

Exposition

Who you are

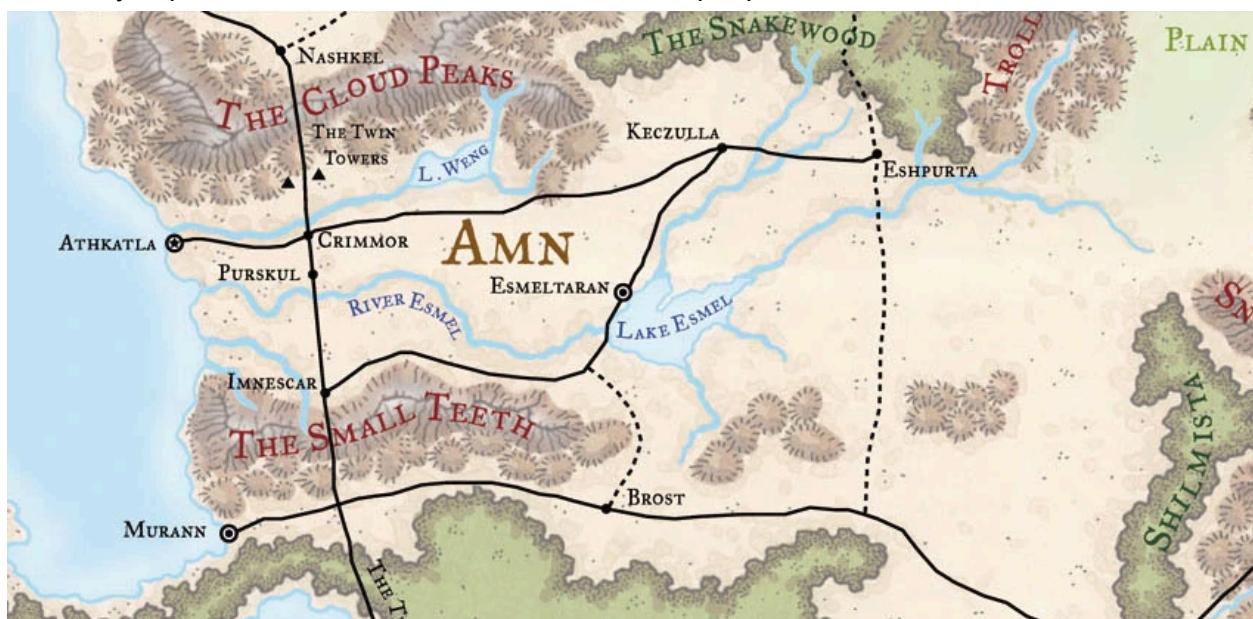
You were once a civilian that was charged with a crime. The trial was nonexistent, the sentence laughable: a choice between execution or a lifetime of servitude. Well, you are still alive, that's all that matters. You spent years as a grunt in the Amnian reserves and only through innate talent, curried favor, and a little luck, you were recognized as exceptional. Today, you carved yourself a new life inside the Fist of Kaval, a special forces unit, still a slave, yet so much more. You are capable. Reliable. Dangerous. You get shit done.

Fist of Kaval

Amnian special forces. Currently led, organized, and recruited for by Selenor Kaval. He is a fair and tolerant officer, sympathetic to your role and understanding of your background. Selenor deploys the Fist in delicate situations: assassination, spying, reconnaissance, extortion, political sway. Often, the Fist is asked to intervene as an impartial 3rd party between mercantile disputes that have gone on for too long or have gone too far.

Where you are: Amn, The country

A very wealthy, loosely-aligned collection of city states ruled as an oligarchy by the Council of 6 (members unknown). Those who can make coin and keep it are respected. Because of the extremely capitalistic and cutthroat culture, influential people tended towards Lawful Evil.



Where you are: Athkatla, The city

Capital of Amn and the “city of coin”. The wealthy are the definition of extra. The poor are struggling. There’s a 4000 Unit garrison, 100-500 men belonging to each major noble (mercantile) house. The population is majority human, minority halfling, but it does see a variety of other races given its trade importance. The city itself is separated into multiple districts and the poor (south) and rich (north) are separated by the river running through its middle; the only exception is the scepter district - home to the fortress of the Council of 6 - on the south-western tip of Athkatla.



Here's what you know:

Magic is prohibited without a license from the Cowled Wizards. You are licensed.

Petty crime (theft etc.) is prevalent in the poor districts and almost absent in the richest districts

Smuggling and Piracy enable mercantile opportunity.

Adventurers are looked down upon. They do not earn coin in a respectable manner.

Coin and power are everything in this city. You can pay the fee for a crime before you commit it, for example.

Who is in power

Council of 6: The heads of the most powerful mercantile houses make up the council of 6 and they rule in secret. Their priority is to ensure the continual existence of Amn and that money continues to flow through the wealthy nation. They are the (in order of leadership):

Meisarch, Lord of Merchants - responsible for monitoring monopolies and ensuring internal protection from unsanctioned adventurers and unlicensed magic-users. This position is openly controlled by House Selemchant.

Tessarch, Lord of Law - responsible for upholding judicial branches and mediating disputes

Namarch, Lord of Imports - responsible for monitoring import taxes, tariffs, and trade

Iltharch, Lord of Information - responsible for intelligence gathering. Observes Amn's interests and competition.

Pommarch, Lord of Exports - responsible for monitoring export taxes, tariffs, and trade

Dahaunarch, Lord of Arms - responsible for commanding Amn's military. No economic influence.

Cowled Wizards: Secretive cabal of wizards that operate from their keep Spellhold (really an asylum). They serve as enforcers of Amn's magic laws and as consultants in matters of the arcane.

Shadow Thieves: A powerful, secretive consortium of thieves' guild that provides contractual protection, muscle, and other services

Harpers: Weaker in Amn but still present. They continually attempt to unravel the corruption that grips the country.

Heralds: Record keepers, genealogists, and crest enforcers. Few and far between but respected across Western Faerun.

Knights of the Shield: A collection of circle jerking merchants that exist throughout western faerun.

New Rules

Critical Hits

- When a critical is rolled, roll only once. Then add the maximum amount of damage you can do with your dice to the final roll.

Healing Potions

- Healing Potions heal their maximum value. For example, a standard healing potion that heals $2d4+2$ will instead always heal 10 health.

Spells

- You may cast spells as an action or bonus action if you have already cast a spell as an action or bonus action.

Opportunity attacks

- Using an action to attack with a ranged weapon or cast a spell that is not melee range provokes opportunity attacks.
- Stepping through or leaving a threatened square provokes opportunity attacks

Moving

- NEW: **Guarded Step**: Move 5 feet without provoking opportunity attacks.
- NEW: **Run**: you may choose to sprint in a straight line for up to 2x your move speed as an action and move action.

Attack Action

- NEW: **Feint**: As an action, make a contested deception check against the target's insight. On success, gain advantage on your next attack against them and they cannot take reactions against you until the end of your next turn.
- NEW: **Distract**: As an action, make a contested intimidation, performance, or deception check against the target's insight or perception. On success, the next ally attack against them gains advantage before the start of your next turn.
- NEW: **Furious blows**: As an attack, rain a series of overbearing blows against AC 15. If you hit, you deal no damage, but the next ally to attack that foe gains advantage to their next attack roll, if that attack occurs before your next turn.
- NEW: **Defensive Fighting**: At the start of your turn, gain +2 Circumstance bonus to AC but all your attacks are made with disadvantage until the start of your next turn.

- NEW: **Charge**: You may move up to double your speed and make a single attack. You must move at least 10 feet in a straight line towards your target through uncontested, normal terrain. The attack is at -2 to hit and you gain -2 AC until the start of your next turn. Your movement ends after the charge.
- NEW: **Delay**: You may delay your initiative. The moment you leave initiative becomes your new initiative.
- NEW: **Dirty Trick**: Choose blinded, deafened, entangled, shaken, or sickened. If you hit your next attack of target AC+8, the target acquires this condition. They can remove this condition with a move action.

