

# CALL of CTHULHU

HORROR ROLEPLAYING



## Haemaphobia

*"Blood! Blood everywhere!"*

You have a fear of blood. Seeing blood causes your heart rate and blood pressure to rise. Your mouth goes dry and you become dizzy.

There is a lot of blood (an accident, during a fight, or even witnessing a medical procedure) you are liable to become nauseated and experience fainting. You will most likely overreact to injuries affecting yourself and others, perceiving them as a threat and running away rather than offering help.

You are reluctant to seek medical treatment, leave a disaster scene, or hospital where there is a lot of blood.

Seeing blood causes an overwhelming reaction, leading to all actions while in a phobic state, including fleeing from it or fighting (if in combat, you will suffer one penalty die).

The Psychoanalysis skill allows you to reduce your stress so that you can overcome your fear of blood, have a blood sample taken, or receive First Aid.

## The Phobia Deck

## How to use the Phobia Deck

The Keeper may choose to present a player with a card from this deck when their investigator goes insane. The player receiving the card should apply its effects to their investigator immediately.

Keepers may select or chose a card randomly, although expect the unexpected if choosing randomly!

There are 4 types of cards within the Phobia Deck:

- **Bout of Madness – Real Time cards (8)**  
Present one of these cards to the player of an investigator who has just gone insane while in the company of other investigators, (see page 157 of the *Call of Cthulhu Rulebook*).
- **Bout of Madness – Summary cards (6)**  
Present one of these cards to the player of an investigator who has just gone insane who is not in the company of other investigators (*i.e.* they are alone or in the company of complete strangers), (see page 158 of the *Call of Cthulhu Rulebook*).
- **Phobia cards (16)**  
Present one of these cards to a player whose investigator has just gone insane. The pho

## How to use the Phobia Deck (Continued)

bia should be recorded in the investigator's backstory on their character sheet, (see page 159 of the *Call of Cthulhu Rulebook*).

- **Mania cards (16)**  
Present one of these cards to a player whose investigator has just gone insane. The mania should be recorded in the investigator's backstory on their character sheet, (see page 159 of the *Call of Cthulhu Rulebook*).

**Manias and Philias:** Characters with manias may exhibit extreme symptoms, changing the mania into a philia (effectively an intense and overwhelming love or intense desire for the focus of the mania). Such psychological metamorphosis may be instigated by the character's player or by the Keeper if the situation warrants it. Where applicable, suitable philias are suggested for extreme conditions.

Note that the types of phobias and manias described on these cards are not exhaustive. Many other types can be found on pages 160-161 of the *Call of Cthulhu Rulebook*.

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## Aboulomania

### Aboulomania

*"If I do that it's not going to work, but if I do this it'll be even worse!"*

You are prone to indecisiveness, unable to make a decision or agree a clear plan of action.

You suffer from mental anguish, fearing whatever decision you make will be bad—perhaps causing terrible things to happen to you and your friends. This paralysis by analysis causes you to over analyze every situation.

You'll tend to be constantly irritable or lost in thought, affecting your ability to function in social situations. More alarmingly, during episodes of combat your indecision can make matters even more life threatening.

When exposed to situations where you must make a decision, you have an overwhelming manic response and suffer from one penalty die on all skill rolls until the situation comes to a close or you are out of range of the stimulus. The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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**Acrophobia**

## **Acrophobia**

*"Don't look down!"*

You have a fear of heights. Exposure will cause you to panic. Palpitations, trembling, and anxiety are likely responses.

When high up, you become too agitated to be able to get yourself down safely, probably requiring assistance. Even the anticipation of a height, such as thinking about going up a tall building, can reduce you to a gibbering wreck.

Exposure to heights causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can handle the situation.

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**Agathomania**

## **Agathomania**

*"Here, let me do that for you."*

You suffer from pathological kindness. This mania exhibits as needing to perform acts of kindness, whether for a friend, stranger, or even an enemy.

You have a compulsive altruism, outwardly displaying a need for acceptance and recognition from others. Internally, you may feel remorse at not having done enough for others, or envy, as others seem to have recognition while your efforts go unnoticed.

Altruism can be taken to unhealthy extremes.

Doing too much for others can lead you to burn-out, as you think of others rather than yourself.

If you are prevented from performing acts of kindness you suffer from one penalty die on all skill rolls until your mania has been indulged, or you are out of range of the stimulus (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Aichmomania

### Aichmomania

*"You have to give me an injection? Great!"*

You have an obsession with sharp or pointed objects. Either you have an unhealthy affection for sharp things or you fear them.

Sharp objects can include knives, needles, forks, nails, pins, and so on.

You might have a compulsive desire to collect sharp things, perhaps stealing to enhance your collection. Alternatively, you may feel the morbid need to be pierced when you see a sharp object.

