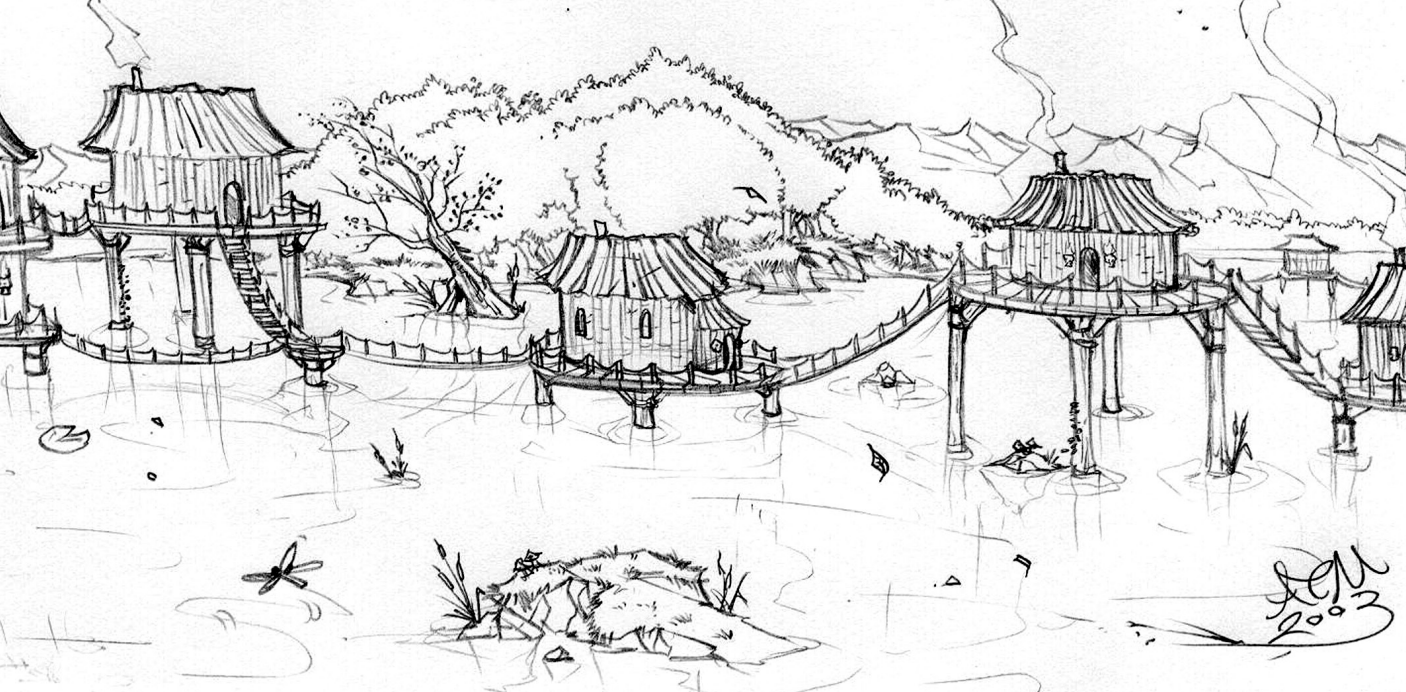


# TWO DOZEN DANGERS: INSANITY



Diseases of the body can kill, but insanity can do worse. It can turn a hero into a cold and dispassionate sociopath, a trusted lover or best friend into something too like an animal for comfort. Heroes confronted by horrific aberrations and monsters from beyond reality sometime go mad from the experience, and even the boldest heroes can be driven to insanity by battlefield trauma. Insanity is a new threat that must be faced and overcome by heroes in Pathfinder Roleplaying Game campaigns.

Insanity and mental diseases function almost identically to purely physical ailments, except that mental diseases are resisted and overcome by Will Saves not FORT Saves. Mental diseases can be spread in new ways, described generally below and expanded on as necessary in each disease's entry. Insanity can also be

caused by Contact, Injury or Ingestion, in the case of physical trauma or poisons that have a mental effect.

**Horror:** This type of insanity is caused by close contact, such as conversation, combat or other intimate situations with a creature or entity beyond the victim's ability to comprehend. Characters risk contracting this type of mental disease any time they are confronted by any creature with the Aberration, Magical Beast, Fey, Undead or Vermin type whose Challenge Rating is more than four greater than the characters.

**Trauma:** Traumatic events can cause insanity. At the game master's discretion, events such as seeing a friend, lover, family member or other close ally killed or seriously wounded, coming near death or being

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resurrected, prolonged torture or imprisonment can all lead to contracting this type of insanity.