Flanking

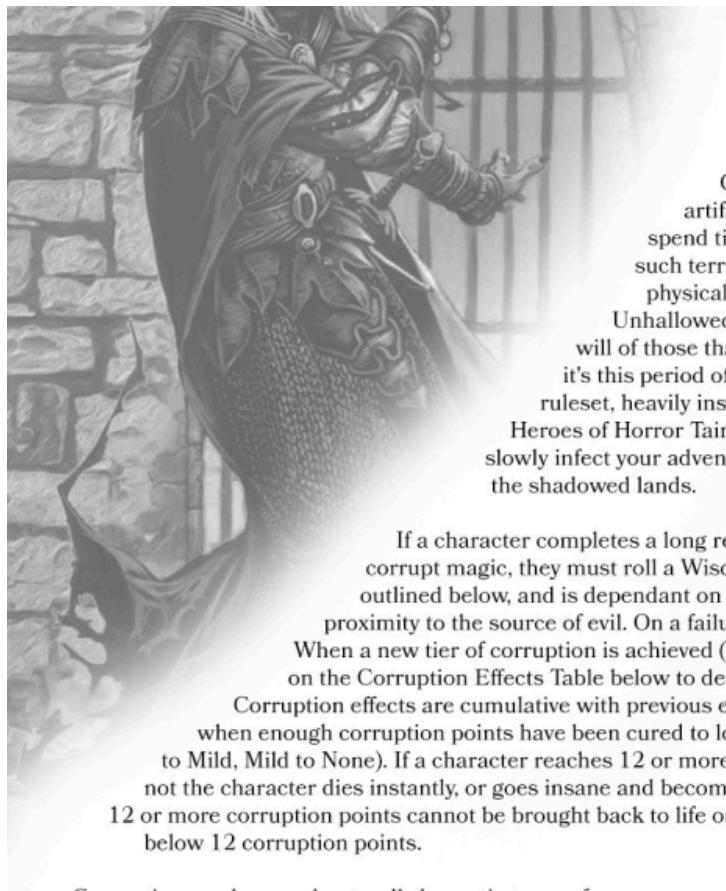
- Creatures 2 sizes larger than you are immune to flanking.
- Attacks directly behind a creature have advantage.
- Flanking a creature gives advantage. As part of your attack action, you may declare how you attack and then pass a related skill check to gain flanking advantage. For example, you can use intimidate to yell at a creature, leaving it distracted. Another example, you can kick a rock on the floor and pass a stealth (for your kick).

Cover

- Creatures 1 size or less different from you in between you and the target provide soft cover
- Creatures 2 size or more different from you in between you and the target provide hard cover

New Effects

Corruption



CORRUPTION

An Adaptation of corruption rules for 5th edition D&D.

Certain landscapes house deeply evil places or artifacts that corrupt the very nature of people who spend time around them. Sites where the presence of such terrible wickedness can slowly twist and infect the physical forms of even the most holy of creatures.

Unhallowed or cursed locations that erode the drive and will of those that linger. When sleep comes to those that stay, it's this period of vulnerability that invites the darkness in. This ruleset, heavily inspired by and condensing many elements of the Heroes of Horror Taint rules, allows you to have this dark influence slowly infect your adventuring party, helping build tension as they traverse the shadowed lands.

If a character completes a long rest near a source of strong, unholy evil or deeply corrupt magic, they must roll a Wisdom saving throw. The DC of the saving throw is outlined below, and is dependant on the character's current Corruption level and proximity to the source of evil. On a failure, the character suffers 1 point of Corruption.

When a new tier of corruption is achieved (Mild to Moderate, Moderate to Severe), roll a d8 on the Corruption Effects Table below to determine the effect of that character's corruption.

Corruption effects are cumulative with previous effects as higher tiers are achieved. Effects fade when enough corruption points have been cured to lower the character's tier of corruption (Moderate to Mild, Mild to None). If a character reaches 12 or more Corruption points, the DM decides whether or not the character dies instantly, or goes insane and becomes an NPC under their control. A character with 12 or more corruption points cannot be brought back to life or restored to player control until they are brought below 12 corruption points.

Corruption can be cured naturally by resting away from any source of corruption, at a rate of 1 corruption point per week of rest. Otherwise, a Lesser Restoration spell can cure 1 corruption point, and a Greater Restoration spell can cure 1d4 corruption points.

Corruption Tiers Table

	No Corruption (0 Points)	Mild Corruption (1-2 Points)	Moderate Corruption (3-8 Points)	Severe Corruption (9-11 Points)	Dead/Insane (12+ Points)
Save DC (within 5 miles)	10	12	14	18	-
Save DC (within 1 mile)	12	14	18	22	-
Save DC (within 500 feet)	14	18	22	25	-

Situational trauma can lead the DM to tailor Corruption Effects to characters temporarily. Really twisted DMs can even customize particularly terrible creatures to afflict characters with Corruption Points with certain attacks, magical items that corrupt the user, or tomes that corrupt the reader when read.

Corruption Effects Table

d8	Mild Corruption	Moderate Corruption	Severe Corruption
1	Hallucinations	Seeping Sores	Warped Spine
2	Hoarder	Moral Decay	Murderous
3	Compulsive	Distracted	Withered Flesh
4	Cough	Jittery	Paranoid
5	Trusting	Rotten Joints	Mark of the Cursed
6	Reckless	Body Parasites	Broken Will
7	Scent of Decay	Chronic Fatigue	Eyes of Shadow
8	Mildly Phobic	Moderately Phobic	Severely Phobic

CORRUPTION EFFECTS

Many of the following corruption effects carry some form of mechanical detriment, but the real fun is being aware and weaving them into narrative and roleplaying scenarios. Consider how some of these effects might alter a social encounter, or adjust the character's reaction to a particular event. Don't be afraid to remind a player of their corruption should a moment arise where they may have an opportunity to incorporate it.

Body Parasites. Parasitic worms infest and writhe throughout your innards. Any hit points regained through spending Hit Dice are halved.

Broken Will. Your willpower has crumbled, leaving your mind vulnerable. You have disadvantage on Wisdom ability checks and Wisdom saving throws.

Chronic Fatigue. Your body has difficulty with continuous physical activity. If you do not take a short or long rest directly after a combat that lasted more than 1 minute, you suffer 1 point of exhaustion.

Compulsive. You begin to exhibit a mild, compulsive ritual of the DM's choice. This can manifest as categorizing collected loot, or needing to thoroughly clean yourself after every challenge, for example. You take 1.5 times as long to complete a short rest.

Cough. You develop an uncontrollable cough that creeps up every now and then. You have disadvantage on Dexterity (Stealth) checks.

Distracted. Your mind has grown scattered and easily clouded. You have disadvantage on Intelligence ability checks.

Eyes of Shadow. Your eyes grow jet black and empty, your pupils becoming small glowing points of green flame. You gain Darkvision for 60 feet, but also gain Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Jittery. You become far too easy to spook or startle. You have disadvantage on initiative rolls.

Hallucinations. Strange visions and sourceless whispers occasionally tug at your perception. You have disadvantage on Wisdom (Perception) checks.

Hoarder. You are compelled to collect anything and everything of mild value you can. Simple trinkets stumbled across must be gathered and carried, if able, until at carrying capacity.

Mark of the Cursed. A black curse on your very soul resists divine energies. Any hit points you would regain via spells are halved.

Mildly Phobic. You acquire a mild fear of a certain creature type of the DM's choice. During the first round of combat with a creature of the chosen type, you are frightened.

Moderately Phobic. You acquire a moderate fear of a certain creature type of the DM's choice. When you enter combat with a creature of the chosen type, you must make a Wisdom saving throw (DC is $10 +$ your total corruption points). On a failure, you are frightened of them for 1 minute.

Moral Decay. Your disposition towards the world around you has shifted towards the darkness that twists within you. Your alignment shifts once either laterally or towards evil. Good can shift to Neutral. Neutral can shift to Evil. Lawful can shift to Chaotic. Chaotic can shift to Lawful. This shift is the DM's choice, and should be relayed to the player in secret.

Murderous. You suffer irresistible murderous urges at the sight of the helpless. If any creature you can see is incapacitated (friend or foe), you must spend your turn moving directly toward that creature and attacking it, if possible.

Paranoid. You no longer trust even your closest allies. You no longer count as a "friendly" creature to anyone, nor does anyone count as a "friendly" creature to you, in regards to abilities or spells. The only creature your beneficial spells and abilities can target is yourself.

Reckless. You've become impulsive in the face of dangerous situations. The first attack made against you in any combat encounter has advantage on the attack roll.

Rotten Joints. Your joints begin to suffer from internal decay and degeneration. You have disadvantage on Dexterity ability checks.

Scent of Death. Your body has begun to emit a terrible stench of rotting flesh. You have disadvantage on Charisma (Persuasion) checks.

Seeping Sores. Painful sores cover your body, making it difficult to exhibit all of your strength. You have disadvantage on Strength ability checks.

Severely Phobic. You acquire a severe fear of a certain creature type of the DM's choice. When you enter combat with a creature of the chosen type, you become frightened of the creature for 1 minute and must make a Wisdom saving throw (DC is 10 + your total corruption points). On a failure, you are stunned. You can repeat this saving throw at the end of your turn.

Trusting. You become too eager to accept others at face value. You have disadvantage on Wisdom (Insight) checks.

