

Terras Cónnitas:

Tome of House Rules



Volume 2

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Battle Scars

Injuries

Characters are at risk of sustaining injuries whenever they receive an outstanding blow (a critical attack or an attack roll 20+) and become injured, which occurs when the character's damage total equals or exceeds half his Health score, or incapacitated, which results when the character's damage total reaches his Health score. The nature of the injury is random, determined by rolling dice. An injury could be a minor setback, something that stays permanently with the character, or even kill them outright.

Gaining injuries

Whenever you take damage from an outstanding blow and become injured or incapacitated, roll a d20 + half your group level (round up) in case of an attack roll 20+ or a d20 in case of a critical attack. If the total of the roll is 10 or higher, there is no additional effect. If it is less than 10, make a fate roll (roll a d6) and find the number rolled on the Injury Fate Roll table.

Injury Fate Roll

d6	Result
1	Major Injury. Roll 4d6 and find the total on the Injuries table.
2-5	Minor Injury. Roll 3d6 and find the total on the Injuries table
6	Near Miss. You managed to avoid the injury by pure luck. You are frightened for 1 round. As well, you must get a success on an Agility challenge roll or drop what you are holding.

Injuries

3d6 or 4d6	Injury
4 or less	Knocked Out
5	Staggering Injury
6	Traumatic Injury
7-8	Painful Injury
9-11	Minor Injury
12-16	Bleeding Injury
17-19	Maimed
20-21	Limb Loss
22	Comatose
23	Horrific Injury
24	Catastrophic Injury

Injury Effects

The following entries describe what happens to your character based on the injury sustained. Since characters might become injured from a variety of damage sources—weapons, fire, acid, and so on—the descriptions are intentionally broad and Game Masters are encouraged to add descriptive elements to match the damage’s source.

Bleeding Injury: You bleed profusely from the injury. At the end of each round, you take 1d6 damage from the injury. Multiple bleeding injuries have a cumulative effect. When you take damage this way, you become fatigued for 1 round. A creature that can reach you can stanch the wound and remove one bleeding injury by getting a success on an Intellect challenge roll. Using a healer’s kit grants 1 boon on the roll.

If you are not a living creature, you instead take a –1d6 penalty to Health each time you gain this injury. The penalty lasts until you complete a rest.

Catastrophic Injury: You die and your body, or what’s left of it, falls prone.

Comatose: You are knocked senseless and fall into a coma that lasts 1d3 weeks. Unless fed and watered, you eventually die.

Horrific Injury: Blood gushes from your body, shock causes your organs to fail, or something fundamental to your wellbeing stops working. You fall prone and become impaired. Furthermore, you die after 1d3 rounds. Death can be prevented if you heal damage and your damage total after healing does not indicate you are injured. If you survive, you gain a nasty scar as a memento that hinders you. Roll a d6 to see what happens.

d6	Permanent Effect
1	–2 to Perception
2	–1 to Strength
3	–1 to Agility
4	–1 to Intellect
5	–1 to Will
6	–2 to Speed

Knocked Out: You fall prone and become unconscious. At the end of each round, roll a d6. On an even number you remove the unconscious affliction. You also remove this affliction when you are no longer injured.

Limb Loss: You lose a limb. It might have been severed, crushed, or mangled to the point of uselessness. You become stunned for 1 minute and suffer a Bleeding Injury as well. Roll to see what part of you is lost. To determine the right or left, roll a d6, with an even number indicating the right and an odd indicating the left. The effects of limb loss should be obvious—a character missing a leg or even a portion of a leg cannot walk without aid. As well, losing a foot or more of a leg causes you to fall prone and prevents you from standing up.

2d6	Loss
2	Entire Arm. If you have lost all your arms, you die
4-5	Forearm. If you lost this forearm, you lose the rest of the arm.
6-7	Hand. If you lost this hand, you lose the forearm.
8-9	Foot. If you lost this foot, you lose the lower leg
10-11	Lower Leg. If you lost this lower leg, you lose the rest of the leg.
12	Entire Leg. If you have lost all your legs, you die.

Minor Injury: You suffer a minor injury that causes you to become impaired for 1 round.