If you fear sharp things, you will do all you can to avoid them. Perhaps eating with blunt chopsticks rather than with a knife and fork. You might even overreact to being prodded with a finger.

In the presence of sharp objects you suffer from an overwhelming obsessive/compulsive response, receiving one penalty die on all skill rolls until the mania has been indulged, or you are out of range of the stimulus (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Amenomania

### Amenomania

*"We're all going to be eaten? Well, don't be so glum - look on the bright side!"*

You suffer from irrational cheerfulness. No matter what is happening around you, you can't help but be happy, optimistic, and exuberant.

Even in the face of certain death, terror, or unimaginable monsters from the outer void, you will delude yourself and see only nice things instead. Such pleasing delusions make you blind to threats and so you become rather foolhardy, reckless, and prone to causing great anxiety in those around you.

If anything or anyone prevents your cheerful demeanour you become extremely anxious and suffer from one penalty die on all skill rolls until your compulsion can be indulged (not applicable if in combat). To resist your delusion and see things for what they really are, you must make a Hard **Reality Check** roll (Hard **Sanity** roll). The Keeper may alter the level of difficulty depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Amnesia

### Amnesia

*Bout of Madness—Summary*

*“Who am I?”*

You awake and, as you come to your senses, you find yourself in an unfamiliar place.

As you take stock of your surroundings, you realize that eight hours have passed that you cannot account for. You have no memory of how you came to be here. Even more shockingly, you can’t seem to remember who you are!

All you know is that you are covered in cuts and bruises and there is dried blood on your clothes.

1D10 hours later (or as the Keeper judges appropriate), your memory slowly begins to return.

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## Amnesia

### Amnesia

*Bout of Madness—Real Time*

*“Where? What? How?”*

You have no memory of the events that have taken place in last six hours.

You have no explanation for how you came to be in this place and why you are here.

The amnesia lasts for 1D10 rounds.

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## Arachnophobia

*"Cobwebs...! Cobwebs everywhere!"*

You have an irrational fear of spiders. You feel uneasy in any place that could harbor these eight-legged nightmares. Just seeing cobwebs will be enough to make you start sweating and your heart beating faster. If a spider suddenly touches you or is at least in very close proximity, you are liable to scream, have trouble breathing, and fear that the spider will hurt or kill you.

In extreme cases even a picture of a spider is enough to set you off.

Exposure to spiders and the signs of spiders causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can bear to be around the spider (or potential presence of spiders) for a short time.

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## Arithmomania

*"Numbers! Numbers everywhere!"*

You have an obsessive preoccupation with numbers.

In stressful situations you have the compulsion to count things. This could be certain actions (counting your fingers), or objects in your surroundings (flights of stairs, buttons on a keyboard).

Before you read, you might be compelled to count the number of letters in the words before comprehending them. You may count the number of steps it takes to reach your destination.

Often you feel it necessary to perform an action a certain number of times to prevent imagined calamities, such as only being able to use a weapon if you have cleaned it three times, and so on.

If anything prevents your counting you become anxious and suffer from one penalty die on all skill rolls until your mania can be indulged, or you are out of range of the stimulus (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Battered

### Battered

*Bout of Madness—Summary*

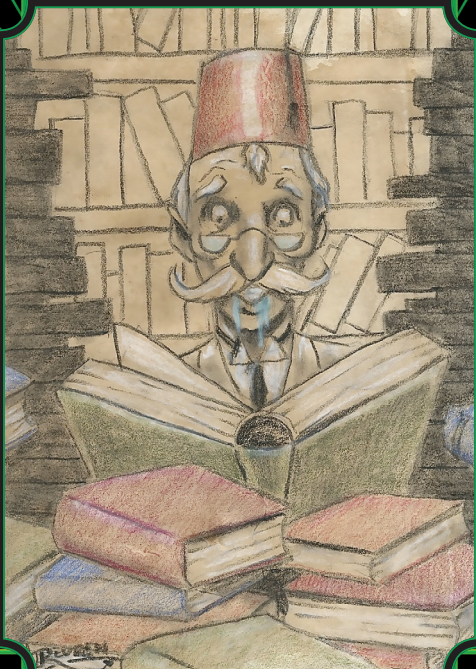
*“Ouch!”*

Ten hours have passed. You wake up to find yourself in a ditch or gutter. Your body aches as if you have spent five rounds being punched by a professional boxer. As you slowly stand up, you realize that your body is battered and bruised – someone has “done you over” good and proper. Your lips are swollen and you have a smashing black eye.

Even worse, any valuable items or money are gone, presumably stolen by your mysterious attacker, whom you have no memory of. If you were carrying a **Treasured Possession** (per your investigator’s backstory), make a **Luck** roll to see if it was also stolen.

