

MADNESS

Sometimes being frightened isn't enough. Sometimes an experience, or effect strikes you to your core. Your perception of the world ceases to make logical sense, or your horrified by what you have witnessed, and your mind and body begin to break.

Madness is a new type of Affliction. For the standard Affliction rules, see the Core Rulebook pg. 457.

CONSULTING YOUR PLAYERS

The Madness system can be an immersive experience for Game Master's and Player's alike, but it's always a good practice to ask your players about what level of intensity they want in the game.

Generally, this system is a good addition for adding tension to the game, but may get too visceral for some Players/GM's.

MADNESS

Madness is a new type of Affliction, with special rules, see below.

USING MADNESS

Integrating Madness into your game aids you in bringing a sense of dread, urgency, and horror into your Pathfinder 2nd Edition game.

This can be by the use of horrific monsters, strange creatures, ancient knowledge not meant for mortals, or strange effects that defy logic.

But this can also be physical effects that alter your character, like being infected with a deadly disease that alters your body, or makes you subservient to its host.

Madness Rules

Madness is a Severe Virulent Affliction.

Magical means can be used to temporarily reduce, or remove conditions gained by the Madness Affliction, but you regain the conditions when the spell effect ends, or after 8 hours of rest, whichever comes first.

But no effect, save a *Wish* Spell can remove a Madness Affliction

GAINING AND TREATING THE MADNESS AFFLICTION

The DC for Madness is usually based on the monster or affect causing the Madness, or by a Hard or Severe DC based on the Character's level, if no level of affect is given (GM discretion).

GAINING MADNESS

Anytime the GM asks for a Madness Check, either from some monster or affect that is directly affecting you, or when you have witnessed something horrific, or disturbing, roll the save indicated by the GM.

Critical Success: Not Affected

Success: As Critical Success, but gain Frightened 1

Failure: Increase your Madness by 1 Stage

Critical Failure: Increase your Madness by 2 Stages

RECOVERING FROM MADNESS

After a 8 hours of rest, your character makes a Madness Recovery Save

The DC for Madness Recovery is usually based on the monster or affect causing the Madness, or by a Hard or Severe DC based on the Character's level, if no level of affect is given (GM discretion).

Critical Success: Reduce Stage by 1 Step

Success: Need 2 consecutive Successes to reduce 1 step, only heal your level's amount of Hit points, instead of normal, but still act as if rested.

Failure: You heal 0 Hit Points from your rest, but still act as if rested (i.e. You still recover from Fatigued, still do Daily Preparations, ect.)

Critical Failure: As Failure, but also increase your Madness by 1 Stage

MAKING YOUR OWN MADNESS

ALTERING MADNESS FOR YOUR GAME

Below are some sample Madness Afflictions, but you can craft your own Madness Afflictions to better fit your game. Make it more Stages, or less, more severe, or milder, add in damage from the Affliction. Whatever fits your games theme, and feel your going for.

SAMPLE MADNESS AFFLICTIONS

MADNESS AFFLICTION

LEVEL 1+

UNCOMMON AFFLICTION MADNESS MENTAL VIRULENT

This affliction begins to tear away at your mental defenses, attacking your mind. This attack can become so severe that your mind attacks your own body, making your mental anguish a physical one.

Saving Throw: DC Will Varies

This DC varies based on the creature or affect that triggered it, or a Hard or Severe DC based on the character's level if no level for monster or affect is listed.

- Stage 1 Frightened 1, Dazzled;
- Stage 2 Frightened 1, Stupefied 1;
- Stage 3 Frightened 2, Stupefied 2;
- Stage 4 Stupefied 3, Slowed 1;
- Stage 5 Stupefied 3, Stunned 4, Drained 2;
- Stage 6 Unconscious, Doomed 1, Drained 3;

SPORE INFESTATION AFFLICTION

LEVEL 1+

UNCOMMON AFFLICTION MADNESS POISON VIRULENT

You have been exposed to some body altering spore or fungus, and it begins to infest your body, attempting to make you one of it. . . .Whatever IT IS?!

Saving Throw: DC Fort Varies

This DC varies based on the creature or affect that triggered it, or a Hard or Severe DC based on the character's level if no level for monster or affect is listed.

- Stage 1 Fatigued;
- Stage 2 Fatigued, Enfeebled 1, Clumsy 1;
- Stage 3 Flat-Footed, Enfeebled 2, Clumsy 2;
- Stage 4 Flat-Footed, Fatigued, Enfeebled 2, Clumsy 2;
- Stage 5 Enfeebled 3, Clumsy 3, Slowed 2;
- Stage 6 Controlled (At the start of your turn, roll a flat check DC 11, failure, your controlled by the entity and Quickened) Enfeebled 3, Clumsy 3, Slowed 2