Maimed: You lose an extremity and become dazed for 1 round as a result. Roll on the following table to determine the extremity or extremities lost.

d6	Injury
1	Lose a patch of skin.
2	Lose 1 ear. If you lose both ears, you make Perception challenge rolls to hear with 3 banes.
3	Lose 1d3 toes.
4	Lose 1d3 fingers.
5	Lose your nose. If no nose, treat the roll as a 1.
6	Lose 1 eye. If you lose both eyes, you become blinded.

Painful Injury: Hurt in a sensitive place, you are overcome by the pain. You become impaired for 1 minute. At the end of each round, you can make a Will challenge roll and remove the affliction on a success. You also remove this affliction when you are no longer injured.

Staggering Injury: You fall prone and become dazed for 1 minute. At the end of each round, you can make a Will challenge roll and you remove the affliction on a success. You also remove this affliction when you are no longer injured.

Traumatic Injury: You gain 1d3 Insanity from seeing your body horrifically injured. While you are frightened from gaining the Insanity, you are also impaired.

Sustaining a traumatic injury leaves a scar somewhere on your body.

Scars

Many injuries leave lasting scars. The GM might assign a scar's location or use the table to randomly determine it. To determine right or left, roll a d6. An even number indicates right, while an odd number indicates left.

Scars

d20	Scar Location
1	Head
2	Forehead
3	Cheek
4	Ear
5	Chin
6	Nose
7	Hand
8	Forearm
9	Upper arm
10	Chest

d20	Scar Location
11	Abdomen
12	Shoulder
13	Ribs
14	Upper back
15	Lower back
16	Buttocks
17	Foot
18	Calf
19	Thigh
20	Groin

Core Rulebook

Character Bonds

The characters making up your group have relationships to one another. Your character might be friendly to some members and antagonistic to others. Identifying how your character feels about the other members of your group gives you cues for how to play your character when interacting with your companions. When your character joins the group, you can choose two other characters in the group. You can have a positive bond with one and a negative bond with the other. You have a neutral bond toward everyone else in the group. You can share your connections with other players or keep them secret as you choose. You must, however, reveal your connections to the Game Master.

Positive

A positive bond reflects feelings of admiration, friendship, trust, and, possibly, love. When you roll a 1 on a boon gained from the character you chose for your positive bond, you can reroll the boon. You use the new number even if it is another 1.

Negative

A negative bond indicates your character has strong feelings of antipathy, jealousy, disdain, and distrust. When you roll a 6 on a boon you gained from the character you chose for your negative bond, reroll the boon. You use the new number even if it is another 6.

Neutral

A neutral bond indicates no strong feelings one way or the other. You can be friendly toward a character with whom you have a neutral bond or you can argue and bicker. Whether you lean toward that character in a positive or negative direction, your opinion about that character is not strong enough to alter your interactions with the character.

Changing Bonds

Whenever your group's level increases, you can change your bonds. Any change in bond should reflect developments in the story. For example, you might have a negative bond toward a character, but your bond could change to neutral or positive if that character took a serious risk to help you. Similarly, a positive bond can become neutral or negative if the character betrays you, embarrasses you, or spurns your attentions.

Story Development

The imaginary world of the game is wide open for you to explore, but you and the other players are working together to tell a particular story and fulfill its objective. Your roleplaying decisions should generally serve to move the story along. It's perfectly fine to abandon the larger story temporarily when you need to, but not when doing so frustrates the efforts of other players who are working toward the goal. Even if your character has negative connections to some or most members of your group, you are still united by a common purpose.

Surrounding

You might allow creatures working together to surround a foe; each surrounding creature makes attack rolls against that target with 1 boon. This rule works best if you're using miniatures. A target is considered to be surrounded if it is within the reach of a number of hostile creatures equal to its Size + 2. For example, a Size 1 creature is surrounded while within the reach of 3 enemies

Training

You can require characters to spend time training before they advance a level. Training immerses players in the story by making their characters seek out teachers to instruct them in their new talents. Those teachers and, in turn, their contacts can open up further possibilities for new stories.

Training for Level Advancement (not used, only serves as guidelines)

A character must find a willing trainer who follows the same path or the path the character wants to enter. Advancing to the next level takes 1 week per level the character has already attained. Aside from living expenses, the character must also pay his or her instructor 1 ss per week.

Training for New Path

Rather than require training for each level, you can just require training when a character would choose a new path. Such training has the same time requirement as above and the same cost. For example, a character entering an expert path from a novice path would require 2 weeks of training (to advance from 1st level to 3rd level).