**Spell Sickness:** Twisting your mind to the degree necessary to cast high spells or witnessing such epic magic in use can strain even the strongest willed hero. At the game master's discretion, anytime the character casts or is harmed by an 8<sup>th</sup> or 9<sup>th</sup> level spell, whether arcane or divine the character is at risk for a spell sickness. Generally, spell casters will not suffer mental trauma from any school of magic they are specialized in or have Spell Focus for.

### **ABERRANT SENSORIUM**

Exposure to creatures that ignore or break all known rules of biology and logic and be a mentally trying experience. Some adventurers find themselves questioning the structure of their own biology, wondering if beneath their skin, they are as hideous as an aboleth or otyugh. Self mutilation is one extreme of the disease, and catatonia is another, and in either case, death is likely.

**Type:** Insanity, Horror (any aberration)

**Save:** DC 15 + the aberration's Charisma modifier

**Onset:** 1d3 days

**Frequency:** 1/hour

**Effect:** The target is nauseated on a failed save, and this effect is only overcome with a successful save against the disease. On a failed save, the character is overcome with body horror and self loathing and must make an attack against himself or any other humanoid in sight with either an unarmed strike or any melee weapon in hand.

**Cure:** 4 consecutive saves

### **BLACK FUTILITY**

Black Futility afflicts those proud of their skill and daring. This mental illness saps confidence and courage, turning even well honed skills useless under pressure.

**Type:** Insanity, Trauma (failing a critical skill check)

**Save:** Will DC 14 negates, Will DC 18 overcomes

**Onset:** immediate onset

**Frequency:** 1/day

**Effect:** 1d3 Charisma damage. While suffering from this insanity, anytime the character fails a skill check, he or she suffers a -4 luck penalty on all future checks with that skill. This penalty vanishes when the character rolls a natural 20 on a future check with that skill.

**Cure:** 3 consecutive saves

### **DEATH FRIEND**

Contact with undead has scarred the victim's mind, but has done so subtly. Instead of gibbering madness, the victim succumbs to a cool, almost sociopathic infatuation with

the undead and harbors secret thoughts of necrophilia and corruption.

**Type:** Insanity, Horror (any undead)

**Save:** Will DC 12 + the undead's Charisma modifier

**Onset:** 1d6 days

**Frequency:** 1/day

**Effect:** 1d4 Wisdom damage. While suffering this ailment, the victim is effectively charmed by any undead creature he or she encounters. The character will take no hostile action against the undead, unless attacked first, and will consider the undead's words and actions in the most favorable light.

**Cure:** 3 consecutive saves

### **DRACONIC OBSESSION**

The victim's interest in and respect for Dragons becomes an unhealthy obsession. As the victim's mind warps, becoming closer to what the madman thinks is the draconic ideal, so does his body. The victim's skin becomes dry and clammy, and develops scale like patterns, his hair falls out, and gnarled tumors, like a parody of vestigial wings, grows from his shoulder blades.

**Type:** Insanity, Spell Sickness (Form of the Dragon III)

**Save:** Will DC 20

**Onset:** 1d4 weeks

**Frequency:** 1/week

**Effect:** 2d4 Wisdom and 1d6 Dexterity. While suffering Draconic Obsession, the character will not attack any creature of the Dragon type, even if magically compelled to do so or attacked first. The character will attempt to retreat or take the Total Defense action in such a case. The character suffers a -4 morale penalty on attack rolls and Sense Motive checks against any creature who speaks to him in Draconic.

**Cure:** 3 consecutive saves

### **DUST NIHILISM**

Trauma caused by exposure to extremely cruel, powerful and inhuman undead can leave the victim shaken and despondent. Dust Nihilism is one of the most severe forms of mental trauma caused by undead lords; those afflicted are suicidal and listless, virtually comatose thanks to the futility and tiny, flickering span of mortal life. For a few seconds, sufferers see the world as a lich or mummy does, and is shattered by the experience.

**Type:** Insanity, Horror (lich, mummy, other powerful undead)

**Save:** Will DC 18 + the undead's Charisma modifier (usually DC 18 +2d4)

**Onset:** 2d6 hours

**Frequency:** 1/day

**Effect:** 1d4 Wisdom and 1d4 Constitution damage. Victims physically weaken due to psychosomatic illnesses. Characters with the ability to turn or rebuke undead lose access to this ability while suffering from Dust Nihilism.

**Cure:** 3 consecutive saves

### **DYING NOSTALGIA**

The neural pathways established by the Word of Recall spell are acid etched into the spellcaster's mind, turning that feeling of sanctuary into a dangerous mental disorder. The longer the spell caster is away from the recalled location, the worse this dangerous insanity becomes.