Reduce your current Hit Points by half (though this does not cause a Major wound).

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## Bibliomania

### Bibliomania

*“Lovely books. I want them all!”*

You have an unhealthy obsession with books: a form of obsessive-compulsive disorder which involves collecting as many books as you can.

Perhaps one book is the object of your compulsion, or it’s simply all books. Some strange compulsion makes you want them. Your compulsion to horde books most likely includes buying beyond your means and stealing.

At times of stress you want to surround yourself with your books, perhaps frantically reading or obsessively counting the number of volumes you own. Your mania will affect your relationship to the world and others.

If anything prevents you from pursuing your mania or if someone removes your books, you get anxious and suffer from one penalty die on all skill rolls until your mania can be indulged (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Bibliophobia

*"Take that thing away from me!"*

You have a fear of books. Being forced to hold or read from books will make you shake, sweat, and cry.

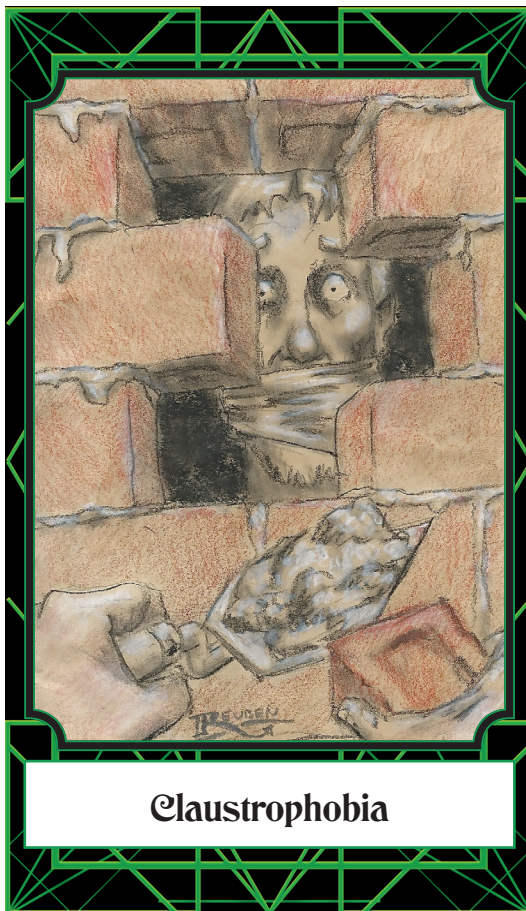
It could be the books themselves (the crisp paper, the leather bindings) or what they contain that you most fear. Perhaps it is the act of reading, of learning new and terrible things, that sets you on edge.

You will avoid reading and libraries are simply a no-go area for you. While you might be able to enter a room with a bookshelf (and quickly leave!), the thought of being asked to handle a book or worse, read from it, will send your pulse racing and fill your heart with dread.

Exposure to books causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can quickly look through a book, read a short section, or perhaps pass the book to another person.

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## Claustrophobia

*"Please don't make me go in the creepy, dark cellar..."*

You have a fear of confined spaces. It might be the thought of being closed-in with little chance of escape or the thought of what might happen to you if you become trapped – perhaps you'll suffocate or something dark and terrible will eat you?

You will be resistant to entering small spaces, like cellars, caves, or elevators. If you find yourself in a confined area, such as a small room without windows or a locked car, you will begin to panic, sweat, and have the sense that something is smothering you. During bad episodes you may feel compelled to remove your clothes in order to regain some semblance of freedom.

Exposure to confined spaces causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can perhaps pass through the area, or calm you enough to get out.

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## Coloromania

### Coloromania

*“Yellow! Yellow everywhere!”*

You have an obsession with a specific color. Decide whether you have an unhealthy like or fear of it.

Colors are known to evoke psychological effects, for instance, calming greens and passionate reds. Such thoughts cause you to have unwelcome ideas or urges, making you very anxious or serene depending on whether you loathe or love the color.

You will find interactions difficult with people wearing that color and avoid places exhibiting the color (or lack of it).

When confronted with the color you fear, or if there is an absence of your preferred color, you will become extremely anxious and suffer from one penalty die on all skill rolls (not applicable if in combat), until you are away from the stimulus, or can fully indulge yourself (covering yourself in paint as an example). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Compelled by Belief

### Compelled by Belief

*Bout of Madness—Real Time*

*“Listen to me!”*

What has just happened has hit you like a thunderbolt and you have a sudden insight that massively confirms one of your held beliefs or ideology. This insight causes you to take your ideology or belief to an extreme, crazed, and demented level far beyond the norm. Immediately act upon this accordingly.

*The Keeper should review the investigator’s backstory entry for **Ideology/Beliefs**. The investigator is consumed by the most appropriate of these, which manifests in a hugely exaggerated way. If the entry on the sheet is blank, the Keeper is free to choose something suitable.*

You come to your senses and calm down after 1D10 rounds.