Demon's Lord Companion

Story Complications

You can add a story complication to your ancestry when you create a character to reflect an event of lasting consequence that occurred in your character's background.

The available story complications are: Addicted, Cursed, Doomed, Engraved*, Haunted, Hunted*, Inbred*, Mad, Maimed, Plagued, Possessed, Trusted*, Rivalry*, Spellscarred*, and Splintered*. For each one's description, refer to **Demon Lord's Companion**, page 4, or **Demon Lord's Companion – vol. 2**, p.18, for those marked with an asterisk.

Demon's Lord Companion - vol. 2

Group Themes (replaces Group Identity)

Using Themes

A group theme explains why the player characters are together and suggests reasons why the group undertakes certain adventures. When the group forms, you and the other players can choose a theme from the ones presented here (or choose one randomly). When you think about choosing a theme, consider what happened during the starting adventure, the characters' backgrounds, and why the characters came together in the first place.

Changing Themes

As the group's level increases, membership might shift as new characters replace fallen ones, or the circumstances surrounding the group's bond might change as the characters undertake different missions, encounter influential personages, or react to developments in the world. To reflect these possibilities, a group can switch to a different theme at level 3 and again at level 7. When a group abandons a theme, it loses access to the abandoned theme's trait and gains access to the new theme's trait.

Group Theme Choices

d20	Theme
1	Bold explorers
2	Cunning merchants
3	Daring scoundrels
4	Desperate rebels
5	Devoted servants
6	Driven peacemakers
7	Embattled survivors
8	Exalted heroes
9	Famed entertainers
10	Hard-bitten mercenaries
11	Intrepid adventurers
12	Loyal soldiers
13	Murderous gangsters
14	Noble entourage
15	Oathsworn avengers
16	Occult investigators
17	Righteous pilgrims
18	Slaves to darkness
19	Sworn defenders
20	Trusted agents

For each theme's description, refer to **Demon Lord's Companion vol. 2**, page 20.

Forbidden Rules

Alternative Falling Damage

The normal rules for determining falling damage require knowing exactly how far a creature falls before landing. Rather than worry about exact distances, this variant classifies falls as short, medium, long, and extreme.

Short Fall: After a fall of 5 yards or less, a creature must make an Agility challenge roll upon landing.

20 or higher: The creature lands on its feet unharmed.

Success: The creature falls prone.

Failure: The creature takes 1d6 damage and falls prone.

0 or lower: The creature takes 2d6 damage and falls prone.

Medium Fall: After a fall of more than 5 yards but no more than 20 yards, a creature must make an Agility challenge roll with 1 bane upon landing.

20 or higher: The creature takes 1d6 damage and falls prone.

Success: The creature takes 2d6 damage and falls prone

Failure: The creature takes 4d6 damage and falls prone.

0 or lower: The creature takes 8d6 damage and falls prone.

Long Fall: After a fall of more than 20 yards but no more than 100 yards, a creature must make an Agility challenge roll with 2 banes upon landing.

20 or higher: The creature takes 5d6 damage and falls prone.

Success: The creature takes 10d6 damage and falls prone.

Failure: The creature takes 15d6 damage and falls prone.

0 or lower: The creature takes 20d6 damage and falls prone.

Extreme Fall: After a fall of more than 100 yards, a creature must make an Agility challenge roll with 3 banes upon landing.

20 or higher: The creature takes 10d6 damage and falls prone.

Success: The creature takes 15d6 damage and falls prone

Failure: The creature takes 20d6 damage and falls prone.

0 or lower: The creature takes damage equal to its Health.

Landing on Liquid: A creature that lands on a liquid surface gains 1 boon on its challenge roll.

Becoming Injured: If damage from landing after a fall causes a creature to become injured, the creature breaks one or more bones. Until the creature heals all damage, it is impaired and slowed.

Cooperation

When the characters work together on a task, the GM determines whether their effort succeeds, fails, or might succeed with a roll. Normally, a group can complete most mundane tasks given enough time and effort, but when neither is in sufficient supply, the GM can call for a roll. In such cases, each member of the group makes a challenge roll. If half or more (rounded up) get a success, the task results in a success. Otherwise, the task results in a failure. As with any task, the GM and the rules decide on the attribute or characteristic that best applies to the rolls.

