

# THE FLAME OF LUNACY

**T**HE FLAME OF LUNACY IS THE NAME given to a strange magical sickness or disease that spreads when one is subject to horrors beyond normal comprehension. Rather than normal madness or delirium, certain magical or aberrant phenomena can literally cause a magical infestation and infection of the mind that can result in a release of aberrant, psychic energy. This magical phenomena known as the Flame of Lunacy, is often cited when individuals witness events or monsters in Limbo, the Far Realm, or when faced with aberrations that go beyond the natural and planar order of the universe.

When a creature is subject to an effect that would impart the Flame of Lunacy, their lunacy deepens. This can happen occasionally when witnessing events or monsters that transcend mortal understanding, but this can also occur due to a spell or a magical effect; typically when a creature fails their saving throw by 5 or more.

When this occurs, if a creature is not currently affected by lunacy, it deepens their lunacy to the first stage; **Whispering Lunacy**. Although each stage of lunacy has an immediate effect, a creature is considered to be at their stage of lunacy until 10 minutes has passed, where all of their stages of lunacy fade.

This can be expedited with the casting of *Lesser Restoration*, as doing so will reduce a creature's lunacy by 1, and all of a creature's lunacy can be ameliorated with the casting of *Greater Restoration*. For example, if *Lesser Restoration* is casted on a creature affected by **Cacophonous Lunacy**, their lunacy is reduced by 1 and they are instead considered to be at the **Whispering Lunacy stage**, without suffering the effects of **Whispering Lunacy** once more.

When a creature is affected by **Whispering Lunacy**, and their lunacy deepens, it deepens into **Cacophonous Lunacy**. If a creature is affected by **Cacophonous Lunacy**, and their lunacy deepens, it deepens into **Screaming Lunacy**, where its effects trigger, and the creature is no longer under the effects of lunacy.



## WHISPERING LUNACY

The affected creature takes an additional 1d8 psychic damage.

## CACOPHONOUS LUNACY

The affected creature takes an additional 2d8 psychic damage and can only Move, take an Action, or take a Bonus action on its turn. This effect lasts until the end of the creature's next turn.

## SCREAMING LUNACY

The affected creature's mind temporarily shatters from the unknown horrors that assail them, producing a psychic eruption borne from their perceived reality shuddering and cracking. The affected creature is stunned until the start of their next turn, and each creature (including themselves) within 15 feet of them takes psychic damage equal to 3d8+ 2 times the creature's level or CR. The affected creature is then no longer under the effects of any lunacy, but any other creature that took damage from this eruption immediately suffers the effects of **Whispering Lunacy** or their lunacy deepens if they are already under the effects of **Whispering** or **Cacophonous Lunacy**.



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# FLAME OF LUNACY SPELLS

## SCORCHMARK OF LUNACY

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 40 feet

**Components:** V, S

**Duration:** 1 minute

You reach out and utter a whisper of the Flame of Lunacy in an attempt to leave its scorchmark on a target you can see within range. The creature must succeed on an Intelligence saving throw or take 1d6 fire damage, and for the next minute, the creature has a magical scorchmark of lunacy on their person. If the creature makes a saving throw to resist lunacy or a spell that would deepen their lunacy, as a reaction, you can force the mark to burn into their flesh, making the mark disappear, but imposing disadvantage on their saving throw.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6)

**Classes:** Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

## LASH OF LUNACY

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a shard of yellow flint)

**Duration:** Instantaneous

You ignite a brief lash of the Flame of Lunacy and whip it at a target you can see within range. The target makes an Intelligence saving throw, taking 1d6 fire and 2d6 psychic damage on a failure, halved on success. If a creature fails this saving throw by 5 or more, their lunacy deepens.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you target one additional creature within range for each slot level above 1st.

**Classes:** Bard, Cleric, Sorcerer, Warlock, Wizard



## BOLT OF MADNESS

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a shard of yellow amber)

**Duration:** Instantaneous

You extend your hand and release a flare of Flaming Lunacy at a target you can see within range. On hit, the target takes 2d6 fire damage and 2d6 psychic damage and their lunacy deepens.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the psychic damage increases by 1d6 for each slot level above 2nd.

**Classes:** Bard, Cleric, Sorcerer, Warlock, Wizard



## TOUCH OF LUNACY

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

You reach out and grasp a target, burning their consciousness with maddening flames. Make a melee spell attack. On hit, you deal 1d8 fire damage and 2d8 psychic damage and the target's lunacy deepens. If you critically hit a target with this spell, their lunacy deepens by 2.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the psychic damage increases by 1d8 for each slot level above 2nd.

**Classes:** Cleric, Paladin, Sorcerer, Warlock, Wizard

## FRENZIED PYRE

*2nd-level evocation*

**Casting Time:** 1 reaction

**Range:** 60 feet

**Components:** V, S, M (a shard of amber wrapped in kindling)

**Duration:** Instantaneous

When a creature you can see within range that has an Intelligence score of 8 or higher is reduced to 0 hit points, you can offer its corpse and consciousness as a pyre to the Flame of Lunacy. Your lunacy immediately deepens, and each creature within 30 feet of the body that can see the creature's body immolate must succeed on an Intelligence saving throw or have their lunacy deepen. The body is then scarred and cannot be brought back to life unless the spell *Remove Curse* is cast upon the body.