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**Demophobia**

## Demophobia

*"They're all watching me..."*

You have a fear of crowds. You will avoid large groups of people, whether this is a sporting event, busy high street, or church congregation. Perhaps it is the thought of becoming trapped, or because all those people out there are against you, waiting for you—they know your secrets and they will turn on you given half a chance.

You can become paralyzed with fear by just the thought of finding yourself in a busy place full of people. Turning a corner to find yourself in a crowd, you sweat, shake, and your mouth goes dry. Every fibre of your being is telling you to flee and if you cannot do so, then you crumple and fall to the floor, violently shaking.

Exposure to crowds causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can quickly move through a crowd.

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**Eisoptrophobia**

## Eisoptrophobia

*"Don't look in the mirror! It'll steal your soul!"*

You have an abnormal fear of mirrors. Perhaps the silvery surface hides a sinister evil that knows your secrets and will tell you to do bad things? Perhaps seeing your own image reflects all of the horrible things you have done? What if something lives in the mirror and is waiting for you...

Mirrors are often associated with bad luck—if you go near one you could break it and bring all that bad luck upon your head. When you pass a mirror, you might notice something watching you.

You will avoid handling mirrors and you will do everything in your power to resist looking in a mirror. However, if forced to look, you are filled with absolute terror, your heart rate rises and your body trembles until you suddenly faint and collapse to the floor.

Exposure to mirrors causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can handle a mirror, or take a quick glance in one.

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## Epistemomania

*"I must learn everything I can!"*

You have an unnatural compulsion for acquiring knowledge. This could manifest in a number of ways: from pouring over books, checking statistics in your notebook, to relentlessly asking questions of learned people.

You will feel guilt or anger if you are not learning something. Perhaps you despair or get agitated when important information is lost. You will go out of your way to acquire learning; stealing or putting yourself in danger to satisfy your compulsion.

In times of stress you may become obsessed with certain facts; endlessly repeating phrases or scribbling notes from memory before you can act.

If anything prevents you from following your mania you become extremely anxious and suffer from one penalty die on all skill rolls until your compulsion can be indulged, or you are out of range of the stimulus (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Faint

*Bout of Madness—Real Time*

*"I can't take it anymore!"*

It is all too much to take, your senses overload and you fall in to a faint, submitting to the darkness of oblivion and ignorance.

You immediately fall prone and become unconscious.

Nothing can rouse you for 1D10 rounds, after which you regain consciousness with no memory of why you fainted.

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## Find a Friend

### Find a Friend

*Bout of Madness—Summary*

*“Where are you?!”*

Why are you here? Shouting out the name of someone you know? People are staring at you and you have no idea how you came to be here and why you are in such a desperate need to get to this person. Depending on where that person resides, you could be a very long way from home...

*The Keeper should review the investigator’s backstory entry for **Significant People** and choose one of these. If the entry on the sheet is blank, the Keeper is free to choose someone suitable.*

*The investigator has been compelled to find and get to that person by all means necessary. Roll 1D10 to determine how many hours have been spent traveling to find the significant person.*

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## Flee in Panic

### Flee in Panic

*Bout of Madness—Real Time*

*“RUN! RUN FOR YOUR LIVES!”*

You are compelled to get as far away as possible from your current predicament. Use whatever means are available to you, even if it means throwing others in front of you and leaving everyone else behind.

You run and keep on running for 1D10 rounds, and then fall to floor exhausted. Make a Hard **CON** roll, failure indicates that you pass out.

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## Haemaphobia

*"Blood! Blood everywhere!"*

You have a fear of blood. Seeing blood causes your heart rate and blood pressure to rise. Your mouth goes dry and you become dizzy.

If there is a lot of blood (an accident, during a fight, or even witnessing a medical procedure) you are liable to become nauseated and experience fainting. You will most likely overreact to minor injuries affecting yourself and others, perhaps running away rather than offering help.

You will be reluctant to seek medical treatment, enter a disaster scene, or hospital where there is a risk of seeing blood.

Exposure to blood causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can handle the sight of blood, have a blood sample taken, or administer First Aid.

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## Homichlophobia

*"Close the curtains! The things in the fog will see you!"*

You have an abnormal fear of fog and humidity. Fog is the perfect cover for the very worst of crimes (just think of Jack the Ripper); it hides things and you never know who could be out there, just inches away from you, ready to strike.

You might get lost forever and never find your way home, or some damp monstrous hand could appear from nowhere to steal your life.

Being inside with plenty of light is much preferable to going outside into the fog. If forced to do so, you will feel anxiety, shortness of breath, nausea, and sweats. If alone or forced to spend any serious length of time in foggy conditions, you are liable to shake, be unable to articulate words or sentences, and most likely pass-out.