Depending on the task, the GM might call for rolls using different attributes and characteristics. For example, a group building a raft from logs might include a couple of characters who make Strength challenge rolls to haul the wood, other characters who make Agility rolls to bind the logs together, and one character who makes an Intellect challenge roll to organize the effort.

Climbing on Larger Creatures

If you grab a creature whose Size is larger than yours, when the creature moves, you move with it. While you have such a creature grabbed, you can use your movement to climb across the creature's body. Doing so typically requires a success on a Strength challenge roll, possibly with 1 or more banes depending on the creature and how it moves. A failure indicates you make no progress and fall off the creature unless you use an action to grab the creature again. A roll of 0 or lower indicates you fall off the creature and land prone in a space of the GM's choice within 1 yard of the creature.

Critical Success and Failure

Some games that use a d20 for task resolution attach special importance to high and low rolls, specifically when the die comes up as a 20 or a 1. For high numbers, **Shadow of**

the Demon Lord already rewards critical success on the use of talents and spells by granting additional effects when the total of the attack roll is 20 or higher and beats the target number by 5 or more. But if both the GM and the players want the specific results of 20 and 1 to have meaning, the following variant rules can be applied on top of those used in the main rulebook. If you use the rules for critical success, you must also use critical failure.

Critical Success (only PCs roll on the Critical Hit table)

Whenever a die rolled for an attack roll or a challenge roll comes up a 20 and is a success, the result becomes a critical success. The effect of the critical success depends on the nature of the roll. The effect of a critical success is cumulative with any other effect gained from rolling 20 or higher and beating the target number by 5 or more.

Damaging Attack: A critical success on an attack that deals damage means that the attack deals 1d6 extra damage. Alternatively, the GM can have players roll on the Critical Hit table for a wider range of results.

Critical Hit

3d6	Effect
3	The target falls prone and becomes unconscious for 1d3 rounds.
4-5	The target becomes dazed for 1d3 rounds.
6-8	The target falls prone.
9-12	The target takes 1d6 extra damage.
13-15	The target becomes impaired for 1d3 rounds.
16-17	The target becomes stunned for 1d3 rounds.
18	The target takes damage equal to its Health.

Non-damaging Attack: A critical success on an attack that does not deal damage indicates that the attack is more effective. An effect could have double the normal duration, for instance. If the effect imposes an affliction, the affliction might become permanent or impose 1d3 banes on rolls made to remove it. In social situations, the target might become overly helpful, perhaps going so far as to take great risks to help the character. Or, the GM might just let the player decide what happens, within reason of course.

Challenge Roll: A critical success on a challenge roll indicates that the creature accomplishes the task in half the time, gains a new insight into the problem at hand, or receives some additional benefit as the GM determines. For example, if a creature gets

a critical success on a challenge roll to open a lock, the creature might open the lock in half the time or might make other challenge rolls to open locks with 1 boon until it completes a rest.

Critical Failure

Whenever a die rolled for an attack roll or a challenge roll comes up a 1 and the roll results in a failure, the result of the roll is a critical failure. The specific effect is determined by rolling on the Critical Failure table.

Critical Failure

3d6	Effect
3	The creature falls prone and becomes dazed for 1d3 rounds.
4-5	The creature falls prone
6-8	An object the creature is holding, wearing, or carrying falls to the ground and moves 1d3 yards in a random direction.
9-12	An item the creature is wearing or carrying that is worth 1 gc takes damage equal to its Health.
13-15	The creature becomes impaired for 1d3 rounds.
16-17	The creature becomes stunned for 1d3 rounds.
18	The creature and each of its allies it can reach become impaired for 1d3 rounds.

Incoming

Whenever you throw a handheld object such as a bomb, there's a good chance it will bounce when it lands. When you throw the object, make a Strength challenge roll. On a failure, the object bounces. Roll a d6. On a 4, 5, or 6, the object moves forward or stops if it can't move forward. The object bounces to the left on a 2 or to the right on a 3. On a 1, the object bounces back in the direction it was thrown. The object comes to rest 1d3 yards from the spot where it originally hit

Novice Path Variants

Unrestricted Priest Magic

The game rules restrict a priest's access to certain traditions by virtue of the priest's religion. If you want more flexibility, when the priest path would let you discover a tradition at level 2, you can discover any tradition as long as it is appropriate to the priest's religion or deity (consult with the GM).

