

D&D 5E LUNAR EXPEDITION

Rules Supplement

INTRODUCTION

Welcome to the most ambitious D&D campaign setting yet conceived! The Lunar Expedition setting combines classic fantasy with the harsh realities of lunar exploration. Magic and technology intertwine as adventurers explore the ancient mysteries of Earth's celestial companion.

ENVIRONMENTAL CONDITIONS

Lunar Gravity

- All creatures have a base walking speed increase of +10 feet.
- Jump distances are tripled.
- Carrying capacity is doubled.
- Thrown weapons and ranged attacks have triple the normal range.
- Damage from falling is reduced to 1d6 per 30 feet fallen.
- Acrobatics and Athletics checks related to jumping or moving heavy objects have advantage.

Vacuum of Space

- Characters without magical or technological protection begin suffocating immediately when exposed to vacuum.
- Characters can hold their breath for a number of minutes equal to 1 + their Constitution modifier (minimum 30 seconds).
- After this time, characters drop to 0 hit points and must make death saving throws.
- Exposure to vacuum causes 1d6 cold damage per round.
- Unprotected spellcasting in vacuum requires a Constitution saving throw (DC 15) or the spell fails.

Radiation

- The lunar surface has no protection from solar radiation.
- Characters without magical or technological protection must make a Constitution saving throw (DC 12) every 4 hours of exposure or gain one level of exhaustion.
- During solar flares (determined by the DM), the DC increases to 15 and checks are made every hour.

Lunar Dust

- Lunar dust is sharp, fine, and statically charged, clinging to everything.
- Armor and mechanical devices (including firearms if used) exposed to lunar dust require maintenance after each expedition.
- Without maintenance, armor provides -1 AC per expedition (cumulative) and mechanical devices have a cumulative 10% chance of malfunction per use.
- Breathing lunar dust requires a Constitution saving throw (DC 13) or gain the poisoned condition for 1d4 hours.

Extreme Temperature

- Lunar days (approximately 14 Earth days) reach up to 260°F (127°C).
- Lunar nights (approximately 14 Earth days) drop to -280°F (-173°C).
- Characters without protection take 1d10 fire or cold damage (as appropriate) per hour.

MAGIC MODIFICATIONS

Spellcasting

- Spells that create or manipulate air, water, or fire are cast with disadvantage on attack rolls or grant advantage on saving throws when cast in vacuum.
- Spells that create matter (like Create Food and Water) function normally.
- Teleportation spells must account for the moon's movement and require an Arcana check (DC 15) to avoid mishaps.
- Divination spells targeting Earth have their range reduced by half.

New Cantrip: Lunar Shield

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S
- **Duration:** Concentration, up to 1 hour

Creates a thin magical barrier that protects against vacuum and temperature extremes.
Provides no protection against physical damage.

New 1st-Level Spell: Adapt to Vacuum

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M (a small crystal bubble)
- **Duration:** 1 hour

Target creature can breathe normally in vacuum and is protected from extreme temperatures and radiation. Does not provide protection against physical attacks.

EQUIPMENT

Standard Lunar Kit (500 gp)

- Hermetically sealed armor modification
- Oxygen supply (8 hours)
- Thermal regulation system
- Radiation shielding
- Magnetic boots (prevent floating away unintentionally)

Selenite Crystal (250 gp)

- Can store one spell of 3rd level or lower
- When crushed, casts the stored spell with no components required

- Recharges during lunar eclipses

Lunar Rover (2,500 gp)

- Speed: 50 feet
- Capacity: 4 Medium creatures and 500 pounds of gear
- Oxygen supply for 24 hours
- Protection from environmental hazards

NEW BACKGROUNDS

Lunar Pioneer

- **Skill Proficiencies:** Survival, Investigation
- **Tool Proficiencies:** Navigator's tools, one type of artisan's tools
- **Equipment:** Lunar kit, selenite crystal, star chart, spyglass
- **Feature: Lunar Adaptation** - You've developed resistance to the moon's harsh conditions. You have advantage on Constitution saving throws related to vacuum exposure and radiation.