Exposure to fog or humidity causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can bear to move quickly through a patch of fog.

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## Hydrophobia

*"Save me from this watery hell!"*

You have an abnormal fear of water. Whether it is the ocean, a river, or even a bathtub, you are filled with dread at thought of immersing yourself in the slick, bubbling, and ever-moving liquid.

You will avoid swimming and if unexpectedly pushed into a body of water you will experience a violent physical reaction—shaking, trembling, and flailing about. You are liable to drown as you grow more panicked, unable to make your body swim to safety, unless someone can help you.

In extreme cases, even drinking water can be a frightful experience, bringing on sweats and an increased heart rate.

Exposure to water causes an overwhelming response and all actions whilst in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can pass through a body of water, take a bath, and so on.

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## Hysterical

*Bout of Madness—Real Time*

*"The angles! That noise! It's coming!"*

Whatever you have seen, heard, or understood is too much for your limited human brain to take. You immediately become hysterical and can do nothing other than give in to madness—roll 1D4 to determine the nature of your crazed behaviour:

- 1: It's so funny—the big joke is on you, and you can't stop laughing manically.
- 2: You've failed—everything has come to naught, and you can't stop weeping and crying.
- 3: The horror—nothing has prepared you for this, and you can't stop screaming.
- 4: It's in you!—"something" has infected you and you must get it out; remove the thing inside you (cutting off the offending limb, performing immediate surgery, or drinking alcohol, bleach, or whatever's at hand to cleanse your system).

The hysteria lasts for 1D10 rounds.

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## Institutionalized

### *Bout of Madness - Summary*

*"Let me out!"*

You come to their senses and realize there are restraints on your wrists. You appear to be alone in some sort of room. There are no windows. The door has a small opening covered in stout iron bars.

"Let me out!" You hear yourself shouting; it sounds like the raving of a mad man. Slowly calmness descends and you fall quiet. You begin to recall the events that led you here. There's a sound of a door opening and someone saying, "Are we feeling better now?"

*Depending the circumstances of the event leading to the investigator's bout of insanity, the Keeper should decide whether the investigator wakes up in a police cell, hospital bed, or asylum ward.*

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## Kleptomania

*"It must be mine."*

You have an irrational compulsion for stealing. This is an impulse-control disorder that means you have an inability to refrain from the urge to steal items for reasons other than personal use or financial gain.

Your compulsion could be for specific items or just anything at all, including things like paper clips, pens, flowers, spoons, pencils, or ashtrays.

You are highly likely to show signs of stress, including restlessness and anxiety, before stealing and then feel a release of pressure following the theft. However, soon feelings of guilt emerge and you may wish to confess your crimes to others.

If anything or anyone prevents you from stealing, you become extremely anxious and suffer from one penalty die on all skill rolls until your mania can be indulged (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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**Ligyromania**

## Ligyromania

*“BANG!”*

You have an uncontrollable compulsion to make loud noises, especially at inappropriate times, such as when everyone is trying to be quiet in a theatre or when sneaking through some cult's lair.

Most likely you will favour one or two signature noises, or perhaps you make a range of outlandish sounds when you feel nervous. Naturally, seeing a balloon will make you want to pop it.

You may also function better when immersed in loud noise, such as music played at full volume. Perhaps this stems from a fear of silence, and so you are only able to fully function and think clearly when in a noisy environment.

If anything or anyone prevents you from making a loud noise you become anxious and suffer from one penalty die on all skill rolls until your compulsion can be indulged (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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**Ligyrophobia**

## Ligyrophobia

*“Oh my! Did you hear THAT?!”*

You have a fear of loud noises. A sudden loud sound, such as a siren, firearms, and explosions will cause you dramatic anxiety.

Likely effects include: hyperventilation, muscle spasm, dry mouth, feeling dizzy, and palpitations.

You will be cautious of musical instruments, especially drum kits, and will avoid parades, carnivals, and firework displays. Wherever possible you will ensure the volume on radios, music players, and televisions is turned down to low.

Watching someone blow-up a balloon will fill you with dread, making you feel out of control, and it will be difficult for you to pay attention to anything other than the source of the noise.

Exposure to loud noises causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die. Note that the penalty applies if you are surrounded by gunfire.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress so that you can calm down and avoid the worst of your phobic responses.

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## Monophobia

*"Don't leave me!"*

You have an acute fear of being alone. If you find yourself alone with no friends nearby you will enter a phobic state. You will be filled with anxiety at thought of being left alone, even for a short period.

Symptoms can include feeling unable to cope, severe self-doubt, and panic. You may experience an increased heart rate, an inability to articulate words or sentences, and extreme mood swings. Being alone leaves you at the mercy of strangers.