Alternative Magician Talent

A magician, at level 1, can take the Potent Spellcasting talent in place of the Cantrip talent.

Potent Spellcasting: When you cast an attack spell, you make the attack roll with 1 boon, and creatures make challenge rolls to resist the spell with 1 bane.

Miscellaneous

Actions

When you use an action to charge, you must move up to your speed in a straight line.

Ancestries

Below you can find all playable ancestries and where to find them:

1. Human (available in **SotDL**);
2. Halfling (**Demon Lord's Companion**);
3. Dwarf (**SotDL**);
4. Elf (**Terrible Beauty**; see below for changes to the ancestry);
5. Changeling (**SotDL**);
6. Clockwork (**SotDL**, changed according to the "SotDL Revision [2019]" file);
7. Faun (**Demon Lord's Companion**);
8. Goblin (**SotDL**; characters from this ancestry tend to be evil in Terras Cónitas and thus require a backstory reason to be played);
9. Orc (**SotDL**; characters from this ancestry tend to be evil in Terras Cónitas and thus require a backstory reason to be played—to keep things simple, you can rename the ancestry to "Half-Orc", keeping practically all of the orc's standard statistics);
10. Dhampir (**Blood Scions**).

Note that almost all of these ancestries have had their lore slightly changed to fit into the setting, especially elves, orcs, and goblins. In case of any doubts, feel free to ask me for the minutiae concerning them.

Elves' Mechanical Changes (might be altered during the campaign):

- Elves are considered humanoids instead of fey creatures;

- They no longer have immunity to diseases (both damage and affliction) and are instead resistant to them (see “Poison and disease immunity” later in this chapter);
- Removal of the “Iron Vulnerability” trait;
- Change to the “Spell Defense” trait, which now reads:

Spell Defense: At any moment during a round, you can use a triggered action to draw on your elven heritage, activating a spell-defensive stance for 1 minute. While in this stance, you take half damage from spells, and you make any challenge roll to resist a spell with 1 boon. A creature attacking you with a spell makes the attack roll with 1 bane. You must rest to enter this stance again.

- Change to the “Bewitching Presence” trait, which now reads:

Bewitching Presence: Your magical and otherworldly nature alters how others see you and behave around you. You make attack rolls in social situations with 1 boon.

Cure & Greater Cure

The effects of “Cure” and “Greater Cure” (**SotDL**, p. 133) have been changed. The list of benefits for these spells is now as follows:

- Remove one of the following afflictions from the target: fatigued or impaired.
- Temporarily removes one of the following afflictions from the target: poisoned or diseased. If the poison or disease is an ongoing effect (e.g., the victim must make a Strength Challenge roll after each rest), the affliction returns after 1 hour; otherwise, it is permanently removed.
- If the target has gained Insanity within the last minute, remove 1 Insanity from the target.
- Reduce any penalty to the target’s health by 2d6.
- The target heals damage equal to half its healing rate.

Darksight

Goblins and orcs have “Darksight” (refer to Dwarves’ ancestry traits) instead of “Shadowsight”.

If you choose a Dwarf, you must define their origin (Wildhammer, Bronzebeard, or Dark Iron). Bronzebeard and Dark Iron dwarves have Darksight, as they often live

underground. Wildhammer dwarves only have Shadowsight, but they can eventually train griffons to ride and call for their aid.

Frightening & Horrifying

A frightened creature makes attack rolls and challenge rolls with 1 bane or 3 banes when it can see the source of the frightened affliction. Creatures lose their frightening or horrifying traits for characters of a certain level or higher, according to the creature's difficulty, as stated on the following table:

Character Path (level)	Creature difficulties that are no longer frightening or horrifying
Starting (0)	All creatures retain their frightening or horrifying trait
Novice (1)	All creatures retain their frightening or horrifying trait
Expert (3)	25 or lower
Master (7)	50 or lower

Movement

While moving diagonally, every even hex traveled (2nd, 4th, 6th and so on) counts as difficult terrain.

Moving through a space occupied by another creature without the means to do so easily requires you to squeeze, meaning that you must succeed on an Agility Challenge roll. If you succeed, you move through the space occupied by the creature treating it as difficult terrain. On a failure, your movement ends. If the creature is a foe, the challenge roll has 1 or more banes.

Any creature can move freely through the space of a Size 1/4 creature or of a creature whose Size is 2 or more larger than its own.

