

MADNESS CHART

When you Recover from being KO'd with 0 Sanity, Heal 2D6 Wounds/Sanity (any mix) and roll once on the *Madness Chart* to see the long lasting effects. If you get a Madness that you already have, use the number above it on the chart (lower number).

D36 MADNESS (D6x10+D6)

11-12 Brain Dead

You are nothing but an empty shell now.
Your Hero is Dead.

13 Egomania

Do they even realize they're traveling with the Legend!?
You are unable to give or trade Gear or Side Bag Tokens with other Heroes.

14 Chronic Itching

They seem to come from everywhere, there's thousands of bugs and spider crawling about, it's downright sickening.
Whenever your roll a 1 to Move, you take 1 Hit.

15 Utter Despair

There's no sense continuing on, it's just going to get worse.
Whenever a **Hold Back the Darkness** roll is failed (including doubles that would fail), take D3 Sanity Damage (no Willpower saves).

16 Paranoia

Just act natural, don't let them know you're on to them...
Whenever you attempt to Scavenge or Explore a Doorway, roll a D6. On a 1, 2, or 3, you fail the action.

21 Sociopathy

No one sees the smile on your face as you descend further and further into Darkness.
You do not get Willpower saves from Corruption Hits.

22 The Shakes

Sometimes, it all just gets to be too much to handle.
Whenever you Scavenge, ignore the first 6 that you roll.

23 Schizophrenia

The talking Cactus is starting to get lippy with you.
Whenever you end your Move adjacent to another Hero, roll a D6. On a roll of 1 or 2, that Hero takes 2 Hits.

24 Hallucinations

What kind of dirty trick is this? This isn't a bag of gold, this is just a bag of horse shit!
Whenever you draw a Loot Card, roll a D6. On a 1, take 1 Sanity Damage instead (ignoring Willpower).

25 Obsession

Don't they know how much they mean to you?
Choose a Random Hero. From now on you are at -1 to any rolls you make if you are not adjacent to this Hero or at the same Location as this Hero (minimum of 1).

26 Claustrophobia

You're going to suffocate if you don't get some space!
Each turn you take 1 Horror Hit if you ever begin your Activation with less than 6 open, unoccupied spaces adjacent to you.

31 Traumatic Memory

I don't want to talk about it.
Until the start of your next Adventure, you take a Horror Hit whenever you would gain XP from any source.

32 Delusions

The Yellow Sign is everywhere and everything is infused with the Sign. He Who Shall Not Be Named approaches...
From now on, roll on this Madness Chart using D3x10+D3. This Madness is -1 to recover from using an Exorcism roll in Town.

33 Gender Identity Crisis

You were just a butterfly waiting to come out of your cocoon!
Flip your Character sheet over and use an opposite gender character model if available.

34 Flagellant

You deserve the pain, it is your burden to bear.
You begin each Mission in the Mines with an amount of Wounds equal to your Corruption points. If you were damaged before, add these on top of your previous Wounds.

35 Dark Temptation

The way it glows in the dark... You've stared into it for hours and still only catch quick glimpses of the power within.
When rolling for Dark Stone Corruption, you instead take 2 Corruption Hits when you roll a 1, 2, or 3.

36 Monsteromania

I just gotta kill them sumsvbitches.
Choose a Monster keyword [Void, Beast, Demon, or Undead]. You must attack Enemies with that keyword if they are in Range and Line of Sight of you during Activation.

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41 Monsterophobia

No! Not that! Anything but that, oh dear God, NOOOOO!!!

Choose a Monster keyword [Void, Beast, Demon, or Undead]. You take 1 Horror Hit if you start your Activation on the same Map Tile as Enemies with that keyword.

42 Guilty Conscience

Let's face it, we're the real monsters here...

You are at -1 to your Willpower rolls (*minimum of 1*).

43 Kleptomania

They probably weren't going to need that anyways.

When the Posse receives Loot, roll a D6. On 1 or 2, you may take a Loot card from another player. You gain 1 Corruption Point whenever this happens (*no Willpower save*).

44 Unquiet Mind

I'm only gonna get one shot at this, don't blow it... just a little bit more until... Hey! Is that a Squirrel?!

You are -1 to all Skill Test rolls (*minimum of 1*).

45 Nyctophobia

Why's it so dark here? Did you hear that?

You take 2D6 Horror Hits from *Voices in the Dark* and Light Sources only protect you when you are on the same Map Tile as it's holder.

46 Cowardice

Holy shit! We're not gonna fight that thing are we?!

You are unable to attack any Enemy who has more than twice your current remaining Health.

51 Slow-Witted

Gosh! Why's everyone gettin' their guns out?

You are -2 Initiative during the first round of any Fights (*minimum of 1*).

52 Addiction

This is the last time... I'll be better tomorrow and then I'll kick the habit. I swear it this time.

At the start of each Adventure, you must consume one Whiskey, Herb, Tonic, or Fungal Bloom Side Bag Token or you are at -1 to ALL rolls during the Adventure (*minimum of 1*).

53 Alcoholism

How many drinks to stop the pain?

You must use 2 Whiskey Tokens to get any Healing effect and you must use at least 1 Whiskey Token at the start of any Mission or else take D3 Horror Hits.

54 Antisociality

Fuck all these people.

While in Town, you are unable to visit the same Location on the same day as any other Heroes.

55 Faithlessness

What kind of loving god would stand by and let these horrors come to this world?

While in Town, you are unable to visit the Church.

56 Zealotry

Only the LORD can help the Righteous overcome the Evils of this land.

While in Town, your first Location you visit must always be at the Church, if one is available.

61 Obsessive Compulsion

...and rinse three times. Now scrub four times. Apply soap and wash. Then dry and repeat with bleach.

Whenever you enter Town, you can do nothing for your entire first day as you spend the day cleaning yourself.

62 Lecherous

Yea, they want some of what you got.

Opposite-gendered Heroes get -1 to their rolls when you are adjacent.

63 Plutomania

This has to be worth something, if it's not gold, it's useless.

Your possessions cannot be worth more than your Gold. If this happens, you must sell off your excess Items.

64 Berserker

Kill! Kill! Kill!

If you are not adjacent to an Enemy during Combat, you must always Move towards the closest Enemy every turn when possible.

65 Panic Attack

Deep breaths, just take some deep breaths. Serenity now. Serenity now. Serenity now...

No lasting long-term effects.

66 Apathy

You've stopped caring about mostly everything.

You are at +1 Max Grit.