. It is used to channel protections against possession, ward off wandering wights and lay to rest those who seek revenge. Necromancy as an act to raise undead is a taboo amongst numerous cultures.

'Void' refers to the unknown; the space in-between, or 'the emptiness'. Associated with the Realms Beyond, Liminal magic is that which alters or interprets the continuum of space and time. Foresight, teleportation and chronomancy are examples of this classification and are favored by the Woe Lunari.

Inciting Incident

You can use the prompt below to start your campaign, or you create your own.

“Mother Moon, your ‘Grand Matriarch’ and ‘Mother of the Weave of Magic’ has been murdered. A week has passed since the Great Shattering, where you watched your Mother crumble from her throne in the sky. You’re returning home to the Pearlescent Tower after abandoning a mission. Your Mother’s death, and the instability of the world takes priority.”

- Have Players Identify the mission their party was tasked with. What are the possible consequences of this mission not being completed?
- Have Players discuss where they were when the Great Shattering occurred? What did they experience; detail the sensory anchors (sights, sounds, smells, feelings, tastes) your character experienced at the time. How have these anchors weighed down their emotional journey; do they carry them still?

*“The consequences of Her death are immediate. **Father Earth** is grieving; his wrath is a volcanic eruption, his woe are tidal waves, his anguish is a tremor that shakes quakes throughout the land.*

On your journey home, you’ve experienced His grief firsthand. You had another in your party who no longer rides with you.”

- Have the players name the deceased. Discuss their individual relationships with them.
- While their death was ultimately a consequence of calamity, perhaps Characters hold feelings of guilt or blame toward one another. Could this death have been avoided? Encourage a Player to make an accusation.

“You are a day’s travel from the Pearlescent Tower. The party has set up camp for the evening; Father Earth seems docile, for now. Tensions between your party are thick. The grief you hold for your Mother, for your companion, for the world, is drowning you in a combustible fuel; one little spark is all that is required to set these emotional flames alight.”

Consider a group Luck roll. The player who rolls the highest on their Fear die must narrate what minor incident happens within the camp that sets their character off into a discordant episode of emotional dysregulation. As the GM, make moves to incite interpersonal conflict. Encourage confrontation and reward Players who lean into the drama. At the height of tension, Father Earth will echo their emotional turmoil. The party will face off with a potentially lethal natural disaster. Consider a **Countdown** to emphasize that Father Earth cannot be conquered, but He must be escaped. Test the

Character’s relationships in the face of danger; encourage them to overcome their disputes for the greater goal of life. If they are unable to succeed in this challenge, these characters have little hope of uniting the Tower to save the world.

As the party draws closer to the Pearlescent Tower, they catch rumors of discord. The Ter’Lune has been dethroned by several of the Sa’Lune and the Tower divided between loyalists to either side.

- Some claim the Ter’Lune to be too incompetent to lead the Tower against the on-coming calamity.
- Some claim the Ter’Lune to have murdered a Lunari while affected by a strange madness that has been spreading since the Great Shattering, a madness they’ve dubbed ‘Lunacy’ as a consequence of Mother Moon’s murder.
- Some claim the Sa’Lune are revealing their true colors; power-hungry cut-throats who have capitalized on disaster for their own self-gain.
- The Ter’Lune has been reportedly imprisoned within the Ecliptic Cells alongside a loyalist Sa’Lune, the prisons designed to hold Spellcasters, where they are cut off from the Weave. Both are said to be held there until midday when a trial is to take place and they are likely to be Illuminated, if not executed.
- The Tower is divided between extremist loyalists of either faction and those who remain neutral. Whispers of a rescue attempt are said to be in the works.

Characters will be confronted and influenced by various loyalists; allow each individual Player to explore their Character’s allegiance. The Party does not need to align on their initial decision. Allow previous conflicts to heighten the division, while making subtle moves that ultimately bring the Party together.

Whether the Party assist a rescue attempt to reinstate the Ter’Lune or support the Sa’Lune in their coup is ultimately up to them; allow the narrative to flow and avoid assigning factions as “good” or “evil”; moral ambiguity will compel a cost, which in turn, will tell a greater tale.

Follow the narrative and allow the Players to impact the Tower’s future because regardless of their chosen path, the Tower must be united if there is any hope in stabilizing the breaking world.

Campaign Mechanics

The following mechanics are unique to this campaign. .

Link With Me

Willing Spellcasters within Close Range of one another can **Link** together to channel magic as a united force, strengthening their abilities. Each Spellcaster who wishes to join the Link must **spend two Hope**. While **Linked**, they are **Restrained** and **Vulnerable**. They gain a bonus to their Spellcasting rolls equal to the number of Spellcasters Linked together.

When another character you are Linked with is forced to mark a Stress, you can **spend a Hope** to mark that Stress instead of them.

The Linked condition ends on a character when they choose to end it, or they take Severe damage.

Lunacy

Applies to characters with the *Spellcasting* trait. When all of your Stress is marked, you gain the condition **Lunacy**. While you have this condition marked your perception of reality is distorted. Whenever you roll with Fear on an offensive **action** roll, the GM may force you to instead choose a friendly target within range.

