

## Temporary Insanities

Temporary insanities are involuntary, natural reactions to true terror. Characters suffer temporary insanity when:

- They roll a natural 1 or 2 on their Saving Throw vs. Insanity.
- They gain 3 or more points of Insanity from a single failed Saving Throw.

**BLINDNESS:** The character suffers a traumatic psychosomatic event that causes him to lose his eyesight.

**CONFUSION:** The character's mind has closed down; he stands in dumb-founded incomprehension of his surroundings, unable to understand what is happening for the duration.

**DEAFNESS:** Unable to cope with his experience, the character's mind causes a psychosomatic loss of hearing.

**FAINTING:** Overcome by fear, the character mercifully faints into unconsciousness, only to awaken in 1d6+1 rounds.

**HALLUCINATIONS:** The character sees hallucinations of the creature or object which caused his bout of madness.

**HYSTERIA:** The character is stricken with a bout of madness that causes uncontrollable screaming, giggling, crying, and/or mumbling. He is incapacitated for the duration but can move at half-speed.

**INDECISION:** Terror locks the character's mind and he is unable to make decisions. He stands in shock and cannot flee nor fight.

**LIMB PARALYSIS:** For the duration of the madness, the character loses the use of two limbs that go numb with psychosomatic trauma.

**PANIC:** Instinct takes control of the character and he panics for 1d6+1 rounds. The form of panic should be appropriate to the situation - he runs at full speed away from a monster, he cowers in fear and stares at the tome he just read, etc.

**SHORT-TERM MEMORY LOSS:** The character blacks out for 1d3 rounds and forgets the previous 1d6x10 minutes.

**SPEECH LOSS:** The character is short of breath and cannot form meaningful words, simply mumbling incoherently for the duration.

**VIOLENT OUTBREAK:** The character succumbs to his “fight instinct” and attacks randomly any characters or objects he can reach. He gains a +1 bonus to attack, but his AC is penalized by 2. This is a blackout period which he cannot later recall.

## Permanent Insanities

Because psychological disorders are a common and serious part of our lives, *Eldritch Tales* does not trivialize these conditions. Rather than presenting a host of debilitating disorders, which would likely be difficult and even uncomfortable to play, what is presented here are symptoms, phobias, and certain conditions that can add an interesting dimension to the story.

When a player is not comfortable playing a particular Insanity, never force the issue. Allow him or her to choose another option, or simply allow for a phobia, fainting spells, or another relatively innocuous result.

Permanent insanities are role-playing based, meaning they affect the way a character behaves. These must be enforced by the referee. Some manifest at specific times, while others are ever-present. A few have mechanical game effects, but the referee is free to impose hindrances at inopportune times.

**ALTERNATE IDENTITY:** The character manifests a second identity to cope with his trauma and stress. The player and referee should work together to create the identity - name, personality, history, etc. - but he does not gain any abilities of a character class or occupation. When the character makes a Saving Throw vs. fear or insanity, or at any other time of high stress, the second identity may manifest. If this result is rolled multiple times, the character gains additional personalities.

**AMNESIA:** The character suffers a partial loss of memory and cannot recall experiences or facts learned within the past 2d12 months. If this result is rolled a second time, add 1d20 years of memory loss.

**ANXIETY:** The character becomes excessively worried about commonplace things and has trouble concentrating for long periods. She is always restless and expects the worst outcome.

**COMPULSION:** The character develops senseless repetitive behaviors and cannot break the cycle. Examples include gambling daily, eating any time food is nearby, performing unnecessary routines, or hoarding.

**EXPLOSIVE:** Intermittent outbursts of anger and violence become a common trait. The explosive outburst may be triggered by real, minor, or only perceived fears or slights and is always disproportionate in severity.

**FUGUE:** When the character must roll a Saving Throw vs. fear or insanity, he may become confused, suffering brief memory loss of his identity and purpose of his actions. The fugue lasts 1d6 days during which the character wanders aimlessly, before turning up at home or in some familiar place. They have no recollection of their travels.

**MANIA:** The character suffers periods of hyperactivity characterized by a heightened mood (either elated or irritated), increased self-importance, and a constant flow of ideas. The period typically lasts 1d6 days, during which the character feels little need for sleep. All actions taken during this time are penalized by -1.

**NIGHT TERRORS:** The character's sleep is interrupted by sudden and intense fear. The character appears awake, but this is not always the case, and may thrash violently. He rarely gets enough sleep and suffers from lethargy.

**TABLE 27: RANDOM INSANITIES**

<i>1d12</i>	Temporary	<i>1d12</i>	Permanent
1	Blindness	1	Alternate Identity
2	Confusion	2	Amnesia
3	Deafness	3	Anxiety
4	Fainting	4	Compulsion
5	Hallucinations	5	Explosive
6	Hysteria	6	Fugue
7	Indecision	7	Mania
8	Limb Paralysis	8	Night Terrors
9	Panic	9	Panic
10	Short-Term Memory Loss	10	Phobia
11	Speech Loss	11	Somnambulism
12	Violent Outbreak	12	Substance Abuse

**PANIC:** When the character makes a Saving Throw vs. fear or insanity, or during other stressful periods, he may be disabled by a numbing fear of imminent danger.

**PHOBIA:** The character develops a random phobia, roll on *Table 28: Phobias*.

**SOMNAMBULISM:** The character begins sleepwalking on a nightly basis, rarely getting enough rest. He sometimes awakes in strange locales.

**SUBSTANCE ABUSE:** The character turns to alcohol or narcotics to deal with her ongoing terror and may be hindered by inebriation.

**TABLE 28: PHOBIAS**

<i>1d20</i>	Phobia	Effect
1	Acrophobia	Fear of heights
2	Ailurophobia	Fear of cats
3	Astraphobia	Fear of lightning
4	Botanophobia	Fear of plants
5	Blennophobia	Fear of slime
6	Claustrophobia	Fear of enclosed spaces
7	Demonophobia	Fear of demons
8	Demophobia	Fear of crowds
9	Entomophobia	Fear of insects
10	Hematophobia	Fear of blood
11	Ichthyophobia	Fear of fish
12	Monophobia	Fear of being alone
13	Necrophobia	Fear of dead things
14	Nyctophobia	Fear of darkness
15	Ophidiophobia	Fear of snakes
16	Pediphobia	Fear of children
17	Scoleciphobia	Fear of worms
18	Spectrophobia	Fear of ghosts
19	Taphophobia	Fear of being buried alive
20	Thalassophobia	Fear of the sea