**Classes:** Cleric, Sorcerer, Warlock, Wizard

## EYES OF MADNESS

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (ointment for the eyes mixed with shards of amber worth at least 50gp)

**Duration:** Concentration, up to 1 minute

You allow yourself to become a conduit of the Flame of Lunacy and make a melee spell attack against a target you can touch. On hit, maddening flames sprout from your mouth and eyes and assaults the target as your grip unnaturally tightens around them. You are then grappling the target, and at the start of each of the target's turns, they must succeed on an Intelligence saving throw or take 4d6 fire damage and 4d6 psychic damage, halved on success. If the target fails this saving throw by 5 or more, their lunacy deepens.

While grappling a target in this way, you must have both of your hands gripping the target, otherwise the grapple ends.

The target can be pulled away or attempt to leave this grapple as an action by making a contested Strength (Athletics) check or Dexterity (Acrobatics) check versus your spellcasting ability check. If this grapple ends either by the target escaping or by some other means, this spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the psychic damage increases by 1d6 for each slot level above 3rd.

**Classes:** Bard, Cleric, Sorcerer, Warlock





## HOWL OF LUNACY

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self (30-foot-radius sphere)

**Components:** V

**Duration:** Instantaneous

You allow the Flame of Lunacy to wrap around your throat and deepen within you, letting it temporarily overtake you. Your lunacy deepens, but each creature within 30 feet of you that can hear you must succeed on an Intelligence saving throw or take 4d6 psychic damage and 4d6 fire damage, halved on a success. A creature who fails their saving throw also has their lunacy deepened. A creature who fails this saving throw by 5 or more has their lunacy deepened by two.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the psychic damage increases by 1d6 for each slot level above 3rd.

**Classes:** Bard, Cleric, Sorcerer, Warlock

## FLAME'S POSSESSION

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Self (30-foot-radius sphere)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You let the Flame of Lunacy overtake your body, where its roaring flames erupt from your eyes and mouth all around you. Immediately upon casting this spell your lunacy deepens (damage taken from your lunacy deepening cannot break your concentration upon casting this spell), and each creature of your choice within 30 feet of you must succeed on a Intelligence saving throw or take 3d8 fire damage and 3d8 psychic damage, halved on success.

On each of your turns after casting this spell, as an action, you can force each creature of your choice within 30 feet of you to make an Intelligence saving throw or take 3d8 fire damage and 3d8 psychic damage on a failure, halved on success. Creatures that are affected by lunacy have disadvantage on their saving throws made to resist this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the psychic damage increases by 1d8 for each slot level above 4th.

**Classes:** Cleric, Sorcerer, Warlock





## BLESSING OF MADNESS

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a shard of polished yellow amber)

**Duration:** 1 minute

You anoint your pupils with maddening flames and gain the following benefits until the spell ends.

- You are resistant to Psychic damage
- Any saving throw you make that would deepen your lunacy you have advantage on
- When a creature you can see within 120 feet of you takes damage from their lunacy deepening, they take an additional 2d8 psychic damage
- Whenever a creature you can see within 120 feet of you critically fails an attack roll, ability check, or saving throw, as a reaction you can deepen the creature's lunacy

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases to 10 minutes and when you cast this spell using a spell slot of 7th level or higher, the duration of the spell increases to 8 hours.

**Classes:** Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

## GLIMPSE OF LUNACY

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

You speak forbidden phrases that call the Flame of Lunacy directed at a target you can see within range. The target must succeed on an Intelligence saving throw or be assaulted with visions of the shape of the maddening flames, taking 4d6 psychic damage and 4d6 fire damage upon failure, or half as much damage on a successful save. On a failed save, at the start of each of the creature's turns for the spell's duration, they take 3d6 psychic damage and their lunacy deepens.

**Classes:** Bard, Cleric, Sorcerer, Warlock, Wizard





## SUMMON MANIFESTATION OF LUNACY

5th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (the mummified eye of a Lunatic encased in amber worth at least 500gp)

**Duration:** Concentration, up to 10 minutes

You call forth a minor Manifestation of Lunacy, which appears in an unoccupied space that you can see within range. This minor incarnation of the Flame of Lunacy uses the Manifestation of Lunacy stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Attack action and uses its move to attempt to kill the closest sentient enemy.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, use the higher level wherever the spell's level appears in the stat block.

**Classes:** Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

## MANIFESTATION OF LUNACY

Large Aberration (Primordial chaos), chaotic evil

**Armor Class** 12 + the level of the spell (natural armor)

**Hit Points** 50 + 10 for each spell level above 5th

**Speed** 0 ft., fly 50ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

**Damage Resistances** fire and psychic

**Condition Immunities** charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone

**Senses** blindsight 120ft. (can only sense sentient creatures), passive Perception 13

**Languages** Understands all languages but cannot speak

**Challenge** --- **Proficiency Bonus (PB)** equals your bonus

**Aura of Lunacy.** Each creature of your choice that starts their turn within 10 feet of the Manifestation must succeed on an Intelligence saving throw against your spell save DC or have their lunacy deepen.

**Form of Flame.** The Manifestation can move through solid objects and terrain as if it were difficult terrain, and sets flammable objects alight that are neither worn nor carried when it touches such objects. The Manifestation takes 5 (1d10) force damage if it ends its turn inside an object.

**Driven by the Mind.** The Manifestation has a blindsight that can only sense creatures who are sentient, which typically have an Intelligence score of 8 or higher.

### ACTIONS

**Multiattack.** The Manifestation makes a number of Flare attacks equal to half the spell's level (rounded down), and it uses Maddening Touch.

**Flare. Ranged Weapon Attack.** Spell attack modifier to hit, 60 ft., one target. *Hit:* 5 (1d10) + 4 + the spell's level fire damage.