**Type:** Insanity, Spell Sickness (word of recall)

**Save:** Will DC 26

**Onset:** 1 day

**Frequency:** 1/day

**Effect:** 1d6 Intelligence damage. If the character ranges more than 5 miles from the location designated by the Word of Recall spell that caused this insanity, Intelligence damage taken that day is treated as permanent drain instead.

**Cure:** 3 consecutive saves

### **ELDER BANE**

Elder Bane eventually claims many otherwise healthy humanoids, wiping away their memories and life experience, returning them to the helplessness of infancy before finally killing them. Elder Bane is unpredictable, though the disease tends to run in families. A father or mother who died of the disease is a silent threat to their sons. Elder Bane only attacks characters in the Old or Venerable age category, and only seems to affect Humanoids. Monstrous humanoids and stranger creatures are unaffected, though some elder dragons worry about a similar plague that afflicts the most ancient wyrms.

**Type:** Insanity, Injury

**Save:** Will DC 12 negates, Will DC 22 overcomes

**Onset:** 2d6 months

**Frequency:** 1/month

**Effect:** 1d3 points each of permanent Intelligence, Wisdom and Charisma drain. Characters reduced to 0 in any mental ability score by Elder Bane are killed, and are considered to have died of natural causes.

**Cure:** 3 consecutive saves

### **ERGOT SICKNESS**

Grain Ergot is a dangerous fungus that grows on improperly stored grains and breads. Anyone unfortunate enough

to eat it is plagued with hallucinations and confusion. The insanity caused by eating tainted grain or rye passes quickly for most victims, but especially in the case of the weak willed, can quickly take a turn for the worse.

**Type:** Insanity, ingested

**Save:** Will DC 13

**Onset:** 1d3 days

**Frequency:** 1/6 hours

**Effect:** 1 Wisdom damage. Characters suffering from this insanity are Confused on a failed Will Save. This Confusion passes the next time the character successfully makes a Will Save to overcome the disease.

**Cure:** 2 consecutive saves

### **FEY/WORRY**

The Fey are creatures that straddle reality and imagination, and things are never what they seem around a Fey. Weak minded mortals can be shattered by even peaceful contact with Fey, as their experiences force them to question what is and isn't real. Paranoia, hallucinations and emotional instability are the result.

**Type:** Insanity, Horror (any fey)

**Save:** Will DC 10 + the fey's Charisma modifier

**Onset:** 2d8 hours

**Frequency:** 1/hour

**Effect:** The victim is confused on a failed save. This confusion lasts until the character makes another successful save against the disease.

**Cure:** 3 consecutive saves

### **GIGANTAPHOBIA**

Quite simply, the character develops a paralyzing fear of goliath adversaries, often as a result of a disastrous battle against a greater than man-sized monster.

**Type:** Insanity, Trauma (defeat by a Large or larger adversary)

**Save:** Will DC 16 negates, Will DC 18 overcomes

**Onset:** 1d6 days

**Frequency:** 1/day

**Effect:** 1d3 Strength. While suffering from Gigantaphobia, the character suffers a -4 penalty on attack and damage rolls against any creature in the Large size category or larger.

**Cure:** 2 consecutive saves

### **LABRYNITHICAL HYSTERIA**

Those who warp space, or have been trapped in a cosmic maze themselves often find their sense of direction, distance and causality permanently skewed. Nothing seems





real, distances change without warning and perspective is a thing built on shifting sands.

**Type:** Insanity, Spell Sickness (maze)

**Save:** Will DC 21 negates

**Onset:** 1d4 days

**Frequency:** 1/12 hours

**Effect:** 1d3 Wisdom. The character's perceptions are warped, imposing a -2 penalty on ranged attack rolls. While suffering the disease, the character can never make Survival checks to track another creature or character, to find their direction or to find true north.

**Cure:** 3 consecutive saves

### **MISER'S CURSE**

This strange compulsion afflicts those who hoard their wealth, causing normal impulses towards thrift and rational spending to become pathological. Victims of this affliction are known to cry tears of gold and silver as the disease eats away at their mind.

**Type:** Insanity, contact

**Save:** Will DC 20

**Onset:** 1d3 weeks

**Frequency:** Special

**Effect:** While suffering from the disease, any time the character spends, donates or otherwise loses wealth, he or she must make a DC 20 Will Save or suffer physical damage. For every 5 GP or portion of 5 GP spent, the character suffer 1d6 points of damage (max 10d6). The victim suffers half damage on a successful save.