You will find it difficult to carry out certain activities, including moving through a crowd (you might get separated), entering an elevator or a dark place, and using public transport.

When alone you will have an overwhelming phobic response and all actions while in this state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress, allowing you to calm down and avoid the worst of your phobic responses. Note that talking on a telephone with a friend might also be enough to help you deal with the situation.

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## Mythomania

*"It wasn't me."*

You are compelled to lie and exaggerate to an abnormal extent. It is impossible for you to tell the truth, even if your life depends on it.

Lies act like armor, they shield you and protect you from harm. You may hide the truth in exaggeration, while promoting your own self-interest. You spice things up with elaborate stories demonstrating how important you are.

As your condition worsens, your web of lies grows. You must keep track of your lies, writing them down to help you remember them. In times of stress your lies and exaggerations grow more wild and bizarre.

When confronted about your lies, you grow anxious and suffer from one penalty die on all skill rolls until you are able to exit or create new lies that are believed (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls, depending on the circumstances.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects, perhaps allowing you to admit the truth of things for a brief moment.

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## Nesomania

*“Unclean! Unclean!”*

You have a deep delusion of suffering from an imagined disease or severe medical condition.

Perhaps an existing condition becomes amplified in your mind, or you imagine a disease that begins to affect you. You exemplify the condition; walking with a limp, covering yourself in bandages, and so on. Perhaps you believe your legs don’t function anymore, making others push you around in a wheel chair, or you like performing minor surgical procedures upon yourself.

You may pester doctors to try and find suitable treatments. You may feel forced to steal drugs when doctors won’t believe you.

You become agitated and hostile if others doubt your condition, and suffer from one penalty die on all skill rolls until you are able to exit the scene (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Odontophobia

*“Aahhh! Teeth!”*

You have a fear of teeth. You fear the gnashing, biting, and crunching of mouths filled with razor sharp teeth. Animals, like dogs, cats, and worse, look at you and lick their teeth. You know what they are thinking. They are going to eat you!

Even some humans, with mouths filled with rows and rows of pale, milky teeth, might be cannibals who want nothing more than to feast on your flesh—chomping and grinding your bones.

You are anxious around strangers and actively fearful of animals with sharp teeth. When faced with snarling animals, people getting up in your face bearing their teeth, or even worse—monsters, you have an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill allows you to temporarily reduce your stress, allowing you to calm down and avoid the worst of your phobic responses.

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*"F'tagn! F'tagn! F'tagn!"*

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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*"I know you are all against me!"*

The paranoia lasts for 1D10 rounds.

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## Psychosomatic Disability

*Bout of Madness—Real Time*

*“What’s happening to me?”*

A specific part of your body immediately shuts down. Roll 1D6 or choose from the following:

1. Blindness—your vision suddenly goes black and you can see nothing!
2. Deafness—your hearing disappears; all you can make out are whistles and moans.
3. Speech loss—you open your mouth but it makes no sound!
4. Touch—you cannot feel anything, including pain, (the Keeper will secretly record all hit point losses while you are affected).
5. Limp fingers—whatever you are holding suddenly falls to the floor as your hands become lifeless, unable to hold anything.
6. Dead legs—you fall to the fall. You cannot stand and can only move by pulling yourself along with your hands (your MOV is reduced to 1).

This psychosomatic disability lasts for 1D10 rounds.

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## Pyromania

*“Burn it all!”*

You have an obsession with fire and a compulsion to start fires. Fire is cleansing and you are its instrument, purging the world of darkness. You have the power to bring change through the red-hot fires of redemption and absolution. Your obsession may stem from a belief in hellfire—the flames turn sin into ashes. Alternatively, you realize that chaos is true master of all things and so by causing fires you set the chaos free.

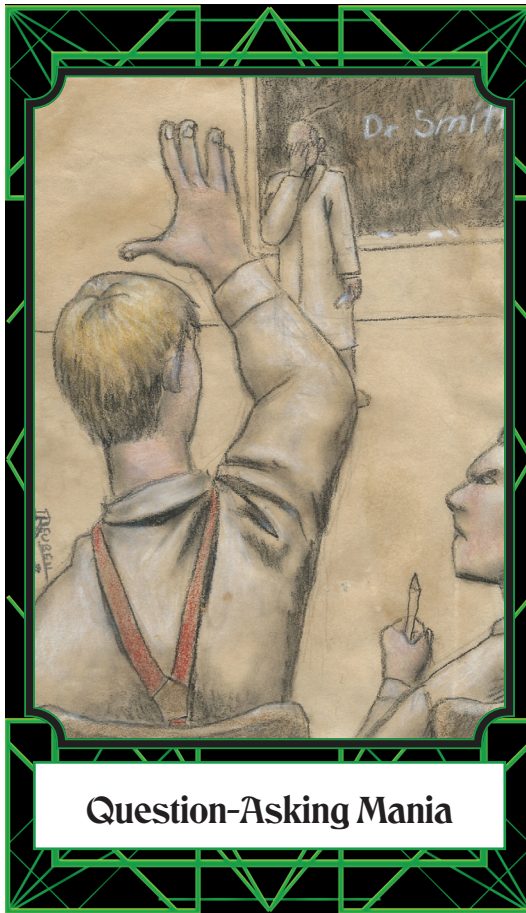
In the presence of a flame you are drawn to it, not realizing the amount of time passing as you stare into its burning heart. If able, you will carry implements of fire starting with you.