**Maddening Touch.** The Manifestation reaches out and makes a *Melee Weapon Attack* against a target it can touch, using your spell attack modifier to hit. On hit, the target's lunacy deepens by 3.



## LUNATIC'S EMBRACE

*8th-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, M (two yellow amber eyes worth at least 10,000gp each)

**Duration:** 8 hours

You imbue a true vision of Lunacy into the material component used in the casting of this spell and temporarily replace your eyes with these amber eyes, that grant you the same function as your mortal eyes but allow you to better perceive the shape and color of the Flame of Lunacy. For the duration of the spell you gain the following benefits,

- You are resistant to psychic damage
- Whenever you are subject to an effect that would deepen your lunacy, your lunacy deepens regardless if you failed or succeeded on your saving throw
- You suffer no damage or negative effects from your lunacy deepening
- Whenever you are under the effects of **Whispering** or **Cacophonous Lunacy**, you have advantage on saving throws and attack rolls
- Whenever your lunacy deepens to **Screaming Lunacy**, you can choose which creatures take damage from your psychic eruption, and you gain 30 temporary hit points

If you cast this spell consecutively every 24 hours for 1 year, the effects of this spell become permanent and the amber eyes permanently replace your eyes.

**Classes:** Bard, Cleric, Sorcerer, Warlock, Wizard

## EXALTED LUNACY

*9th-level evocation*

**Casting Time:** 1 action

**Range:** Self (1,000-foot-radius sphere)

**Components:** V, S

**Duration:** Instantaneous

You have glimpsed the true shape and color of the Flame of Lunacy and you let it take over your being to become an avatar of its madness and brilliance to scorch the world before you. Each creature that can see you within 1,000 feet of you must succeed on an Intelligence saving throw. On a success, a creature takes 5d8 fire damage and 5d8 psychic damage. On a failure, a creature takes 10d8 psychic damage and 5d8 fire damage, and their lunacy deepens by 3. If a creature is reduced to 0 hit points by this spell or by their lunacy, they are instantly killed and their body is reduced to ash from the Flame of Lunacy, making it impossible to revive the creature short of a *Wish* spell.

**Classes:** Bard, Sorcerer, Warlock, Wizard





# THOSE TOUCHED BY LUNACY

## APPRENTICE OF LUNACY

Medium or small humanoid, chaotic evil

**Armor Class** 11 (14 with mage armor)

**Hit Points** 63 (12d8+9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	17 (+3)

**Skills** Insight +3, Intimidation +5

**Saving Throws** Wis +3, Cha +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common plus any two languages

**Challenge** 3 (700 XP)

**Proficiency Bonus (PB)** +2

### ACTIONS

**Spark of Lunacy.** Ranged Spell Attack: +5 to hit, 60 ft., one target. Hit: (7) 1d8+3 psychic damage and (4) 1d8 fire damage and the target's lunacy deepens.

**Spellcasting.** The Apprentice casts one of the following spells, requiring no materials components and using Charisma as the spellcasting ability (spell save DC 13):

**At will:** *guidance, mind sliver*

**1/day each:** *cause fear, tasha's hideous laughter, mage armor, crown of madness*

## DISCIPLE OF LUNACY

Medium or small humanoid, chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 104 (16d8+32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	13 (+1)	15 (+2)	19 (+4)

**Skills** Perception +5, Intimidation +7

**Saving Throws** Con +5, Wis +5, Cha +7

**Damage Resistances** psychic and fire

**Senses** darkvision 120ft., passive Perception 15

**Languages** Common plus any two languages

**Challenge** 7 (2,900XP)

**Proficiency Bonus (PB)** +3

**Inoculated to Insanity.** The Disciple is immune to the effects of lunacy and cannot have their lunacy deepened by any means

### ACTIONS

**Multiattack.** The Discipline makes two Maddening Hand attacks

**Maddening Hand.** Melee Spell Attack: +7 to hit, reach 30 ft., one target.

Hit: (13) 2d8+4 psychic damage and (4) 1d8 fire damage and the target's lunacy deepens.

**Spellcasting.** The Disciple casts one of the following spells, requiring no materials components and using Charisma as the spellcasting ability (spell save DC 15):

**At will:** *thaumaturgy, guidance, vicious mockery*

**2/day each:** *misty step, suggestion, mage armor*

**1/day each:** *compulsion*

### BONUS ACTIONS

**Howling Madness (Recharge 6).** The Disciple unleashes a maddening howl, and each creature of their choice that can hear the Disciple within 60 feet of them must succeed on a DC15 Intelligence saving throw. Upon failure, the target's lunacy deepens and they take 9 (2d8) psychic damage. If the target was already under the effects of Whispering or Cacophonous Lunacy, they instead take 18 (4d8) psychic damage and their lunacy deepens by 2.

### REACTIONS

**Ire of Lunacy.** When a creature the Disciple can see within 120 feet of them rolls a natural one on an attack roll, saving throw, or ability check, as a reaction they can force the creature to make a DC15 Intelligence saving throw. On a failure, the target's lunacy deepens.

**Lunatics of the Flame.** Although the Flame is feared for its unknown and destructive capabilities, there are those that seek to understand its horrors, and believe that they themselves can fully control the Flame of Lunacy. Such desires breed Lunatics or Cultists of the Flame.

**Seeking the Shape and Color of the Flame.** Such lunatics are often inoculated to lunacy, and seek to witness the true shape and color of the Flame of Lunacy, believing that this Flame is a God, greater than all others, and to understand its shape and color; is to give great power.