Warped Spine. Your spine has become twisted and hunched. You have disadvantage on Dexterity ability checks and Dexterity saving throws.

Withered Flesh. Your flesh has pulled tight against your skeleton, making your visage terrifying to most. You have disadvantage on Charisma ability checks and Charisma saving throws.

Mass Combat - The War Machine

[THESE RULES ARE SCRAPPED IN FAVOR OF MATT COLVILLE'S MASS COMBAT RULES]

These rules are meant to provide mass combat mechanics without compromising roleplay. Think carefully about the composition of your army. The strengths and weaknesses, terrain and placement of troops, the state of your leadership and morale of your men. Every little detail, and a little luck, adds up to the outcome of a battle.

Combat itself is very simple.

1. Calculate the Battle Rating of your troops
2. Fight
3. Heroic Moment
4. Figure out W/L outcome.

Battle Rating (BR)

This single number represents the combat effectiveness of your army (composition, quality, leadership, levels of supplies, fatigue, morale etc.), the environmental effects (terrain, fortifications, weather etc.).

Composition

Start by adding in the average CR of your troops. To make it easy most seasoned foot soldiers are CR 1. Casters are CR 2. Peasants are CR ½. The composition can be anything you want it to be.

Describe your army. What perks does it have? Think qualitatively and negotiate with your DM. Every time you can justify an enhancement, you add +1 to your BR. ~~If over 50% of your army has a justifiable trait, add +2 instead.~~

To get you started, here are some suggestions:

Mounted	Ranged	Superior Weaponry	Superior Armor
Immunity to opponent damage	Flying	Fast Movement (100ft/round)	Darkvision (nighttime)
Magic Ability Innate	Magic Items	Magic Ability Divine	Magic Ability Arcane

Leadership - Add CHA

Every troop has a Leader and an officer slot. Each slot can be filled either by a PC or NPC.

The leader adds their CHA Modifier (minimum of 1).

The officer adds their INT Modifier (minimum of 1).

Some NPCs can offer very unique bonuses to your army so consider your options carefully.

Environment and Morale

Think of every advantage your army will have. Do the same thing you did with composition section and assign or take away a +1 bonus for environmental effects.

Here are some examples:

Favored Terrain	Opponent Infighting	Opponent committed Moral Atrocity	Fatigued Enemy
Narrow Pass Hold	Ambush	High Ground	Opponent on difficult terrain
Beaten Opponent before	Numerical Advantage	Defending Home	Fortifications
Sickness	Traps	Hated Enemy	Routing army nearby

PC Involvement

This is where you can get a lot of juicy bonus points. Think carefully how to outsmart the opponent. Most things will net you 1-3 points. Being clever will net you more. Due to the nature of PC fppptttttt (fart noises) “planning” these can be very difficult to judge but DM decides at the end of the day.

Espionage, Bait and Switch, flanking, envelop, cut off the head, Hammer and Anvil, Seeding Dissent, Heroics: these all add to BR in various ways. Examples: Obtaining a traitor within the enemy ranks and getting detailed intelligence would net you +5 to your BR, good reconnaissance adds +3, some +1, misinformation subtracts 3 etc. Finding a way to eliminate a leader, poisoning supplies, splitting reinforcements are all examples of on-the-spot thinking that can gain or lose you significant battle rating.

Fighting

Split your troops up so that there are equal number of armies. The BR is the same if you have to split. For example 1000 orcs fight 2 separate armies of 400 duergar and 300 crabs. The orcs split 100 and 900 to face both. In order of descending BR, pick an opponent troop for your army to fight until there are none left.

Roll d20, add your BR. if you are higher than the opponent, you win! Most of this will be descriptive.

Heroic Moment

Every battle, your hero will attempt to sway the outcome in some way. I will set the narrative, we will go through the battle sequence, and you will pick what you want your heroic moment to be, what it will look like, and describe it as best you can. I will ask you to roll any relevant checks and then apply that to the final result. I will set a DC for the attempt, and every 5 DC interval will earn you a BR point; so harder actions will earn you more points but are harder to pull off.

Win Loss

Based on testing, you get the following results:

Difference	Casualty W:L	Fatigue W:L	Location
1-2	0%:10%	None:None	F:R
3-4	10%:20%	None:Moderate	F:R
5-6	20%:40%	Moderate:Serious	R:R
7-8	30%:60%	Moderate:Serious	F+1:R+3
9-10	10%:50%	None:Serious	F:
10-12	0%:30%	None:Rout	F+1:Rout
12-13	10%:10%	None:Rout	F+2:Rout
>14	10%:100%	None:-	F+5

Alternatively, i'll say 10% clash at 1:1CR, so if 1000 CR $\frac{1}{8}$ creatures attack 200 CR1 creatures, you have losses of $100/8 = 12.5$ casualties and $20*8 = 160$ creatures.

Alternatively, you'll lose 2BR to 4BR W:L every clash.

Feats

Feat	Requires	Description
Barricade (New)	Proficiency in Arcana or Tinkering	<p>Increase Intelligence or Dexterity by 1.</p> <p>Quickly create half-cover or turn half-cover into $\frac{3}{4}$ cover as a move action.</p> <p>Gain proficiency in Arcana or Tinkering.</p>
Cleave (New)	13 Strength	<p>Increase Strength by 1.</p> <p>When a melee attack reduces an undamaged creature to 0 hit points, any excess damage from that attack might carry over to another nearby creature.</p> <p>Once per attack action, make an additional attack against an adjacent target if the first attack hits. For each successful hit, you may make an additional attack for each adjacent target. You may use this feature a number of times equal to your strength modifier per long rest.</p>
Adaptive Combatant (New)		<p>You may fall prone in an adjacent square to gain $\frac{1}{2}$ proficiency to a reflex save.</p> <p>Once per day, you may use your reaction to apply $\frac{1}{2}$ proficiency to a saving throw you do not have proficiency in.</p> <p>Once per day as a move action, gain the benefit of a combat feat you do not possess for 1 minute.</p>

Mental Fortitude (New)	Ability to cast a spell level 1 or greater	<p>Gain Proficiency in Arcana if you are a spellcasting class.</p> <p>Casting a concentration spell while concentrating on another spell does not immediately end the effect. The old spell effects persist for 1 round. The effects may persist for 1 additional round if you can pass a concentration check of 10+level of the spell.</p>
Imposing Combatant (New)		<p>Increase Charisma by 1.</p> <p>You may feint, intimidate, and distract with a move action instead of a standard action.</p> <p>The effects of your feints last for 1 minute.</p> <p>The effects of your distractions now apply to the next attack action.</p>
Mobile (modified)		<p>Acquire Mobile Feat.</p> <p>You may take a guarded step as a reaction when a foe misses you with melee.</p>
Nimble (New)		<p>+4 AC Against opportunity attacks.</p> <p>Take a guarded step as a reaction to an adjacent foe moving.</p> <p>You can use your reaction to attack foes that attack you with reach</p>
Mage Slayer (Modified)		<p>Acquire Mage Slayer Feat.</p> <p>Opportunity attacks triggered by spell casting now have a chance to interrupt the cast.</p> <p>Concentration check to maintain the spell cast.</p> <p>On failure, the spell fizzles and does not trigger.</p>

Savage Caster (New)		<p>You may exchange 5 to hit on spell attacks for 1 additional die per 5 character levels on spells.</p> <p>When you critically hit a creature or reduce a creature to 0 hit points with a spell, you may cast a cantrip at another target as a bonus action.</p>
Careful Caster (New)		<p>Increase Intelligence or Charisma by 1.</p> <p>You gain spell sculpting as a class feature.</p> <p>You gain advantage on sleight of hand checks when attempting to cast discreetly.</p>

Sanity

Basics

- You start with 20 maximum sanity points. The maximum cannot go above 20 points. These points represent your ability to deal with extremely stressful, mind-bending, and horrific situations.

Restoring Sanity

You may permanently exchange (sell) statistics on your character sheet for sanity points to a cap of 20 points.

- 1 Ability Score = 2 sanity points
- 1 Hit Dice (maximum life) = 1 sanity point
- 1 AC = 2 sanity points
- 1 Skill Proficiency = 1 sanity point
- 1 Saving throw proficiency = 3 sanity points
- 5 ft of movement speed = 1 sanity points
- Sanity powers refunded at their original cost

Sanity (Madness) Checks:

When you think an event, sight, or sensation is difficult for your character, you should consider making a madness check. This is considered an ability check and is affected by spells like Enhance Ability. How often you make this check is up to you, the player, but the DM will request these checks from time to time. The check represents your madness attempting to overpower your sanity.

To make a madness check, roll 1d20. If the 1d20 result is higher than your current sanity, your character fails this check as the stress of your experience is higher than you can take.