**Cure:** 2 consecutive saves

### **MUTE WITNESS**

Sometimes, there is pain too great to pass through a man's lips. The pain gets caught up in the throat, causing silence. Those suffering the effects of Mute Witness cannot speak about whatever loss caused the disease.

**Type:** Insanity, Trauma (seeing a close ally fall in battle)

**Save:** Will DC 16

**Onset:** immediate onset

**Frequency:** 1/day

**Effect:** 1d3 Charisma and 1d2 Strength damage.

Characters suffering from Mute Witness lose the ability to speak or make any voluntary vocal sound until the insanity is cured.

**Cure:** 4 consecutive saves

### **NIGHTHAUNT**

The victim's sleep is plagued with uneasy dreams foretelling only death, disgrace and defeat.

**Type:** Insanity, Trauma or Horror (any immortal creature)

**Save:** Will DC 22

**Onset:** 2d4 days

**Frequency:** 1/day

**Effect:** While suffering from this insanity, the character cannot recover hit points, spells or expended spell slots while resting, and receives no benefit from resting.

**Cure:** 2 consecutive saves

### **PYROCLASTICA**

Spellcasters whose minds have broken with Pyroclastica are among the most feared creatures in the multiverse—they are known as pyromaniac monsters whose only wish is to burn the universe to ash. Those afflicted do not feel

the pain of burns, and immolation feels like a whore's caress. Survivors are marked by body-wide burn scars and gnarled, slick flesh that will never look as clean and healthy as it did before the insanity took hold.

**Type:** Insanity, Spell Sickness (meteor swarm)

**Save:** Will DC 18 negates, Will DC 20 overcomes

**Onset:** 1d4 days

**Frequency:** 1/day

**Effect:** 1d4 Wisdom/damage day. While afflicted, characters gain Fire Resistance 5, which stacks with existing Fire Resistance, if any. Infected characters must cast at least one 4<sup>th</sup> level spell with the Fire descriptor per day or suffer an additional 1d4 points of Intelligence and Charisma damage that day.

**Cure:** 3 consecutive saves. Spellcasters cannot attempt a save within 12 hours of casting a spell with the Fire descriptor.

### **REFUSAL OF MORTALITY**

Some elder Clerics, having returned life to the dead with the miraculous spell True Resurrection find themselves addicted to that divine closeness, obsessed with returning the slain to life, even when it is not in their...or the world's

**Type:** Insanity, Spell Sickness (True Resurrection)

**Save:** Will DC 30

**Onset:** 1d4 days

**Frequency:** 1/day

**Effect:** 1d6 Strength damage. As the character's connection to the physical world weakens, his expectation of divine favor increases, as do his expectations of himself. Strength damage taken on a day where the character does not cast True Resurrection at least once is treated as permanent drain instead.

**Cure:** 2 consecutive saves

### **REGRET OF THE RIGHTEOUS**

This form of insanity is said to be a divine plague of conscience, a way to prevent good nations from waging war upon one another. Slaying a creature known to be good and decent plunges the victim into a depression far greater than mere conscience, and often leads to suicide or willing martyrdom, undertaken as a way to atone.

**Type:** Insanity, Trauma (killing a good aligned creature)

**Save:** Will DC 22 negates

**Onset:** 1d4 days

**Frequency:** 1/day

**Effect:** 1 each point of permanent Constitution and Charisma drain. Characters of any good alignment suffer a -4 penalty on Will Saves against Regret of the Righteous.

**Cure:** 2 consecutive saves. This magical insanity can also be removed if the victim receives an atonement spell cast by a cleric of his or her faith.

### **SHATTER-EAR**

Shatter-Ear is caused by head trauma, and can kill a sufferer almost as easily as an axe to the skull. Victims become hypersensitive to sound, and suffer horrible auditory hallucinations. Victims bleed from the ears and nose uncontrollably anytime they hear a nearby voice. Sufferers often flee into the silence and stillness of nearby woods, but such isolation can prove fatal as the disease worsens.

**Type:** Insanity, Injury

**Save:** Will DC 14 negates, Will DC 16 overcomes

**Onset:** 1d8 days

**Frequency:** 1/day

**Effect:** 1d6 Wisdom damage. Victims of the disease suffer 2d6 points of sonic damage any time someone speaks more loudly than a whisper anywhere within 30 ft.

**Cure:** 1 save

### **SHAPECHANGER'S CONFUSION**

For those who can alter their shape with a thought, reality itself becomes similarly malleable. The victim suffers a cataclysmic loss of identity, eventually becoming little more than a blank slate that those around them write upon.