## EXALTED ONE OF THE FLAME

Medium or small humanoid, chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 150 (20d8+60)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	18 (+4)	20 (+5)	21 (+5)

**Skills** Arcana +9, Perception +15, Intimidation +10

**Saving Throws** Con +8, Int +9, Wis +10, Cha +10

**Damage Resistances** psychic and fire

**Condition Immunities** charmed, frightened

**Senses** truesight 60ft., passive Perception 25

**Languages** all

**Challenge** 15 (13,000XP)

**Proficiency Bonus (PB)** +5

**Inoculated to Insanity.** The Exalted One is immune to the effects of lunacy and cannot have their lunacy deepened by any means.

**Chosen by the Flame.** Whenever a creature starts their turn within 30 feet of the Exalted One they must succeed on a DC18 Intelligence saving throw or have their lunacy deepen.

**Legendary Resistance (3/day).** If the Exalted One fails a saving throw, they can choose to succeed instead.

### ACTIONS

**Multiattack.** The Exalted One makes three Touch of Madness attacks.

**Touch of Madness.** *Melee Spell Attack:* +10 to hit, reach 60 ft., one target. *Hit:* (15) 2d8+5 psychic damage and (9) 2d8 fire damage, the target's lunacy deepens, and the target is Scorchmarked for 1 minute. While Scorchmarked, whenever the target takes damage from their lunacy deepening, they take an additional 2d8 psychic damage.

**Unlock Gate of Lunacy (Recharge 5-6).** The Exalted One momentarily unlocks the barrier between ultimate lunacy and its true shape, and the current plane of existence at a point within 120 feet of them. Each creature of their choice in a 60-foot-radius sphere centered on this point must succeed on a DC20 Intelligence saving throw. On a success, a creature takes 18 (4d8) psychic damage and their lunacy deepens. On a failure, a creature takes 18 (4d8) psychic damage and their lunacy deepens by 3.

**Spellcasting.** The Exalted One casts one of the following spells, requiring no materials components and using Charisma as the spellcasting ability (spell save DC 20):

**2/day each:** *mage armor, dispel magic*

**1/day each:** *power word stun, mass suggestion*

**Teleport.** The Exalted One teleports, along with any equipment they are wearing or carrying, to an unoccupied space they can see within 60 feet of themselves.

### REACTIONS

**Silvery Barbs.** When the Exalted One sees a creature within 60 feet of them succeed on an attack roll, ability check, or saving throw, they can use their reaction to force the target to reroll the d20 and use the lower roll. Doing so also grants the Exalted One advantage on their next attack roll, ability check, and saving throw made within the next minute.

### LEGENDARY ACTIONS

The Exalted One can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Exalted One regains spent legendary actions at the start of its turn.

**Flaming Jaunt.** The Exalted One uses Teleport and immediately after they disappear, each creature within 30 feet of the space they left must succeed on a DC20 Dexterity saving throw or take 16 (3d10) fire damage.

**Spellcasting.** The Exalted One uses Spellcasting.

**Glimpse into the Flame of Lunacy (2 actions).** The Exalted One glares into the soul of a target they can see within 60 feet of them. The target must succeed on a DC20 Intelligence saving throw or have their lunacy deepen by 3, and take 18 (4d8) psychic damage. On a success, the target takes half damage and their lunacy is deepened by 1.





## SCORCHMARKED

Medium or small humanoid, chaotic evil

Armor Class 13

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus (PB) +2

**Maddened by Lunacy.** If the Scorchmarked's lunacy deepens to **Screaming Lunacy**, they instantly die and their remaining hit points are dealt as additional psychic damage in their psychic eruption.

### ACTIONS

**Claw.** *Melee Weapon Attack.* +5 to hit, reach 5ft., one target. *Hit:* 4 slashing damage and 3 (1d6) psychic damage.

**Maddening Scream (Recharge 5-6).** The Scorchmarked releases a maddening howl. The Scorchmarked's lunacy deepens and each creature within 20 feet of the Scorchmarked that can hear them must succeed on a DC12 Intelligence saving throw or have their lunacy deepen.

**Driven by the Flame.** Not all creatures who have been exposed to the Flame of Lunacy are as willing or fanatic enough to pursue and embrace it. Most humanoids instead are driven mad by the sight of it, the brief glimpse of its shape, color, and heat driving a humanoid to utter madness; lost within the flames.

**The Scorchmarked.** As such, those who have touched by the Flame of Lunacy are referred to as Scorchmarked, as such a harrowing sanity-shattering event often leaves physical manifestations across the flesh; akin to abnormal burn markings and melted flesh. These marks are said by fanatics to be signs of the coming flame, and those with them, are to be used as pawns by the Flame of Lunacy.

**Vulnerable and Volatile.** Because of the shattered minds of Scorchmarked, those who have witnessed the Flame do not come out unscathed, and have no semblance of their previous selves, and their mind is especially vulnerable to the Flame of Lunacy. Although their frantic clawing and grasping may not be the largest threat, one must be careful around the Scorchmarked as for them to descend into lunacy again, is a harrowing event for all of those around them, including themselves.

## FLAMETOUCHE BEAST

Large beast, chaotic evil

Armor Class 13 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	4 (-3)	11 (+0)	5 (-3)

Damage Resistances psychic

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 4 (1,100XP)

Proficiency Bonus (PB) +2

**Pounce.** If the Flametouched Beast moves at least 10 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. The Flametouched Beast can then use its bonus action to make a Maddening Bite attack against this target.

### ACTIONS

**Multiattack.** The Flametouched Beast makes two claw attacks and one Maddening Bite attack.

**Claw.** *Melee Weapon Attack.* +6 to hit, reach 5ft., one target. *Hit:* 8 (1d8+4) slashing damage.

**Maddening Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target of the Maddening Bite attack is prone, the target's lunacy deepens.