At stressful times you desire to set things alight and, if prevented, you become anxious and suffer from one penalty die on all skill rolls until you are able to exit or fulfil the compulsion (not applicable if in combat). You may be able resist the urge by succeeding with a Hard **Sanity** roll. The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Question-Asking Mania

### Question-Asking Mania

*“What’s that?”*

You have a compulsive urge to ask questions. Wherever and whenever, you are unable to resist asking questions.

Most of the time your questions will be directed at others; however, sometimes you will begin to question yourself. You may feel compelled to ask questions of those in authority, shopkeepers, religious leaders, and so on.

You may be concerned with matters of import or, more likely, obvious things that really require no questioning—repeating the same question over and over. You cry or grow angry if no one gives you the answers you desire.

When prevented from asking questions you become anxious and suffer from one penalty die on all skill rolls until you are able to satisfy your mania (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Rhabdophobia

### Rhabdophobia

*“Aahhh! He’ll turn us in to frogs!”*

You have a fear of magic. Anything related to magic, from the card tricks of stage magicians to the ancient tomes of those who purport to conduct real magic, is liable to turn you into a quivering wreck.

Magic changes things; it could change you. It’s the occult, the gateway to a world of darkness and evil. Beware magicians. You know the real truth and the danger they pose.

When exposed to magic, magical paraphernalia, and those who perform magic, you become anxious, filled with dread, and experience excessive sweating, nausea, and an inability to articulate sentences. If you are aware that you are the target of Mythos magic, your reaction will be dire, reducing you temporarily to a catatonic state (a successful **Sanity** roll avoids this effect).

Exposure to magic causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill will ease your stress, allowing you to calm down.

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## Robbed

*Bout of Madness—Summary*

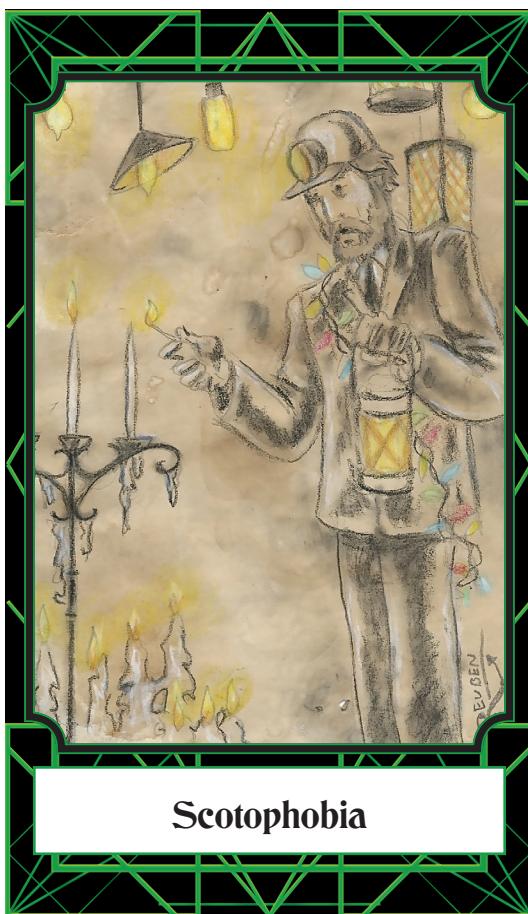
*"It's gone! I've been robbed!"*

Your senses gather and you find yourself alone. Its obvious some time has passed—perhaps six or more hours. You feel groggy. Checking your pockets, you find to your dismay that you have been robbed.

Whatever equipment, weapons, or money you last remember having are now gone—in fact anything of value has completely disappeared.

If you were carrying a **Treasured Possession** (per your investigator's backstory), make a **Luck** roll to see if it was also stolen.

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## Scotophobia

*"Where's the light? Where's the LIGHT!"*

You have a persistent and severe fear of darkness, or of the night in general.

Darkness hides things—things that want to hurt you. If you enter the darkness you will be taken. Bad things happen in the dark—murder, theft, and worse. You will want to avoid any place of darkness: empty houses, dark crypts, and overgrown forests. Going out into the night will bring deep dread.