If the 1d20 results is at or below your current sanity, your character succeeds.

- When your character succeeds, you may choose to exchange your sanity for power. If you do, you must immediately pay the cost with some combination of sanity points or madness.
- When your character fails, you must either purchase a madness or choose to lose 1 sanity point. If you purchase a madness that costs more than 1 sanity, gain inspiration (advantage for 1 attack, saving throw, skill check, or madness check).

Sanity = 0

When you reach 0 sanity, you must make a Constitution saving throw (DC 10) until either 3 successes or 3 failures. At 3 failures, you become irreversibly mad. At 3 successes, you gain 1 sanity point and your maximum sanity lowers permanently by 1. The number of failures resets to 0 at the end of a long rest.

Sanity Powers - RP / Flavor

These sanity perks offer a unique gameplay experience without adding any mechanical changes

Cost	Description
1	Choose a sensation (for example, the warmth of sunlight). Your presence gives off this feeling to all creatures within 30 feet of you.
1	You float a few inches off the ground, as such, you do not leave footsteps. Your movement produces faint noise, like a powerful prolonged exhale.
1	Anything you touch or walk on is cleaned to a shine.
1	Your touch and voice grants others a sense of optimism / pessimism (choose one)
1	To others, you always smell like their favorite (or least favorite, choose one) scent, whatever that may be.
1	Your eyes change color depending on the mood of whoever you look at
1	You innately understand the potential (or failures, choose one) of any creature
1	Wisps of (choose color) smoke emit from your body
1	Your name is always (or never choose one) remembered
1	Notice interesting but insignificant details about something you examine that most would miss
1	Your hair is perfect, no matter what. You always look incredibly well rested.
1	People want to talk to you. You look like you have something interesting to say. Or the reverse, choose one.
1	When you trip, fall, or otherwise lose your footing/balance, it always takes a comically long time.
1	You never (or frequently, choose one) fail simple tasks
1	Your shadow changes shape and color to fit your mood
1	You are like a Disney princess for (choose creature type here)
1	You somehow fit (or don't choose) any garment, which looks incredible on you.
1	You see numbers over people's heads counting down but you're not sure why

Sanity Powers - Mechanical

(*) powers that can be purchased multiple times

(+) subsequent purchases go up by the base cost

(#) You choose your price

Cost	Description
#	Transfer # sanity to an ally. Pay the cost in some combination of madness or sanity points.
#*	Purchase a madness. It costs #-1 to a minimum of 1.
1*+	Gain a sorcerer metamagic of your choice or 2 sorcerer points.
1*+	Gain a warlock invocation. You must meet the level requirements. If you have no warlock levels, choose a pact. You do not gain the benefits of this pact but you fulfill the prerequisite requirements for eldritch invocations.
1*+	Gain proficiency in a skill or tool of your choice
1*+	Increase one ability score cap by 2
1*+	Increase the range of touch spells by 5ft
1*+	You are resistant to a damage type of your choice.
1*+	Double carrying capacity
1*	You can now communicate with a creature type of your choice as if you share a language.
1*	The size of your pant pockets are now extradimensional. The starting volume equal to a 5ft radius sphere. At each purchase of this power, increase the radius by an additional 5ft. The external look of your pockets does not change.
1*	<p>As an action, emit sunlight (20ft bright, 20ft dim) for 1 minute. This is considered a level 1 magical effect. Further purchases of this power increase the brightness by another (20ft bright, 20ft dim) and raises the level of the effect level by 1.</p> <p>At 60 feet bright light, creatures in a 10 foot radius must make a Constitution saving throw or be blinded until the start of your next turn; the radius continues to increase in 10ft increments with further purchases of this power. Undead and oozes save with disadvantage.</p> <p>At 80ft bright light, creatures in a 10 foot radius must make a Constitution saving throw or take 2d8 Radiant damage, or $\frac{1}{2}$ on a save; the radius continues to increase in 10ft increments and the damage increase by 2d8 with further purchases of this</p>

	<p>power. Undead and oozes save with disadvantage. You may instead choose to extend this effect in a 10ft wide line that extends 30ft + 10ft per additional purchase.</p> <p>CON Save DC: 8 + Effect Level You may use this feature 1 + Effect Level / 2 times per long rest.</p>
1	As an action, you can be indestructible for 1 round. You cannot use this feature again until you have finished a long rest.
1	As an action, you can be twice as dense as you are now. Lasts 2 rounds.
1	As an action, you become immovable.
1	Gain advantage on initiative rolls
1	Gain the 'create food and water' spell as a 1ce per day cantrip
1	Gain water-breathing and a swim speed equal to your speed.
1	If your health is healed more than 2x your maximum health in a single battle, gain a legendary action and a legendary resistance for the remainder of combat.
1	Ignore difficult terrain
1	Increase your AC by 1
1	Increase your speed by 10 feet
1	Learn a cantrip of your choice from any class. The spell DC for that cantrip uses the ability score of that class
1	Learn to create 100 pieces of magical +0 ammunition of your choice once per day.
1	Once per short rest, you can achieve a fly / climb / or swim speed equal to your base speed for 1 hour.
1	Once per turn, add (20 - current sanity points) madness damage to all your damage rolls. Both you and your target(s) take this extra damage. If you do not attack nor cast offensive spells that round, heal 2 hp as a swift action.
1	When you succeed at an ability check, the next ability check within 1 minute gains 1d4 circumstance bonus.
1	You cannot be scried unless you allow it.
1	You may now turn any roll into a 20 or a 1. Using this feature more than 1ce per long rest costs a sanity point.
1	Your mind cannot be read unless you allow it.

2	Purchase a proficiency in a saving throw
2	Gain Actionsurge (Fighter 2) as a class feature
2*	you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, or you can gain the benefit of a feat.
2	Become immune to charm effects.
2	Become immune to curses.
2	Become immune to non magical diseases.
2	Become immune to magical sleep effects.
2	Become immune to mundane damage.
2	Become immune to possession.
2	Become immune to the frightened condition. Save against fear with advantage.
2	Buy a spell slot in one of your classes. This spell slot is the maximum level that you are able to cast with that class.
2	Choose an element. Conjure 10 magical +0 ammunition of your choice once per day. This ammunition bypasses immunities and resistances for the element of your choice.
2	Gain a class feature at or below your level in an archetype (level 3 choice) or divine domain that you did not choose.
2	Gain a legendary resistance
2	Gain an extra action when at low life (HP <= 1 maximumly rolled hit die)
2	Gain spell echo: After casting any spell, your spell repeats one effect or one die of damage at the start of your next turn. If the spell targets an area, then choose a 5ft square within the area of effect. If the spell is a targeted spell, then a creature, if any, in that space is affected.
2	Gain the effects of truesight
2	Instantly kill a creature. Some creatures that are way too OP or are warded against death effects may resist this effect. You may only use this feature at or below 10 sanity. Once you use this feature, your maximum health goes down by $\frac{1}{2}$. Your health and the instant kill recharge at the end of a long rest.
2	Pick a skill. Treat all rolls in that skill lower than a 9 as a 9. Make sure to slam the table and yell NINE as often as possible.

2	Understand any spoken language
2	<p>Upon dropping to 0 hit points, you may choose to automatically stabilize. You may not use this feature again until a short or long rest. If you choose to use this feature, the following goes into effect:</p> <p>Your hit point total becomes 0, and you immediately explode in a manner of your choosing to deal damage to all creatures within $(5 + \text{total sanity})$ ft equal to the HP you just lost. The damage type is chosen based on your explosion type. Constitution save DC = your CON modifier + 8 for $\frac{1}{2}$ damage. You reform after the explosion, stabilized at 0 hp, within 20 feet of your original demise.</p> <p>While you are at or below 0 hit points, you cannot be critically hit, you gain 5DR, and you are resistant to area of effect attacks.</p> <p>After you reform, you taunt everyone in initiative for 1 round. If you fall below $\frac{1}{2}$ your health on this round, you die, otherwise you regain 1 health.</p>
2	You can use your reaction to taking damage to gain temporary hit points equal to your level x 10. These hit points go away at the end of your next turn. You may use this feature a number of times equal to your constitution modifier and then the feature is expended.
2	You may now choose a class feature, feat, sanity power, or madness and extend that effect as a bonus action to each creature you control for the duration of the effect or 1 minute, whichever is lower.
2*	Your attacks gain the reach property. If you already have the reach property, increase the range by 5ft.
2	Your speed cannot be reduced below your base movement speed.
3 + #	Conjure 2 enchantable +0 magical ammunition of your choice once per day. This ammunition can hold 1 spell of any level up to level $5 + \#$. Wherever the ammunition hits, the enchanted tip cracks and the spell is released. Targets chosen randomly until all targeting rules fulfilled.
3	Add proficiency to your damage and spells.
3	Conjure a +0 magical ammunition of slaying once per day. You cannot possess more than 1 of these at any time. DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.
3	Gain Expertise in a Skill or Tool of your choice
3	Gain the class features of another class at a specific level. Your total level does not increase, you do not acquire proficiencies, skills, hit dice etc.