**Infected by the Flame.** Although the Flame of Lunacy exists within the minds that have self-awareness and consciousness, it can still be channeled like many magics. As such, there are cases where the Flame of Lunacy burns beasts and creatures of the woods; permanently scarring and changing them.

**A Sign of the Flame.** The ones who hunt Those Touched by Lunacy will often look into strange cases of beasts and animals that are acting abnormally aggressive and erratic, as Flametouched Beasts are often signs that there is a manifestation of the Flame of Lunacy nearby, or a collection of cultists attempting to summon one.



## KINDLING OF LUNACY

Small aberration (primordial chaos), chaotic evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	14 (+2)

**Damage Immunities** fire, psychic

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60ft., passive Perception 10

**Languages** -

**Challenge** 1/2 (100 XP)

**Proficiency Bonus (PB)** +2

**Planar Anomaly.** If the Kindling of Lunacy is targeted with the *Dispel Magic* or *Banishment* spell, they are instantly banished back to the Flame of Lunacy.

**Death Burst.** When the Kindling of Lunacy dies, it explodes in a burst of maddening flames. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw or take 3 (1d6) fire damage and have their lunacy deepen. On a success, they only take half as much damage and suffer no additional effects.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) fire damage plus 2 (1d4) psychic damage.

**Chaos Breath (Recharge 6).** The Kindling of Lunacy exhales a 15-foot cone of maddening flames. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. A creature who fails this saving throw by 5 or more also has their lunacy deepened.

**Lunacy Incarnate.** When madness takes hold of an individual, and they glimpse a fraction of the Flame of Lunacy; it is said that this begins the conception of a Kindling. Kindlings, Sparks, and then Pupils of Lunacy are quite literally the manifestations of pure madness and lunacy in a fiery forms.

**Aberrant Elementals.** Considered to be aberrations due to their aberrant nature that is not tied to anything related to the natural order, these aberrant creatures act more akin to elementals than anything else. Having little will, thought, or desires beyond existing and chasing down minds to fracture. Because of this, ones who hunt Those Touched by Lunacy do not need to worry about advanced tactics against such creatures; they simply exist to torch the minds of everything around them.

**Anomalies at their Core.** Such Kindlings and Sparks are minor manifestations of the Flame of Lunacy, and are considered reviled to the material plane, and as such, dispelling them and banishing them from the natural world is much easier; as they are a creature that disrupts the natural order of the multiverse.

## SPARK OF LUNACY

Large aberration (primordial chaos), chaotic evil

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	5 (-3)	14 (+2)	16 (+3)

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical attacks

**Damage Immunities** fire, psychic

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 120ft., passive Perception 12

**Languages** -

**Challenge** 5 (1,800 XP)

**Proficiency Bonus (PB)** +3

**Planar Anomaly.** If the Spark of Lunacy is targeted with the *Dispel Magic* spell, the Spark of Lunacy rolls a Charisma check contested by the spellcaster's ability check. If the spellcaster succeeds, the Spark of Lunacy is stunned until the end of their next turn. If the spellcaster succeeds by 5 or more, the Spark of Lunacy is instantly banished back to the Flame of Lunacy.

**Essence of Lunacy.** A creature who enters or starts its turn in the same space as the Spark of Lunacy must succeed on a DC15 Intelligence saving throw or take 10 (3d6) psychic damage and have their lunacy deepen.

**Flaming Form.** The Spark of Lunacy sheds a pallid yellow bright light in a 15-foot radius and dim light for an additional 15 feet and can enter a hostile creature's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Multiattack.** The Spark of Lunacy makes two Touch attacks.

**Touch.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) fire damage and 3 (1d6) psychic damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

**Products of Worship.** To Those Touched by Lunacy, these aberrations are the subject of worship, and many cultists seek to herald and conceive their existence through the continual shattering of minds and ritualistic sacrifices. Minor cults are able to birth Kindlings and sometimes even Sparks, but it is their ultimate goal to bring about a Pupil of Lunacy more than anything else.

**Eyes of Madness.** Pupils of Lunacy are the penultimate manifestation of madness; apt forms due to the fact that the Flame of Lunacy is only glimpsed from the sight of eldritch horrors and thusly the breaking of sanity. These dangerous aberrant abominations are said to be heralds of the apocalypses and dangerous entities that exude auras of madness and lunacy; known to drive entire provinces and civilizations mad.



## PUPIL OF LUNACY

*Huge aberration (primordial chaos), chaotic evil*

**Armor Class** 18

**Hit Points** 150 (12d12 + 72)

**Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	19 (+4)	14 (+2)	22 (+6)	22 (+6)

**Skills** Perception +11

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical attacks

**Damage Immunities** fire, psychic

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** truesight 120ft., passive Perception 21

**Languages** -

**Challenge** 14 (11,500 XP)

**Proficiency Bonus (PB)** +5

**Presence of Madness.** The Pupil of Madness sheds a pallid bright light akin to a burning yellow flame in a 15-foot radius and dim light for an additional 30 feet. A creature who starts their turn within 15 feet of the Pupil of Lunacy must succeed on a DC18 Intelligence saving throw or take 16 (3d10) psychic damage and have their lunacy deepen, only taking half damage on a success and no additional effects. A creature who is in the space of the Pupil of Lunacy has disadvantage on this saving throw, and if a creature fails this saving throw by 5 or more, their lunacy deepens by 2.