**Type:** Insanity, Spell Sickness (Shapechange)

**Save:** Will DC 26 negates

**Onset:** 1d4+2 days

**Frequency:** 1/day

**Effect:** 1d6 Charisma damage. While suffering from Shapechanger's Confusion, the character loses the ability to make their own moral choices. The character must succeed at a DC 26 Will Save each time they encounter another character with Charisma 18+, otherwise they will begin acting in accordance with that character's alignment until they either successful save against the disease or meet and begin emulating another highly charismatic character. The insane character's actions while ill might result in the loss of class features, or require an atonement spell later.

**Cure:** 2 consecutive saves.

### **SICKENING GREED**

The character's hunger for wealth, for comfort and for finery turns into a dangerous obsession. Psychosomatic ailments plague the character, and these mental disorders can only be staved off by success, and by the acquisition of tangible wealth. By fair means or foul, the character must earn gold to survive, or so his twisted mind tells him.

**Type:** Insanity, contact

**Save:** Will DC 21

**Onset:** 1d8 days

**Frequency:** 1/day

**Effect:** The target is considered nauseated for the duration of the illness. If the character manages to acquire gold, trade items or treasure worth 100 gp x his total character level within 24 hours, the diseases' psychosomatic illnesses vanish, and the character is not considered nauseated for 24 hours.

**Cure:** 2 consecutive saves

### **SYMBOLIC COMPULSION**

This disease often afflicts heralds, sage and artisans, and its exact transmission vector is unknown, but believed to lie in exposure to paint fumes. Victims suffer blood shot eyes and severe bleeding of the brain, which only worsen when the victims are exposed to non-verbal information. As the disease progresses, its sufferers must be restrained, lest they claw out their eyes or gouge their face during one of their fits.

**Type:** Insanity, Contact or Inhalation

**Save:** Will DC 18

**Onset:** 2d4 days

**Frequency:** 1/day

**Effect:** 1d6+1 Intelligence damage. Victims must always attempt a Knowledge (heraldry) check to identify any symbol, badge or logo they encounter, even the most familiar and obvious symbols. If the victim rolls a natural 1 on any check or fails any check by more than five, he must immediately make an additional DC 18 Will Save or attack himself once with either an unarmed strike or any melee weapon in hand.

**Cure:** 2 consecutive saves

### **TEMPORAL ISOLATION**

The victim's exposure to time warping magic has permanently warped their perception, and the character finds it difficult to relate to 'time-locked' mortals. Delusions of grandeur, paranoia and increasing anger are common as sufferers lock themselves away from those who lack the ability to twist space-time curvatures to their own ends.

**Type:** Insanity, Spell Sickness (time stop)

**Save:** Will DC 24

**Onset:** 1d4+1 weeks

**Frequency:** 1/week

**Effect:** 1d4 Charisma damage. While suffering from Temporal Isolation, the victim suffers a -4 penalty on Sense Motive checks.

**Cure:** 3 consecutive saves. Characters suffering from Temporal Isolation cannot save against its effects within 72

hours of exposure to any spell that warps time flow, such as Haste, Slow, Time Stop or similar spells.

### **THE TREMBLING**

An ailment common to veteran soldiers, the Trembling causes the victim to become skittish, paranoid and hostile in the face of the unknown or potential threats. Many former soldiers and conscripts suffer from the Trembling, but to what degree varies wildly.

**Type:** Insanity, Trauma (battlefield trauma)

**Save:** Will DC 16

**Onset:** 1d4 weeks

**Frequency:** 1/1d3 days

**Effect:** 1d3 Wisdom, 1D3 Dexterity. Those suffering from the Trembling are especially vulnerable to further trauma and stress. Anytime the character is engaged in battle, he or she must succeed at an additional DC 16 Will Save or be shaken for the duration of the encounter, and for one hour afterward.

**Cure:** 2 consecutive saves

### **WRETCHED WILTING**

Having seen firsthand the effects and power of divine healing, the character's faith never the less wavers. The victim is plagued with an intense fear of divine healing, and eventually of divinity itself. As the victim's soul withers, so does her body, wasting away to a mummified husk.

**Type:** Insanity, Spell Sickness (Heal, Mass)

**Save:** Will DC 26

**Onset:** 2d4 days

**Frequency:** 1/day

**Effect:** 1d3 Wisdom and Constitution damage per day. During their sickness, the character cannot benefit from mundane or magical healing. If the character casts or receives any Divine spell above 4<sup>th</sup> level, that day's ability score damage is treated as permanent drain instead.

**Cure:** 3 consecutive saves

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