You normally cannot stop in the space occupied by a creature to use an action or part of it.

Poison and Disease Immunity

Except for clockwork, all ancestries that are immune to the diseased or poisoned afflictions (as well as damage from disease or poison) are instead resistant to these effects; this means that they have a boon to challenge rolls made to avoid or remove these afflictions.

Occult Philosophy

You can select new spells from the traditions already included in the **Core Rulebook**. For brand new traditions, consult with the GM.

Unhinge the Mind

Insanity

The Insanity characteristic quantifies how much mental strain and anguish your character suffers from witnessing and experiencing horrible things. Typically, when you find yourself in a situation in which you would gain Insanity, you can avoid the gain by getting a success on a Will challenge roll. The amount of Insanity gained and any boons granted to or banes imposed on the roll are determined by the intensity of the situation as shown on the Insanity Intensity table. (This table replaces the “Resisting Insanity” table found on page 201 of *Shadow of the Demon Lord*.)

Insanity Intensity

Intensity	Boon or Bane	Insanity
Minor	1 boon	1
Moderate	—	1
Major	—	1d3
Severe	1 bane	1d3
Extreme	2 banes	1d6

Horrifying creatures

Horrifying creatures have an intensity level determined by their Difficulty, such that it becomes harder to resist gaining Insanity from powerful creatures as shown on the Horrifying Creature Intensity table.

Horrifying Creature Intensity

Difficulty	Intensity	Boon or Bane	Insanity
1	Minor	1 boon	1
5 or 10	Moderate	—	1
25 or 50	Major	—	1d3
100 or 250	Severe	1 bane	1d3
500+	Extreme	2 banes	1d6

Multiple Horrifying Creatures: When there are two or more horrifying creatures, use the intensity for the creature with the highest Difficulty. As well, if there are four or more horrifying creatures present, increase the intensity of the creature with the highest Difficulty by one step to a maximum of extreme intensity.

Gaining Insanity

When you gain Insanity, you become frightened for a number of rounds equal to your Insanity total. If you are already frightened, you must get a success on a Will challenge roll or become stunned for 1 round as well. You cannot have more Insanity than your Will score, so any Insanity gained in excess of this number is lost as you are likely to go mad.

Removing Insanity

You can remove gained Insanity by resting, by accepting a quirk, by magic, or by going mad, which is described in its own section, below.

Resting

You might remove Insanity by resting. Each time you complete a rest, you can (though you don't have to) make a Will challenge roll with 1 bane. You remove 1 Insanity on a success, or gain 1 Insanity on a failure.

Quirks

You can also remove Insanity by gaining a quirk, the rules for which are unchanged from how they are described in **Shadow of the Demon Lord**, page 36.

Magic

Spells, such as "Cure" from the Life tradition, may remove Insanity.

Going Mad

When your Insanity total becomes equal to your Will score, you become at risk of going mad. Normally, you roll on the Madness table upon going mad, but the GM can make the outcome a bit more unpredictable by calling for a Fate Roll, with the number rolled determining what happens: 1, you suffer long-term madness; 2–5, you suffer short-term madness; 6, you do not go mad and instead reduce your Insanity total by the amount equal to your Will modifier + 1d6 (minimum 1).

Other Game Rules

Anytime the game's rules affect what happens when a character goes mad, such as the berserker's Fury Unleashed talent, the rules only apply when the character would be affected by short-term madness.

Short-term Madness

When you would suffer short-term madness, you use the normal rules for going mad as described in **Shadow of the Demon Lord**, page 35.

Long-term Madness

Long-term madness can impose a significant change to your character's personality, behavior, and capabilities. Upon gaining a long-term madness, reduce your Insanity total to 0 and roll a d20, finding the result on the Long-term Madness table. If you already have a form of madness and roll the same result again, you become stunned for 1 minute instead of gaining another long-term madness. As well, if you develop a madness that produces a contradictory result—boundless energy and ennui, for example—you ignore the result and become stunned for 1 minute instead.