**Final Immolation.** When the Pupil of Lunacy is reduced to 0 hit points, it does not outright die. Instead, it burns even brighter, and at the start of its next turn, it will immolate and die. This immolation is a massive eruption of maddening flames, and each creature within 60 feet of the Pupil of Lunacy when it erupts must succeed on a DC18 Dexterity saving throw or take 27 (6d8) psychic damage, halved on a success. A creature who fails this saving throw by 5 or more has their lunacy deepened by 3.

**Flaming Form.** The Pupil of Lunacy can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Multiattack.** The Pupil of Lunacy uses Flare of Madness and Stare into Lunacy, if possible.

**Flare of Madness.** The Pupil of Lunacy flares in intensity and each creature of its choice that can see it within 60 feet of the Pupil must succeed on a DC18 Intelligence saving throw or take 10 (3d6) fire damage and 10 (3d6) psychic damage, and have their lunacy deepen, only taking half damage on a success and suffering no additional effects. A creature who fails this saving throw by 5 or more has their lunacy deepened by 2.

**Stare into Lunacy (Recharge 5-6).** The Pupil of Lunacy focuses its gaze towards one creature it can see within 60 feet of it. The target must succeed on a DC18 Intelligence saving throw or take 54 (12d8) psychic damage and have their lunacy deepen by 3. On a success, a creature only takes half damage and suffers no additional effects. If a creature fails this saving throw by 5 or more, the damage taken from **Whispering Lunacy** is doubled.





# OTHERWORLDLY PATRON: THE MIND'S FLAME

At one point the town had called him doctor and physician. However when the life of the librarian had faded under the scalpel of the doctor, he had seen what no one else could. The glimpse of a flame, just beneath the skull in the moments before death. The doctor had become obsessed, chasing the light and murmuring the secrets of the Flame of Lunacy. He took every patient that was terminal, and even those that were not, to find more glimpses of the light until one day he came out from his office, muscles atrophied on dried skin, scalpel in hand, flames behind his eyes, and with a grin and a knowledge of what was needed for ascension.

The Mind's Flame is an aspect of the Flame of

## MIND'S FLAME EXPANDED SPELL LIST

The Mind's Flame lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spell
1st	<i>Faerie fire, guiding bolt</i>
2nd	<i>Continual flame, moonbeam</i>
3rd	<i>Crusader's mantle, daylight</i>
4th	<i>Divination, wall of fire</i>
5th	<i>Dawn, hallow</i>

## LIGHT OF THE FLAME

### *1st-level Pact of The Mind's Flame feature*

Beginning at 1st level, you can manifest an interpretation of the Flame of Lunacy. As an action, you can produce a small flame in your hand. This flame produces 20 feet of bright light and 20 feet of dim light. This flame lasts for 1 hour, or until you create another flame or dismiss this flame as a bonus action.

Additionally, the light of lunacy can fill the minds of your enemies or allies with madness or bouts of enlightenment.

Lunacy, derivative of a conscious creature's intelligence and sanity; and it is often glimpsed on the edges of death and when sanity is lost.

Those who see glimpses of such light are either drawn to seek out the Flame of Lunacy or are granted a vision by this entity, who leads all to the understanding of what light and intelligence truly represent. A warlock who makes a pact with The Mind's Flame often has an obsession with intelligence, enlightenment, and the shedding of the mortal form to ascend to something greater.

Whenever a creature you can see fails a saving throw or misses an attack roll while within the bright or dim light of one of your warlock spells or warlock features, you can use your reaction to add a d4 to the attack roll or saving throw, potentially changing the result.

Furthermore, whenever a creature you can see succeeds on a saving throw or hits with an attack roll while within the bright or dim light of one of your warlock spells or warlock features, you can use your reaction to force the creature to make an Intelligence saving throw equal to your spell save DC. On a failure, they subtract a d4 from the attack roll or saving throw, potentially changing the result.

At 6th level, this d4 becomes a d6, and at 10th level, this d6 becomes a d10.

## ENLIGHTENED MADNESS

### *6th-level Pact of The Mind's Flame feature*

Beginning at 6th level, you have deepened your understanding of the Flame of Lunacy, and you feel its presence within your skull and brain as well as in the skulls of others, and if cultivated correctly, it can grant you otherworldly senses.

You can now see in darkness and magical dark-





ness as if it were bright light up to 300 feet away as your irises now behold a yellowish flame.

Furthermore, whenever a creature you can see within 60 feet of you has their lunacy deepened or critically fails an attack roll, saving throw, or ability check, you can use your reaction to deepen their depravity, forcing the creature to take psychic damage equal to your Warlock level, where you gain temporary hit points equal to the damage dealt.

You can use this feature an amount of times equal to your Proficiency bonus and regain all expended uses at the end of a long rest.

## THE MIND'S LIGHT

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### *10th-level Pact of The Mind's Flame feature*

Beginning at 10th level, you have discovered the rough shape of the Flame of Lunacy and it has granted you the secrets of intelligence, and you have begun to understand the truest form of enlightenment.

You are now resistant to psychic damage, any Warlock spell you cast that produces magical light can no longer be dispelled by magical darkness nor by the *Dispel Magic* spell.

Additionally, you can now see the glow of sentience and intelligence in all creatures by a special light in the skull. By observing an alive creature or a creature who has died in the past 10 minutes for 1 minute, you can determine their Intelligence score and become aware of the shape of insanity within their mind. If the creature is dead, you can quench their light as an action if you are aware of it. Doing so doubles the radius of all of your Warlock spells and features that produce light for 8 hours, and the creature can no longer be brought back to life except by means of a *Wish* spell.