3*	One time use. Extend any duration caused by you by an amount of your choice.
3	<p>You gain the ability to borrow dice from future spells. As part of the spell cast, add any # of dice to the current spell being cast. The die type will be determined by the spell. If the spell scales with spell slots, you can only add to this dice pool; otherwise, choose a die type of your choice that is present on your spell. Remove dice from your borrowed dice pool equal to the number of dice in future spells you cast.</p> <p>You cannot borrow dice again without expending a sanity point. Borrowed dice do not reset unless you die and are resurrected or use a wish spell.</p>
3	You may attack 1 more time per attack action.
3	You may now choose a class feature, feat, sanity power, or madness and donate that effect as a bonus action to each creature you control.
3	You may now gain a charge for 1 class feature, item, power, or madness. You cannot use this feature again until you've had a long rest.
4	When moving, you blink through the ethereal plane.
7*+	Raise your proficiency bonus by 1
10*	Gain a level
9	Immediately cast the wish spell. You may not restore sanity directly with this spell.
20	<p>Ao blesses you. Choose a domain. You are now a deity in that domain.</p> <p>If you buy a madness or reach less than 1 sanity when buying this feature AND do not have at least 20 in one of your ability scores, you instead become an eldritch horror and immediately teleport to the Abyssal plane with no hope of escape. Make another character.</p>

Madness

Generic

These are generalized Madness Effects that have no flavor outside of mechanical downside. RP these however you like.

(*) Purchasable any number of times but you must pick a different choice each time.

Cost	Description	Effect
1*	Disadvantage I	Choose one of your ability scores, skills, or tools. This score, check, or tool gains disadvantage on all rolls.
2*	Disadvantage II	Choose one of your ability scores. All related skills or saving throws for this score roll with disadvantage.
4	Disadvantage III	Your attacks have disadvantage and saves against your spells roll at advantage.
2	Quick Death I	When incapacitated, you die after 2 failures instead of 3.
3	Quick Death II	Whenever you gain a level of exhaustion, gain an extra level of exhaustion.
4	Quick Death III	Restore $\frac{1}{2}$ hp from all sources except for long rests.
1*	Weak I	Roll with disadvantage when saving against (Choose two): Disease, Poison, Curse, Grapples, Restraints, Sleeps, Charms, Death effects, Blind, Deafen, Paralysis, Stun, Petrify
1	Weak II	Lose an immunity granted by a racial or class feature. If you have none, lose advantage granted by a racial or class feature. If you have none, add disadvantage to a racial or class feature, if mechanically possible.
1	Weak III	Gain vulnerability to an element of your choice.
3	Bad Saves	Always fail the first save of “you may save again at the end of your next turn” effects.
1	Clumsy I	Your d20 19s or 20s are rerolled once. You must use the new roll
1	Clumsy II	When you roll the maximum # possible on a die other than a d20, reroll that die once.

RP Only

These are mostly RP and flavor as an option for those that prefer less complexity and more roleplay.

Cost	Description	Effect
1	Create your own	Try to limit this to something infrequent but noticeable, fun yet an actual downside to your character. Work with your DM to make sure what you choose wont fuck with anything serious.
1	Oxytocin Junkie	Gotta hug that bearded devil, you'll be fine.
1	Dopamine Junkie	You find that you do a LOT better with a steady buzz going
1	Complimentary	You give a lot of compliments, many of them undeserved
1	Elementary	You think you understand things even if you don't
1	Chosen	Pick any deity. You believe you are a chosen of this deity (handpicked mortal granted unimaginable power to accomplish impossible feats)
1	Lore is for nerds	Books of learning disgust you.
1	Yaaay Skill	Pick a skill at random, you find this skill to be exhilarating
1	Ewww Skill	Pick a skill at random, you strongly dislike doing this skill.
1	Knowledge is power	If knowledge is power, then the density of knowledge amassed on your person constitutes a quantifiable metric coefficient proportional to power at a 1:1.25 ratio. You're sure you read that somewhere once.
1	Stereotypical	You believe stereotypes, gossip, and hearsay.
1	Overachiever	You do not tolerate personal failure.
1	Martyr	You make sure others get their due before yourself no matter the cost.
1	Singleton	Multitasking just confuses you.
1	Multipleton	Doing one thing at a time is frustratingly slow.
1	Pet Peeve	Describe an undesirable trait, something your character despises (like a pet peeve). You slowly become the personification of this trait
1	Compulsion	You repeat actions many times. For example, lighting a torch over and over or climbing stairs, descending, then ascending again. Optionally,

		if you want to add a mechanic to this, roll d20 at the start of your turn. On a 1, you repeat whatever you did the previous turn to the best of your ability.
1	Hallucination	You begin to see things that are not real but you cannot distinguish them from reality. (tell your DM you chose this)
1	Addiction	Choose something you do regularly. You become dangerously addicted to this action.
1	Paranoia	You begin to suspect that your allies are conspiring to kill you. You mustn't let them know you've let on to their schemes.
1	Delusion	Choose a delusion (for example, you believe rubbing things long enough turns them into gold). You now firmly believe this delusion. If you cannot pick your DM can pick for you.
1	Capricious	Your sexuality and preferences for certain foods, sensations, or experiences changes at the drop of a metaphorical hat.
1	Confusion	Choose a sex or a race that is not your own. You think you are that sex or race.
1	Phobia	Choose something common (example, calloused feet). You now have a phobia for this thing. Optional mechanic is to gain the frightened condition when you are forced to interact with your choice.
1	Philia	This is the opposite of a phobia
1	Racism	Choose a race (Example, Elves). You are now inexplicably racist against them, though you will definitely find plenty of reasons.
1	Obsession	Choose a type of item or creature (example, cats). You are overly obsessed with this item type.
1	Social Awkwardness	You tend to emulate the wrong emotion (for example, you can't take anything seriously)
1	Megalomania	You have a god complex. Maybe you ARE a god. Certainly, at least a king of some sort. Or an emperor? Surely.
1	Metaphorical Idiocy	You struggle to understand metaphors, similes, and hyperbole. The world becomes very literal to you.
1	Hypochondriac	Self explanatory. You are now a hypercondriac.

1	Obstinate	You abhor receiving assistance or advice from anyone other than yourself.
1	Fetish	You gain a fetish of your choice. It's fucked up.
1	Chameleon	You emulate those around you to the best of your ability. You've got to fit in.
1	Kleptomania	You feel the need to steal constantly.
1	Amnesia	You occasionally suffer from partial amnesia
1	Chronic Lying	You must bend the truth, tell lies, and deceive as much as possible to remain interesting.
1	Anxiety	You don't like the way people judge you all the time
1	Sadism	You've discovered that you really like hurting people.
1	Masochism	You've discovered that you really like being hurt.
1	Criminality	You just really enjoy committing crimes
1	Pseudo-Suicidal	While you wouldn't harm yourself, if a fatal amount of dook randomly got dropped on you by a black dragon, you wouldn't complain at all.
1	Submissive	You follow orders without question and are a pushover in social situations
1	Doom n Gloom	You have a constant sensation of doom or anticipation of misfortune.
1	Dissociative Identity	You must create new identities for yourself to suppress the embarrassment that is you.
1	Perfectionist	You become a perfectionist
1	Slob	You half ass everything you do

Right Right Right...