Illumination

While one Spellcaster from each of the Lunari Quarters are Linked together, they can each spend 3 Hope (or Fear) to make a Spellcasting roll against a target within **Close** range. A Countdown Clock (4) begins after the first roll, and advancement is marked with each successful roll per Lunari Quarter. When the Clock is complete, the target becomes **Illuminated**. If the clock is incomplete when the scene ends, the effects end and the clock resets.

An Illuminated target is permanently cut off from the Weave and is unable to channel the magic required to cast spells. The affected character gains a Scar and if they are a PC, may choose to either rebuild or retire their character from play.

Orbital Bond

While within **Far** range of one another, a **Bonded** Lunari and Orbiter share a psychic link that confers emotions and physical sensations such as fear, joy, pain, wrath, pleasure. This link is not telepathic and does not permit communication.

SESSION ZERO QUESTIONS

Ask any of these questions to your players, or make your own.

- Why is the Pearlescent Tower named as such? Where is it located and what power does the host city hold in relation to other cities?
- Identify the Ter'Lune: Determine their ancestry, their pronouns, their community and their original Lunari Quarter: Woe, Wax, Weal or Wane.
- Determine your character's past relationship dynamic with the Ter'Lune. Roll your Duality dice. Hope: friendly and approving. Fear: awkward and tenuous. Critical: choose a very personal and extreme relationship as either a Confidant or an Enemy.
- Identify the Four Sa'Lune and assign them to their respective Quarter. What is their relationship like with the Ter'Lune?
- How do the various Lunari Quarters represent themselves? (uniforms, colour co-ordination, specific embellishments) example: Lunari Quarters may be represented through a ruffled collar. Weal Lunari wear a full collar, Wax Lunari wear a left-sided collar, Wane Lunari wear a right-sided collar and Woe Lunari do not wear a collar. Each represents their aspect of the Moon's phase.
- What Lunari Quarter does your character align themselves with? Why?
- Has your Character made an Orbital Bond with another? What were the circumstances leading to this union?

Sa'Lune (Ter'Lune)

Tier 2 Leader

A politically savvy spellcaster, protected by popularity.

Motives & Tactics: Serve and save face, plan ahead, overwhelm.

Difficulty: 14 **Thresholds:** 10/20 | **HP:** 6 | **Stress:** 6

ATK: +3 | **Scepter:** Close | 2d10+2 mag

Experience: Politician +3, Spellcraft +3

FEATURES:

Wards - Passive: The Sa'Lune is resistant to magic damage.

Command thy Coven - Action: Mark a Stress to spotlight 1d4 allies. Attacks they make while spotlighted in this way deal half damage, or full damage if you spend a Fear.

Arcane Artillery - Action: Spend a Fear to unleash a precise hail of magical blasts. All targets in the scene must make an Agility Reaction Roll. Targets who fail take 2d12 magic damage. Targets who succeed take half damage.

Link With Me - Reaction: When the Sa'Lune is reduced to 2 or fewer Hit Points, they Link with remaining ally Lunari in the scene, each becoming **Restrained** and **Vulnerable**. The Sa'Lune clears a number of Hit Points and Stress equal to the number of Linked Lunari, including themselves. The Sa'Lune also gain a bonus to their ATK equal to this number. If the Sa'Lune is forced to mark a Stress, they can choose to mark the Stress of a Linked Lunari instead.

Searing Glance - Reaction: When a PC within Close range makes a Presence Roll you can mark a Stress to cast a gaze toward the aftermath. On the target's failure, they must mark 2 Stress and are **Vulnerable** until the scene ends or they succeed on a social action against the Sa'Lune. On the target's success, they must mark a Stress.

Father Earth

Tier 1 Traversal

As Father Earth grieves the death of his beloved wife, Mother Moon, the world continues to break.

Impulses: Survive at all costs, Seek shelter and sanctuary.

Difficulty: 10

FEATURES:

Broken - Passive: Utilize this Environment whenever PCs are travelling in the open world or not within the safety of a magically-protected city.

Anxious - Passive: When attempting to rest in an area open to Father Earth, the GM gains 1 additional Fear.

Broken - Passive: For every PC that has no Hope marked, increase Father Earth's Difficulty by 1. If a PC has no Hope marked, reduce their Hope die to a d10.

Father Earth's Grief - Spend a Fear to inflict a natural hazard such as a tidal wave, an earthquake or a volcanic eruption. All PCs must succeed on an Agility or Strength Reaction Roll. Targets who fail are knocked down and moved up to Far range, take 1d20 physical damage, and must mark a Stress. Targets who succeed must mark a Stress.

How do the PCs try to weather the disaster? What approach do the characters take to find one another when their companions go hurtling away from the group?

Father Earth's Woe - Spend a Fear to conjure a noxious cloud of hazardous material such as acidic rain or molten ash. Activate the Countdown (Loop 6). When it triggers, all characters must make a Finesse or Instinct Reaction Roll. Targets who fail take 1d10+1 direct physical damage. Targets who succeed take half damage. Protective masks or clothes give advantage on the reaction roll. Tick the Countdown for every action roll that fails or rolls with fear that a PC makes to outrun or overcome Father Earth's Woe.