## THE COLOR OF THE FLAME OF LUNACY

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### *14th-level Pact of The Mind's Flame feature*

Beginning at 14th level, you have glimpsed the true color of the Flame of Lunacy, and this revelation has cleansed the muddling of your inner sanity and light.

You now produce 5 feet of dim light, which originates from within your skull, and creatures who start their turn within light emitted by one of your Warlock features or spells gain temporary hit points equal to your Charisma modifier plus half your Proficiency bonus, or take radiant damage equal to your Charisma modifier plus half your Proficiency bonus.

## THE SHAPE OF THE FLAME OF LUNACY

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### *14th-level Pact of The Mind's Flame feature*

Beginning at 14th level, you have glimpsed the shape of the Flame of Lunacy, and doing so has granted you the ability to pluck at the sanity of others.

Whenever a creature fails a saving throw against one of your Warlock spells by 5 or more, you can force the creature's lunacy to deepen.

You can use this feature an amount of times equal to your Proficiency bonus and regain all expended uses at the end of a long rest.



# THE ACCURSED ARMORY OF LUNACY

## FLAME-TOUCHED WEAPON

*Weapon, Uncommon*

This weapon's blade or head holds faint scorchmarks and small bits of melted metal that echo the Flame of Lunacy that once cradled this weapon.

Whenever you critically strike a creature with this weapon, their lunacy deepens by 1.

## LUNATIC'S BLADE

*Scimitar, Uncommon*

This scimitar is shaped erratically, akin to a flame dancing upon a single curve, and is often used by Those Touched by Lunacy.

You gain a +1 bonus to attack rolls and damage rolls made with this scimitar, and the Lunatic's Blade has 3 charges and regains 1d4+1 charges at dawn.

**Kormos' Maddening Flames.** Before making an attack, you can expend 1 charge, and coat the Lunatic's Blade with maddening flames. The scimitar gains a reach of 15 feet for this attack, and on hit, deals an additional 1d6 fire damage and 1d6 psychic damage.

## SPEAR OF KORMOS

*Spear, Uncommon*

This simple looking spear has a tip that is halfway melted and scorchmarks can be found throughout its handle. This spear is a reliquary, holding the skin of Kormos, the Frenzied Saint, within its wraps, and as such, it is infused with lunacy.

You gain a +1 bonus to attack rolls and damage rolls made with this spear.

**Unleash Flames of Madness.** As an action, you can point the spear forward and twist it counter-clockwise, releasing a 30 foot cone of maddening flames. Each creature within this area must succeed on a DC14 Dexterity saving throw or take 2d6 psychic damage and 2d6 fire damage, halved on success. A creature who fails this saving throw by 5 or more has their lunacy deepened. Once you have used this property, it cannot be used again until the next dawn, or until a creature within 60 feet of you suffers from the effects of **Screaming Lunacy**.

## SPINE OF KORMOS

*Staff, Uncommon*

This staff is made of the vertebrae and spine of Kormos, the Frenzied Saint, topped with an open skull with crystallized yellow amber in the eyesockets.

You can use this Spine of Kormos as a spellcasting focus.

**Unleash Lunacy.** As an action, you can raise the staff to the sky and speak the command word, casting the spell *Flame's Possession* (DC14). Once you have used this property, you cannot use it again until the next dawn.

## TONGUE OF KORMOS

*Wondrous Item, Uncommon (requires attunement)*

This reliquary is the tongue of Kormos, the Frenzied Saint, encased in yellow resin that lies in a golden bauble at the center of a rusted necklace.

While attuned to the Tongue of Kormos, whenever a creature within 120 feet of has their lunacy deepened, you gain 10 temporary hit points, and the creature suffers an additional 1d8 psychic damage.

## CELEBRANT'S DAGGER

*Dagger, Rare (requires attunement)*

This dagger is made of crystallized yellow amber, and has a fingerbone of Kormos, the Frenzied Saint, stored within its center to empower this reliquary with the Flame of Lunacy.

You gain a +2 bonus to attack rolls and damage rolls made with this dagger, and when you critically strike a creature with this dagger, you deal an additional 1d8 psychic damage and the creature's lunacy deepens by 1.

**Seeker to Madness.** When attacking creatures that are under the effects of **Whispering Lunacy**, **Cacophonous Lunacy**, or stunned from **Screaming Lunacy** with this dagger, you gain the following benefits,

- You have advantage on all attack rolls
- When making ranged attacks, you do not suffer disadvantage from attacking at long range
- You critically strike on a roll of 19 or 20



## EYES OF KORMOS

*Wondrous Item, Rare (requires attunement)*

These two glass eyes hold crystallized yellow amber within them and are faintly warm to the touch. These were the replacement eyes of Kormos, the Frenzied Saint, who is said to have witnessed the true shape and color of the Flame of Lunacy and ascended.

As part of the attunement process, you must gouge out your eyes and replace them with the Eyes of Kormos. Once attuned to the Eyes of Kormos, you gain the following benefits.

**Sight Unseen.** You can see in darkness as if it were bright light out to 500 feet, and you gain True-sight out to 15 feet.

**Inoculated to Madness.** Your lunacy can never deepen to **Screaming Lunacy**, and instead whenever your lunacy deepens beyond **Cacophonous Lunacy**, you instead suffer the effects of **Cacophonous Lunacy** once more.

**Possession of the Mad.** As an action, you can cast either *Eyes of Madness* or *Flame's Possession* using the Eyes of Kormos (spell save DC15). Doing so causes your lunacy to deepen by 2.