Long-term Madness

Roll	Permanent Madness
1	<u>Strangers Everywhere</u> . You no longer recognize faces; everyone seems to be the same, differentiated only by their voices and clothing.
2	<u>Sticky Fingers</u> . You have a compulsion to steal. Whenever you see an item you can hold in one hand that's neither worn nor carried by another creature, you must take it unless you get a success on a Will challenge roll.
3	<u>Blank Slate</u> . You lose your personality traits and adopt those of the people around you. You become dazed for as long as you cannot see or hear a creature other than you.
4	<u>Liar, Liar</u> . You can't tell the truth.
5	<u>Obsession</u> . You become obsessed by whatever task you undertake. Once you start something, you cannot stop until you finish, and if you are prevented from doing so, you become impaired until you resume that activity. A task might be attacking a particular enemy until it's destroyed, attempting to climb a wall, reading a book, and so on.
6	<u>Ennui</u> . You become disinterested in the world around you, finding it difficult to undertake any activity. You cannot take fast turns.
7	<u>Glooms</u> . You become depressed, your mind descending into darkness. You make attack rolls and challenge rolls with 1 bane.
8	<u>Staggering Confidence</u> . You become certain of your capabilities, so much so that you make all attack rolls and challenge rolls with 1 boon. However, if you get a failure, you become dazed for 1 minute.
9	<u>Craven</u> . Fear consumes you. You make challenge rolls to avoid or stop becoming frightened with 3 banes, and you double the duration of the frightened affliction when you develop it.
10	<u>Strange Beliefs</u> . You believe in untrue things, causing you to behave erratically. You make attack rolls in social situations with 1 bane.
11	<u>Boundless Energy</u> . You are confident, quick to act, and reckless. You can only take fast turns.

12	<u>Paranoia</u> . Everyone is out to get you. You make attack rolls in social situations with 1 bane. As well, you derive no benefit from characters using their action to help you, and you cannot be a willing target of any spell effect cast by a member in your group.
13	<u>Hope and Despair</u> . You swing from hope to despair and back again with little warning. Each time you complete a rest, roll a d6. If you rolled an even number, you start with hope, making attack rolls and challenge rolls with 1 boon. If you rolled an odd number, you start with despair, making attack rolls and challenge rolls with 1 bane. Whenever you get a failure on an attack roll or challenge roll, you switch from hope to despair or despair to hope.
14	<u>Untrustworthy Senses</u> . You see and hear things that aren't there. You make Perception challenge rolls with 3 banes.
15	<u>Pain is Pleasure</u> . You experience a thrill of pleasure when you inflict harm or receive it. Once per round, when you deal damage or take damage, you make your next attack roll or challenge roll before the end of the next round with 1 boon.
16	<u>Murderous Impulses</u> . You are a bloodthirsty killer. Your attacks with weapons deal 1d3 extra damage, but you have to make free attacks when any creature, even members of your group, trigger them.
17	<u>Memory Loss</u> . You lose all of your professions.
18	<u>Death Wish</u> . You want to die. Whenever you take damage, you take 1d6 extra damage. As well, when you make Fate Rolls when you're incapacitated, you must roll twice and use the lowest result.
19	<u>Shattered Intellect</u> . You become defenseless, in a catatonic state from which you might never awaken.
20	<u>Fractured Personality</u> . Your personality splinters into 1d3 + 1 pieces. One of those pieces is your true self. The others are new personalities invented by your mind. For each personality, randomly determine its gender and then use your ancestry tables to create a new character, ignoring any table that would alter the character's appearance. Then, randomly determine the personality's profession. Henceforth, whenever you gain Insanity, your personality changes to a different one, either determined randomly or chosen by the GM. You remain in that personality until you gain Insanity again.

Recovering from Long-Term Madness

Once gained, long-term madness is hard to remove. To remove the madness, you must progress through the stages as shown below. Roll a d3 to determine your starting stage. You have a chance of changing your stage as described under recovery.

Stage 0 You recover from the madness.

Stage 1 You can use an action to make a Will challenge roll. On a success, you remove the effects of your madness for 1d6 hours. On a failure, you cannot use an action in this way again until after you complete a rest.

Stage 2 As stage 1, but you make the challenge roll with 1 bane, and a success removes the madness for 1d6 minutes.

Stage 3 As stage 1, but you make the challenge roll with 1 bane, and a success removes the madness for 1d6 rounds.

Stage 4 You suffer the effects of permanent madness.

Stage 5 You gain 1d3 Insanity and move down to stage 4.

Recovery Each time you complete a rest, you can make a Will challenge roll.

- 20 or more: You moves down one stage.
- Success: No change.
- Failure: You move up one stage.
- 0 or less: You gain 1 Insanity and move up one stage.