Cost	Description	Effect
1	The concept of “right” becomes important to you. Very important. Phonetically. Metaphorically. Spiritually. Pun-ingly.	<p>There are no mechanical effects. Roleplay only.</p> <p>Some examples to pick from:</p> <ul style="list-style-type: none"> - Turning left feels less efficient than turning right 3 times. - You think lefties are hell spawn. - You correct others on morals and code of conduct. - New, phenomenal expressions enter your slang... such as “Right ON!”, “Righty tight-ey, unrighty loose-ey”, “... afterall, I AM right sided...”, and “Live, Laugh, Right” - You obsess with finding the truth, no matter what.
1	Your right side is your good side	Make a <i>madness check</i> when attempting a skill check or attack action (or bonus action) without involving your right side in any way. If you fail, the action is performed at a disadvantage.
1	Right every time!	When making an attack from the (based on left-right axis) left side of a creature you perform that attack with disadvantage. If your attack dismembers the creature’s left arm or brings it to 0 hit points, your next turn gains advantage on all rolls caused by you while you hold their left appendage. If the creature has no left-right axis, this madness does not apply.
2	Right is right. Right is life.	<p>While you are left behind or when you are left alone, you acquire the frightened condition after 1 minute.</p> <p>When you are wronged or see moral wrongdoing, you get angrier than you should. You dwell on the wrongdoing and are unable to concentrate properly on spells unless you pass a <i>madness check</i> at the end of your turn.</p> <p>Telling lies comes at great difficulty to you. Subtract proficiency when making a deception roll.</p> <p>You hate surprises, anything completely out of left field, really. You can no longer be surprised.</p>

2	Rid yourself of imperfection.	You must find a way to replace your left arm and left leg with a right arm and right leg as soon as possible. Every day at dawn without these replacements, you lose 1 maximum sanity point. When you complete this, achieve nirvana: you gain the Lucky feat which does not replenish upon rest; instead, you must use a greater restoration or sanity power to restore your lucky charges.
2	None of these distractions	You sew your left eye shut. You plug your left ear. You plug your left nostril. You glue your left hand's fingers together. You are now considered blind and deafened on the left side. Your right side senses go into overdrive to compensate. If you are not proficient with perception, add $\frac{1}{2}$ your proficiency to perception checks when making these checks against your right side.
3	Right is divine	<p>Requires 3 madnesses from this section for this madness to take effect.</p> <p>Your right hand has ascended to godhood in the RIGHT domain. Once per long rest, you may gain 1 prayer token when you pray to your right hand. You may earn additional tokens during this prayer at 1 sanity point per token. At any time, you may exchange all your prayer tokens for an instant divine spell with a spell casting level equal to the # of tokens exchanged. You must immediately cast this spell. The spell casting modifier is obtained using any of the classes allowed to cast this spell (So if the spell is available to paladin and cleric you may use your CHA or WIS to cast).</p> <p>You gain guidance as a cantrip. If you already have guidance, roll 1d6 instead.</p> <p>You gain proficiency in insight. Treat any 8 or lower as an 8 for these checks.</p> <p>Your left hand's sins know no limits: You must punish it in any way that you can. When you fail any roll, and can do so, consume your swift action to insult and then smack your left hand with your right hand for 2 psychic damage. This damage can incapacitate you and goes through resistance, immunity, damage reduction, and temporary hit points. If you cannot speak, hear the insult, or hit your left hand, you take no damage for your failed roll.</p>

Sensational sin

Cost	Description	Effect
1	Your senses become a source of mental nourishment. Seek them at all costs. Be a slut to your nerve-ous desires.	<p>There are no mechanical effects. Roleplay only.</p> <p>Possible examples:</p> <ul style="list-style-type: none"> - colors are fascinating. - You absolutely must find out what that slime tastes like - Lack of stimulation is booooooo...oooring.
1	Pain	<p>After care is important! As a bonus action, you may roll any number of your hit dice and self-inflict that much damage (minimum of 1 hit-dice). You may then roll just as many hit-dice to heal that much health on yourself or another target. None of these hit-dice are used. You can use this feature as long as you have at least 1 hit dice. If you additionally use your action for proper after care (whatever that means to you), you may replace up to 2 of your hit dice with a die type that is 1 higher (1d6 becomes 1d8, 1d12 becomes 1d20 etc)</p>
2	Pain	<p>Requires previous Pain. Everyone should enjoy sadomasochism! When you deal damage to a target with an attack or spell attack, you may deal 3d4 necrotic damage to both yourself and the target.</p> <p>When you take at least 1 damage, gain 1 stacking DR at the end of your turn. This damage reduction resets to 0 at the start of your next turn if you take no damage in the preceding round.</p>
1	Lust	<p>You become obsessed with a tangible, ever-present person, being, or thing. You covet time with this being or item. When you are more than 60 feet away from it for longer than 1 hour, you have disadvantage on all skill checks, saving throws, and attacks. You may spend 1 hour to choose another target. If you have nothing to covet, you gain 1 rank of exhaustion every 4 hours until you die.</p> <p>As an action, you may joyfully snuggle your chosen thing.</p>
2	Lust	<p>Requires previous Lust. You need to be one with this item, being, or person! If it is an item, you must find a way to fuse it into your person, grant it sentience, or consume it. If it is a being or person, you must find a way to assimilate their essence, soul, or body into your own. Or get married. You will be one. Forever. It must be forever and ever till death do you part. Every day that you fail to do so lowers your maximum sanity by 1.</p> <p>When you succeed, you enter a state of elation for a period of 24 hours.</p>

		Choose 1 skill ability stat your choice: treat any roll with this stat lower than a 15 as a 15.
1	Gluttony	You develop the need to eat something, anything really, every hour. Once per round when a creature dies within 15 feet of you, immediately use your reaction to walk towards it and take a bite, provoking attacks of opportunity along the way. If you have no reaction, no effect.
2	Gluttony	Requires previous gluttony. Taste is the superior sensation, there's no denying it. As part of your gluttony reaction or as an action on your turn, you may eat a creature that died within 1 minute to restore health equal to your madness score (20-sanity). Through sheer force of will, your stomach can neutralize any negative effects that would normally accompany the consumption of whatever you just ate.
1	Pride	You are the bestiest, wisest, strongeriest out of everyone you know. Including yourself! How dare you do better than yourself!? When you roll a 20 on a skill check, reroll your skill check.
2	Pride	Requires previous pride. You are too damn good, a legendary solo act! You are unable to receive the Help action from an ally, will ignore wounds, and stridently refuses help for wounds (you are no longer willing). At the start of combat, choose an ability score. If this is your highest ability score and is lower than another creature's same ability score, then your chosen ability score increases up to the highest on the battlefield + 1. If your chosen ability score is not your highest to start with, then your ability score cannot increase beyond the ability score cap (normally 20).
1	Vanity	Your visage now distracts you. When you see yourself, roll a madness check, and if you fail, your speed drops to 0 and must spend your action admiring yourself.
2	Vanity	Requires previous Vanity. You are immune to charms to creatures that don't look like you. Creatures attempting to resist your charms do so without proficiency. You always skip your first turn because you're too busy thinking about how good you are at battle.
1	Ecstasy	You love to be dominated. You will always obey a direct command and automatically fail intimidation checks. The more forceful the command, the more euphoric you will feel.
2	Ecstasy	Requires previous ecstasy. Gain advantage for rolls performed on behalf of commands given to you. You now feel extreme distaste for social wet noodles and chronic indecision - any roll to inconvenience these people in any way will be done at advantage, and any roll to assist at a

		disadvantage.
1	Mighty Itch.	<p>When you enter initiative, you start having a mighty itch. This itch is fickle and travels on your body evading your attempts to soothe it.</p> <p>If you spend a move action or bonus action scratching your itch, you feel better and heal 2 hp. If you instead spend your action in combat attending your itch, gain a d10 inspiration die (can add to attack roll, skill check, saving throw) for 10 minutes.</p> <p>If you ignore your itch for 1 round, you lose 2 hp at the start of your turn. This damage goes up by 2 at the end of the turn.</p> <p>A greater restoration does not cure the itch but it postpones the effects (+ and -) for 24 hours. A lesser restoration lowers the damage to 1.</p>

Illusions n' Delusions

Cost	Description	Effect
1	You begin to experience things that do not exist.	<p>There are no mechanical effects. Roleplay only.</p> <p>Some examples to pick from:</p> <ul style="list-style-type: none"> - A colorful flame dances off a beautiful flower - Every door has a simple sentience that responds favorably to kindness. - Your weapon sometimes flops flaccidly or farts. - You are an illusory double and the other you is out there somewhere.
1	Repetition is key	<p>You doubt the reality of your foes and must affirm their presence through repeated attacks on the same target. At the start of initiative or as soon as you are able to, choose a focus target as a test for reality. Attacking your focus target imposes a -2 to hit, attacking another target imposes a -6 hit penalty. With each successful attack action, the surety of your blows increases by +2 to hit up to a maximum of +2. Choosing another focus target or attacking another target resets your tracker at the start of your next turn. Spell save DC modifiers follow identical logic but at $\frac{1}{2}$ the value.</p>
1	Vulnerability hesitation	<p>You may know how it's done but you sure as hell don't expect the outcome. Skills and all spells can now roll criticals. When you critically hit, make a madness check. If you fail your check, you are paralyzed for 1 round. Each time you roll an attack, skill check, or resolve spell damage and do not critically hit, increase your critical threat range by 1. When you roll a critical, rest your threat range.</p>
1	Double failure, what does it mean?	<p>You have 4 failures. You must willingly fail either an attack, save, ability check, or spell cast before the end of your next long rest or you lose 1 sanity point. You cannot fail a failure. I know you thought about.</p> <p>If you choose to fail twice in a row, gain an additional (choose one) action, bonus action, or move action on your next turn.</p>
1	Submission	<p>You love to be dominated. You will always obey a direct command and automatically fail intimidation checks. The more forceful the command, the more euphoric you will feel.</p>
1	You, me, and I	<p>You become a chameleon and mimic either the mannerism, personality, or ideas of those around you. With nothing to mimic, you revert to yourself with great displeasure. Roll disadvantage on charisma checks.</p>
1	The devil is in <i>these</i> details, i'm sure i just saw him!	<p>You obsess over trivial and irrelevant details; they hold your focus for far too long. You become convinced these details hold hidden meaning to the problem at hand. Roll disadvantage on investigation and perception</p>