When exposed to darkness you will become breathless, experience hot and cold sweats, shake, and be filled with dread. If you experience prolonged exposure to darkness you will have an intense anxiety attack, being unable to speak clearly and likely to become catatonic (a successful **Sanity** roll avoids this effect).

Exposure to darkness causes an overwhelming response and all actions whilst in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill will ease your anxiety, allowing you to hold things together for a while.

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## Taphephobia

### Taphephobia

*"Dead things everywhere!"*

You have a fear of being buried alive or of cemeteries. Perhaps you fear being pronounced dead and waking up under the ground, trapped and suffocating. Maybe your fear is focused on dead things and graveyards; the living have no business bothering the dead.

Cemeteries are bad places. The dead can sense the living and they grow envious of your life. Sometimes the desire for life is too strong and zombies rise to consume the living.

You will actively avoid entering graveyards and mausoleums. You fear being near the dead. If your fear is centered on being buried alive, you will avoid seeking medical attention and hospitals.

Exposure to anything that makes you think of the dead (funerals, morgues, coffins, etc.) causes an overwhelming response and all actions while in a phobic state, other than fleeing to a place of safety or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill will ease your anxiety, allowing you to hold things together temporarily.

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## Titillomaniac

### Titillomaniac

*"Out, out damned spot!"*

You have an unhealthy compulsion for scratching yourself.

You feel the need to repeatedly pick and scratch at your own skin to the extent that damage is caused. Most likely, you feel that you have a skin defect or some strange ailment afflicts you.

The condition will flare up at times of stress or when alone with your own thoughts. While the whole of your body can be the subject of your urges to pick, the most common region tends to be the face (long-term face scratching may reduce your character's APP, as directed by the Keeper).

When prevented from scratching or picking you become extremely anxious and suffer from one penalty die on all skill rolls until you are able to satisfy your compulsion (not applicable if in combat). The Keeper may alter the level of difficulty for certain skill or characteristic rolls depending on the circumstances and state of the character.

Successful use of the Psychoanalysis skill allows you to temporarily ignore the mania and its most severe effects.

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## Violence

### Violence

*Bout of Madness—Summary*

*“Did I do that?”*

Suddenly you come to your senses and look around. Surrounding you is a scene of devastation: people lie on the floor groaning, some nurse injuries while others are covered in blood. Some do not move at all.

A stark realisation grips you... *Did I do this?* You look down to your hands to see they are covered in blood. You realize that it's not your blood. You don't remember a thing, least of all why you instigated a spree of violence and destruction. You stare at the fear on the people's faces as you hear the sound of sirens approaching.

Reduce your current Hit Points by 1D6—though this does not cause a major wound.

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## Violent Behavior

### Violent Behavior

*Bout of Madness—Real Time*

*“AAARRRRHHHH!”*

A red mist descends, filling you with insane anger. You explode in a spree of uncontrolled violence and destruction directed at your surroundings, allies, and foes alike.

Each round, roll 1D6 to randomly determine the subject of your manic aggression:

- 1-2: Your physical surroundings (a wall, door, object, etc.)
- 3-4: The foe closest to you (human or otherwise).
- 5-6: The ally closest to you.

Your berserk rages lasts for 1D10 rounds and then you fall to the floor exhausted—make a Hard CON roll, failure indicates that you pass out.

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## Xenophobia

*"They are trying to get me!"*

You have a fear of strangers and foreigners. Anyone you perceive as different (foreign) or unfamiliar (strange) is a potential threat, and someone who sends your heart racing in terror.

Unfamiliar people cannot be trusted as their motives and agendas are unknown. Strangers hide dark secrets and they could be anything from murderers to those who want to steal your identity so that they can take your life and things.

You experience extreme mood swings when faced with people who are different from you, from anger and aggression to outright terror. Any situation where you are in unfamiliar territory and where you are exposed to foreigners or strangers will make you anxious or angry.

Exposure causes an overwhelming response and all actions while in a phobic state, other than fleeing from it or fighting (if in combat), are made with one penalty die.

Successful use of the Psychoanalysis skill will ease your anxiety, allowing you to hold things together temporarily.

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## Mistaken Identity

*Bout of Madness - Real Time*

*"Good golly! It's YOU!"*

Suddenly you recognise a person important in your life is here—it doesn't matter how they are here, what's important is that they are here.

Consider the nature of your relationship to this person and immediately act upon it.

*The Keeper should review the investigator's backstory entry for **Significant People**. The investigator mistakes another person in the scene for this Significant Person. If the entry on the sheet is blank, the Keeper is free to choose something suitable.*

The mistaken identity lasts for 1D10 rounds and no matter what is said or done during this time, you are unwilling to believe that the person is anyone other than your significant person.

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## Credits

Devised, written, and edited by Mike Mason.

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