Selenomancer

- **Skill Proficiencies:** Arcana, Astronomy (Intelligence)
- **Tool Proficiencies:** Alchemist's supplies
- **Equipment:** Spellbook containing Lunar Shield and Adapt to Vacuum, lunar focus (arcane focus attuned to lunar magic), selenite crystal
- **Feature: Lunar Attunement** - While on the moon, you can add your proficiency bonus to spell damage rolls for spells that deal cold or radiant damage.

LUNAR MONSTERS

Moon Dust Elemental

- **Medium elemental, neutral**
- Sharp, swirling clouds of lunar dust that damage equipment and lungs
- Special attacks include "Dust Cloud" (area effect abrasion damage) and "Infiltrate" (bypassing armor)

Void Lurker

- **Large aberration, chaotic evil**
- Predators that hide in lunar shadows and hunt by sensing heat and movement
- Can survive in vacuum indefinitely
- Possess limited teleportation abilities

Ancient Lunar Guardian

- **Huge construct, lawful neutral**
- Created by a long-lost civilization that once inhabited the moon
- Protects ancient lunar temples and artifacts
- Immune to vacuum and radiation effects

LUNAR LOCATIONS

Mare Tranquillitatis (Sea of Tranquility)

- Site of the first human landing
- Now home to a sprawling magical-technological settlement
- Center of trade and exploration

Tycho Crater

- Massive impact crater with mysterious energy readings
- Home to an ancient temple dedicated to forgotten lunar deities
- Portal to the Far Realm appears during certain lunar phases

The Dark Side

- Never visible from Earth
- Strange magical properties enhance illusion and necromancy spells
- Home to isolated communities with unusual customs and technologies

ADVENTURE HOOKS

1. ****The Oxygen Thief**** - Someone or something is stealing oxygen supplies from Mare Tranquillitatis. The culprit must be found before the settlement's reserves run critically low.
2. ****Selenite Rush**** - A new vein of powerful selenite crystals has been discovered near Tycho Crater, prompting a dangerous race to claim the valuable resource.
3. ****The Forgotten Transmission**** - An ancient communication device activates, sending a message in an unknown language. The signal appears to originate from deep beneath the lunar surface.
4. ****Eclipse Gate**** - During a lunar eclipse, certain areas of the moon become gateways to other planes of existence. The party must navigate these temporary portals to retrieve a stolen artifact.
5. ****Lunar Lycanthropy**** - A new strain of lycanthropy has emerged on the moon, creating were-creatures that transform based on Earth's position rather than the lunar cycle. A cure must be found before the colony is overrun.

OPTIONAL RULE: LUNAR MADNESS

Characters who spend extended periods on the moon may experience psychological effects from isolation and the alien environment.

- After every 28 days on the moon, characters must make a Wisdom saving throw (DC 10 + number of months on the moon).

- Failure results in gaining a lunar quirk (roll on the Lunar Madness table).
- Quirks can be overcome with a successful Wisdom saving throw (DC 15) after spending at least 7 days on Earth.

LUNAR MADNESS TABLE (d10)

1. ****Earth Obsession**** - You spend at least 1 hour per day staring at Earth, making Wisdom saves with disadvantage during this time.
2. ****Dust Paranoia**** - You spend 1d4 hours per day cleaning equipment, even when unnecessary.
3. ****Vacuum Fear**** - You have disadvantage on ability checks when more than 100 feet from an oxygen source.
4. ****Solar Dependency**** - You gain the benefits of a short rest only when in direct sunlight.
5. ****Darkness Comfort**** - You have darkvision 60 feet but sensitivity to bright light.
6. ****Gravity Rejection**** - You have difficulty adjusting to gravity changes, requiring a DC 12 Dexterity save when moving between different gravity environments or fall prone.
7. ****Lunar Whispers**** - You believe the moon is speaking to you and frequently engage in one-sided conversations.
8. ****Time Distortion**** - You lose track of time, making it difficult to coordinate with others. -2 penalty to Initiative.
9. ****Space Euphoria**** - You experience moments of overwhelming joy when looking at the stars, becoming incapacitated for 1d4 rounds.
10. ****Tether Anxiety**** - You refuse to venture more than 30 feet from a physical tether or companion.

Remember, these rules are meant to enhance the unique lunar setting while maintaining the core D&D 5e experience. DMs should feel free to adjust these rules to suit their campaign and ensure that players are having fun in this exotic environment!