		checks.
1	Your fright annoys me.	<p>You become convinced that everything you do slightly and perpetually annoys everyone else. Annoying others becomes your biggest fear.</p> <p>Roll disadvantage on insight checks. Gain the frightened condition while someone is annoyed with you.</p>
1	Forward, not backward!	<p>You are incapable of second guessing your initial decisions. You will always act in accordance to that instinct.</p> <p>Roll disadvantage on Wisdom Ability checks</p>
1	Do it for the lulz	<p>You obsess with the corruption of innocence and peer pressure everyone around you to take irrational risks.</p> <p>Roll disadvantage on Persuasion checks. Creature rolls gain advantage against your charm effects.</p>
1	I read Monty's guidebook on telling the truth	<p>You can never tell the truth again. "I must bend the truth, exaggerate, or outright lie to be interesting to other people."</p> <p>Roll disadvantage on deception checks.</p>
1	Austin Powers 3: Goldmember	<p>You become convinced that rubbing your crotch on something can turn that item into gold. You will try to demonstrate this over and over again, and always comes up with an excuse as to why it didn't work this time...</p> <p>Roll disadvantage against illusions.</p>
1	It's dangly and flops when i nod	<p>You are absolutely convinced that you have something growing out the back of your head. You cannot feel anything there nor see anything in a reflection.</p> <p>Roll disadvantage on Perception and Concentration Checks.</p>
1	Trust or Bust	<p>Those you trust are merely illusions. They are plotting to kill you but you mustn't let them know you've let on.</p> <p>Roll disadvantage on Insight for detecting lies and Medicine checks on your allies</p>
5	With our powers combined	<p>Requires 4 madnesses from this section for this madness to take effect.</p> <p>Illusions you create become reality for their duration but have no monetary value.</p> <p>Gain an illusion spell of your choice that you may cast once per day.</p>

		No one believes your illusion spells until they are physically or mentally affected by them.
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Corpus Schmorus

Cost	Description	Effect
1	There are so many things you can accomplish with bodies and damn the consequences!	<p>There are no mechanical effects. Roleplay only.</p> <p>Examples:</p> <ul style="list-style-type: none"> - you start making candles out of ear wax. - Spit makes the best lubricant - You're pretty sure toe fungus is interchangeable with lemon zest.
1	Fluid turret	<p>You modify bodies to use projectile vomit, explosive diarrhea, or foul body odor as a legitimate source of damage. While you have this madness, the body you augment over the period of an hour loses proficiency in all weapons except for simple weapons.</p> <p>You will be temporarily mentally transported to a special place to barter for your damage dice with the DM someone very important in charge of this critical decision. You may only barter once per 24 hours.</p>
1	I get around	<p>You can modify a body part of your choice (penis, what else) to function as a grappling hook, 10 foot pole, or piton; this body part will automatically stick to any surface you throw it at. If the body doesn't have this part, you nurture the growth over a period of an hour and it appears on that body, your choice on shape, size, color, and springiness. The pain of using this part as a grappling hook is not in any way diminished. Oh no. It's there. Rip that sucker off, attach a rope, and chuck it at the nearest battlement, you beautiful disaster. After you're done, reattach it. Seamless design!</p> <p>When your solution to any problem involves this body part, gain 1d8 on your next check.</p> <p>Ripping off this grappling hook does 1d8 slashing damage.</p>
1	Somebody order a 1 man wrecking crew?	<p>If you spend 10 minutes, you can transform a body into a functional ballista. Usually, you form two OK signs with the hands and hook up a bungee cord between them, then reel back tension with the feet. You use an action to load an entity weighing up to this ballista's carrying capacity and launch it at lethal speeds in a straight line for 150/600 feet. Both the destination and the entity take 1d8 damage for every 25 feet traveled.</p> <p>Overusing the bungee cord has altered the bone structure and this body loses the ability to make fine gestures with its fingers and hands. Somehow, you experience the same limitation.</p>

		Sleight of hand checks, tactile perception checks, and finesse weapons rolls always roll at disadvantage.
2	Appendages	<p>After an hour's effort, you have learned how to manipulate a body in the following ways for a period of 24 hours:</p> <p>Your feet swell to twice their size and you can now walk on liquid surfaces with densities similar to water</p> <p>Your hands swell to twice their size and you now restrain when you grapple an opponent.</p> <p>Your head swells to twice your intended size. You find it difficult to find hats in your size but there are no other disadvantages to this.</p> <p>You have disadvantage on charisma checks in superstitious communities or high society social situations</p> <p>You lose 5 feet of movement and now roll disadvantage on dexterity saving throws.</p>
4	Amalgamation	<p>Requires 2 madnesses from this section for this madness to take effect.</p> <p>More is better! You start collecting pieces of your kills into your body or a body of one of your allies of size medium and above. Choose an ability score. Each time you add body part from a creature with the highest statistic being that ability score, you may increase your target's ability score by 1. Any special properties from these parts are retained. The target gains the multiattack feature when more than 1 arm is attached.</p> <p>As long as your target has at least 3 body parts, you roll dexterity checks and saving throws at a disadvantage.</p> <p>As long as your target has at least 3 body parts, you roll constitution saving throws at advantage.</p> <p>Your target's size changes accordingly. Every 10 parts larger than a human forearm, it goes up 1 size tier, limited by carrying capacity. Negotiate with your dm. Use the science to prove your point. 50 eyeballs? 10 ears? Who knows. Argue it out.</p> <p>As an action, you may command your target to shed a minimum of 6 body parts of your choice (and lower stats) to create a small creature. You must maintain concentration on this creature to exact your will on it. This creature gains 1 + the stats provided by the body parts in each ability score. Any special abilities it has are determined by the body parts it</p>

		collects. This creature follows your mental commands and acts on your initiative and perceives the world through your senses unless you give it a way to perceive the world. If you lose concentration, the creature panics and starts running into a random direction, never to be seen again. As an action, you may reequip this creature into a target of your choice.
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Calculated

Cost	Description	Effect
1	Numbers. Calculations. Predictions. Math is the glue of the universe and you're stuck in it.	<p>There are no mechanical effects. Roleplay only.</p> <p>Examples:</p> <ul style="list-style-type: none"> - You are now the count from Sesame street. Enumerate the ways, that you are to your party. - You shall hold all explosives until the count of 3.
1	Oddity. Eventy.	<p>Pick odd or even. You must stay odd or even, depending on your choice, as much as possible.</p> <p>From now on, if you take damage and the number is not odd (or even), roll a die (1d4). If the total die + damage is not odd (or even) then you add 2 damage to the total damage taken. If the total would make it odd (or even), then add 1 to the damage total and stop rolling. You may choose to not roll until the end of your next long rest at the price of losing 1 sanity point.</p>
2	Strength in Numbers	You roll attacks and saves at a disadvantage if you are not within 10 feet of an ally. You roll attacks and saves at an advantage if you within 15 feet of at least 3 allies
2	Predicted with ease	<p>Once per turn, you may predict the outcome quality of any attack, skill check, or saving throw affecting you or caused by you. If you predict the d20 roll within 1 then you choose the outcome of the roll - replace the roll with a number from your dice pile. If you are off by 10 or more, take 1d4 points of psychic damage.</p> <p>For every dice you try to predict and fail, take that many number of dice (stacking) in psychic damage at the start of your turn until the end of combat.</p>
3	Threedom isn't three, it costs folks like you... Just you.	<p>If you manage to take 3 actions in one turn, heal to full.</p> <p>If you manage to move 3x your base movement in a single turn, set every creature's movement to 0 for the rest of the initiative.</p> <p>If you take exactly 3 or 33 damage from a hostile creature, restore up to 3 charges of a class, power, or madness feature of your choice.</p> <p>You are limited to 3 of the following per turn: bonus action, action, move action, swift action per turn.</p>

