A list of more madness types I’ll add to until I hit 33 and 50, respectively

1d10 minutes madness

1. You are enraged and form a wild disregard for your own safety. You lack the concentration to cast and maintain spells in this state but have advantage on saving throws against being *frightened*. If something does *frighten* you, the rage ends.
2. You feel compelled to go against the group and spite their mindless herd mentality. You’ll be your own mind even if it kills you!
3. You are compelled to cast all your spells at 9th level. Go big or go home!
4. You gain 1 level of Corruption.
5. You gain 1 level of Permanent Corruption.

1d10 days madness

1. You gain 1 level of Corruption.
2. You gain 1 level of Permanent Corruption.