## MACE OF LUNACY

*Mace, Rare*

This mace is made of jagged crystallized yellow amber with chips and pieces of Kormos' bones, the Frenzied Saint, trapped within.

You gain a +1 bonus to attack rolls and damage rolls made with this mace, and the Mace of Lunacy has 4 charges and regains 1d4+2 charges at dawn.

**Open Thy Eye.** Whenever you hit a creature with the Mace of Lunacy, you can expend a charge and force the creature to make a DC14 Intelligence saving throw. On a failure, their lunacy deepens. If a creature fails by 5 or more, they also take an additional 1d8 psychic damage.

**Open Thy Mind.** Whenever you hit a creature with the Mace of Lunacy, you can expend a charge and force the creature to make a DC14 Intelligence saving throw. On a failure, they are afflicted with the *Scorchmark of Lunacy* spell.

## TRAPPED FLAME OF LUNACY

*Wondrous Item, Rare (requires attunement)*

This crystallized yellow amber that sits in golden casing has a trapped, living manifestation of the Flame of Lunacy within it.

The Trapped Flame of Lunacy has 4 charges and regains 1d4+2 charges at dawn. While attuned to the Trapped Flame of Lunacy, you can use it as a spellcasting focus.

**Release.** Whenever deal fire or psychic damage with a spell, you can expend 2 charges to temporarily release the trapped flame within to deepen the lunacy of each creature you damaged with this spell.

## WHIP OF KORMOS

*Whip, Rare (requires attunement)*

This reliquary is made of the braided yellow hair of Kormos, the Frenzied Saint, with embedded spines of yellow crystallized amber.

Once attuned to the Whip of Kormos, the reach of the Whip is 15 feet, you gain a +2 bonus to attack rolls and damage rolls made with this weapon, and whenever you hit a creature with this weapon, you deal an additional 1d4 fire damage.

**Celebrant's Dance.** As an action you can perform the last dance of Kormos, whipping the Whip of Kormos around you. Each creature of your choice within 15 feet of you must succeed on a DC15 Dexterity saving throw or take 3d6 fire damage and 3d6 psychic damage, halved on a success. Once you have used this property, you cannot use it again until the next dawn or until a creature within 30 feet of you has their lunacy deepened to **Screaming Lunacy**.

## RUNE OF THE FLAME OF LUNACY

*Wondrous Item, Very rare*

This crystallized yellow amber has a jaggedly carved rune that was made by an Exalted One of the Flame of Lunacy before they perished upon seeing the true shape of the Flame of Lunacy.

If this rune is pressed on the head of an incapacitated Beast or Humanoid for 10 minutes, this rune will crumble and a scorchmark will burn into the creature. The creature must succeed on a DC20 Charisma saving throw. Upon failure, the creature permanently transforms into a *Scorchmarked* or *Flametouched Beast* that is permanently under the control of the creature who pressed the rune into the Beast or Humanoid.



## TEAR OF KORMOS

*Wondrous Item, Very rare (requires attunement)*

This crystalline yellow amber withholds the trapped tear of Kormos, the Frenzied Saint. This tear was said to be shed when Kormos ascended, upon witnessing the truest form and color of the Flame of Lunacy.

You can use the Tear of Kormos as a spellcasting focus, and while attuned to the Tear of Kormos, you gain a +1 bonus to your spell attack rolls and to your spell save DC. The Tear of Kormos has 6 charges, and regains 1d6 +3 charges at dawn.

**Siphon Madness.** Whenever a creature you can see within 120 feet of you has their lunacy deepen to **Screaming Lunacy**, as a reaction you expend a charge and roll a d4, regaining an expended spell slot with a level equal to 1 - the number rolled on the d4 (minimum 1).

**Empower Lunacy.** Whenever you cast a spell that can deepen a creature's lunacy, you can expend a charge to cast the spell as if it were one level higher.

**Unleash Lunacy.** As an action, you can raise the Tear of Kormos to the air and expend any amount of charges. It then releases an eruption of maddening energy, and each creature of your choice within 30 feet of you must succeed on a DC17 Intelligence saving throw or have their lunacy deepen by the amount of charges you expended, their lunacy only being deepened by half (rounded down) on a success. For every charge expended beyond the 3rd, as opposed to a creature's lunacy deepening more than 3, they take 1d10 additional psychic damage for each charge expended beyond the 3rd. Creatures who succeed on their saving throw take half of this damage as well.



## CHANGELOG

- Version 1.6
  - Added 12 magic items
  - Added ToC
  - Formatting changes
  - Changed named of Kindling of Lunacy to Manifestation of Lunacy
- Version 1.5
  - Added Warlock Otherworldly Patron: The Mind's Flame
- Version 1.4
  - Added Kindling, Spark, and Pupil of Lunacy
- Version 1.3
  - Added Scorchmarked and Flametouched Beast
- Version 1.2
  - Changed names of certain spells
  - Added Apprentice of Lunacy, Disciple of Lunacy, and Exalted One of the Flame stat blocks
- Version 1.1
  - Added art
  - Added Pyre of Lunacy, Eyes of Lunacy, Howl of Lunacy, Flame's Possession, Blessing of the Flame of Lunacy, Glimpse of Lunacy, Summon Kindling of Lunacy, Lunatic's Embrace, and Exalted Lunacy
- Version 1.0
  - Initial release

## MORE!

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This homebrew was made by KoatheDM, and you can find more homebrew content on [Patreon!](#) I also have an [Instagram](#) account, [Reddit](#) account where I post and tease other homebrew content by the name of KoatheDM, and a [Twitter](#) where I also tease upcoming content! Art by Warmtail and MoVille.

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