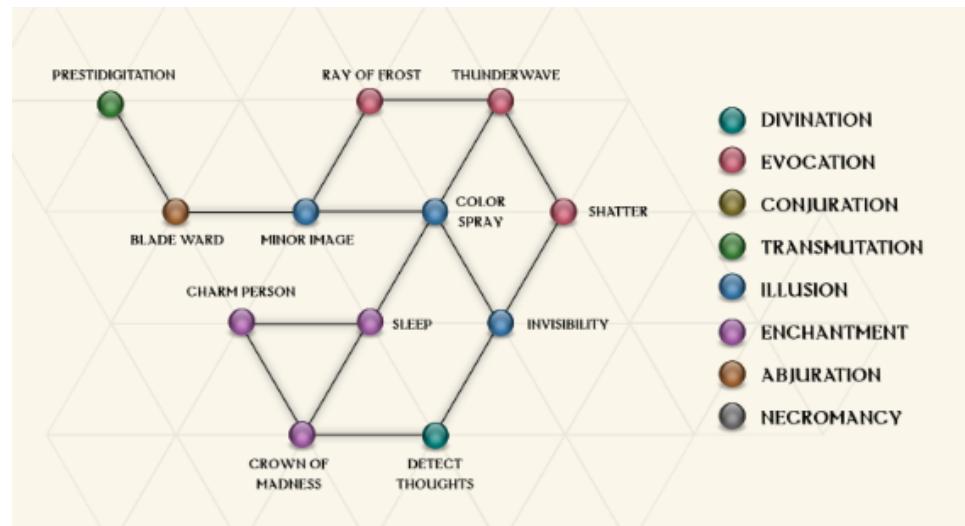
		Your skill checks, ability checks, and ability saving throw final results always lowers to the next lowest multiple of 3.
3	Geometrician	<p>The laws of geometry govern your every move. You make an effort to maintain appropriate distances between targets on the battlefield.</p> <p>While you are equidistant to 3 hostile, non-adjacent creatures of your choice you gain advantage to saving throws against spells cast by these creatures targeting you and they gain disadvantage to save on your spells targeting them.</p> <p>While you are equidistant to 2 allied creatures and 1 hostile creature of your choice, you grant advantage on attacks to all creatures that form this square against targets within the square but not on the edge of the square; if a square edge drawn from any one of the corner vertices drawn to any adjacent corner vertex passes through a creature's space, that space is considered an edge space and not an interior space). You gain disadvantage to attack all targets outside this square. The hostile creature that serves as the vertex of your square may exchange its move action for an action.</p> <p>While you are 5ft away from any creature, 10 feet away from any creature, 15 feet away from any creature (going up indefinitely), you deal extra damage on your attacks and spells equal to the number of creatures that follow this sequence.</p> <p>You may use your reaction to a creature part of one of your geometries moving to reposition yourself or push an ally 5 ft.</p> <p>While you are 10 feet away from a hostile creature, 20 feet away from another hostile creature, and 30 feet away from a hostile creature, and there are no hostile creatures next to you, your attacks gain reach against any creature part of this sequence. You may include additional creatures (allies or hostiles) that at 10 feet intervals, and for every creature included, you may make an additional attack during your attack action.</p> <p>Your spells with a radius of effect now serve as the diagonal of a square.</p> <p>You may only move in straight lines. It takes 5feet of movement to turn directions by 90 degrees. If you influence another creature to move in any way, that creature follows the same movement limitations.</p>
3	Mathmagician	<p>You cannot take this madness if you cannot more than 1 spell.</p> <p>You use modern mathematics to enhance your spells. Keep track of the</p>

level of each spell and the type of each of your spells.

Draw a straight line connecting each spell (node) that is the same level (cantrips are level 0). For example, if you have 4 level 1 spells, your lines will look like this o-o-o-o.

Draw straight connection lines between spells of 1 higher or 1 lower spell level that are the same school of magic (e.g. abjuration). You cannot cross these connections.

A closed loop is defined as an area enclosed on all sides by spell connections which does not contain any connections. A terminal is defined as any spell which is linked to only one other spell. In the example below, there are 4 closed loops and 1 terminal.



Gain +1 to initiative rolls for each closed loop in your spell list up to 2+Level/2.

Gain +1 to damage on cantrips for each terminal spell up to a maximum of 2+Level/2.

Once per long rest, you gain math charges equal to your Intelligence modifier.

When you cast a spell that is part of a closed loop, you may expend a math charge to either

- change the damage type to a damage type that's part of the same loop
- change the saving throw type to a saving throw required by another spell in your loop
- expend an additional charge to combine effects from both spells and

		<p>cast them with a single spell slot. If you do so, you may not use any spells within this loop until you finish a long rest.</p> <ul style="list-style-type: none"> - mark the spell node with a token. If the spell you cast is marked with a token, you instead remove that token. If you mark the last node in a loop, you do not expend a spell slot when casting this spell and remove all tokens from this loop. <p>When you cast a terminal spell, you gain temporary hit points equal to the spell's level.</p> <p>Once per long rest, roll 1d8 for each loop and each terminal and write the resulting die roll next to each loop or terminal. When you cast a loop or terminal spell, use the number you rolled to (choose one):</p> <ul style="list-style-type: none"> - Lose that much damage per die rolled on the spell - Lose that much to hit from your spell attack or that much from the saving throw of your spell - Lose that much from the number of targets you can hit <p>When you use a number, cross it out and it no longer affects the loop or terminal.</p> <p>You may redraw your map as part of a long rest.</p>
5	Death Numeral	<p>Requires 2 madnesses from this section for this madness to take effect.</p> <p>You may, as an action, take a chip and eat it.</p> <p>Your special eyes see formulas above every creature's head. No formula is visible if a creature is immune to divination magic, is immune to mind reading, is immune to possession, or is not visible to you. You must be within 30 feet to read and understand this formula; you may attempt to pass a Perception with DC equal to 2 for every 5 feet beyond 30 feet to read the formula.</p> <p>Once per turn as an action, you may insert yourself as a variable into their equation and attempt to solve this formula to do one of the following:</p> <ul style="list-style-type: none"> - Transfer up to 2 ability score between yourself and the target at 1:2 ratio. - Transfer up to 2 hit dice between yourself and the target at 1:2 ratio. - Transfer up to 2 ability score between one ability score and another on the target. - Suppress a special ability or trigger the refresh mechanics of a special ability that the target has - Transfer up to 1 saving throw amount between saving throws on the target or between yourself and the target.

- Transfer up to 1 AC between yourself and the creature at a 1:2 ratio.
- Transfer up to 1 spell slot between yourself and the creature at 1:2 ratio.
- They lose $4 + \text{your level maximum health}$.

The creature is not aware of your influence unless it passes an insight or perception check at the start of its turn against your deception check minus $2 * (\text{the number of times you have influenced this creature} - 1)$.

If a creature gains awareness of your influence they may attempt to force you from their equation at the start of each of their turns. Make a contested Intelligence check or Wisdom check, whichever is higher. If you lose, you are removed from the equation.

You may, as an action, remove yourself from the equation and the creature restores to normal.

When you are removed from the creature's equation, any bonuses or penalties you have obtained are immediately reversed (so if you got 1 AC, you instead subtract 1 AC) for a number of turns equal to the number of turns you influenced them for.

Music. Feel free to add your own

[BG2](#)

[Pillars](#)

[Ori](#)

[Jeremy Soule](#), Long, Daydream, Moody, pseudo epic, pseudo ambient.

[Darksynth](#), long, diabolical, throbbing creampuffs, hotness

[City Afterglow](#), cyber, long

[Desert themes](#) list

Cemetery -

[Endless Space 2](#), Mix - list, varied but beautiful.

[Holding back the horde](#) (5 minutes)

[Ramping coolness](#) (28 days later, 5 min)

[The Blooming Grove](#) (3 min)

[Children of Mechanus](#), 1.30, religious but awesome. (10 min [version](#))

[Campaign Close](#)

Purskul

[Tribal drums](#)

Exposition

[Somber scary](#) - 5 minutes

Battle

[Undead](#) Crypts (Darkest)

[Generic](#), Long

[Generic 2](#), Long

[Battle Brothers](#) (Slower, less umph)

[Demonic](#), List

[Shadowfell1](#), [Shadowfell2](#), Eh. Chaotic creepy. Long as shit. Looped

[Witcher - vamp](#)

1 Hour Long, some looped

[Mysterious Fantasy](#) (meh)

[Enchanted Lands](#), Ambiance Mix of light/dark (eh)

[Wizard's Tower](#), Whimsical (fun)

[Somber](#), decay (great)

[Swamp](#) ambiance

[Sad. Healing](#), Temple-ish

[Spooky Magical](#) (decent, alchemist tower)

Calm

[Sad, Relax](#) (Witcher), Long

[Nature, Score](#) (Skyrim), Long

[Uplifting](#) (a helping hand)

[Town Music](#) (Oblivion)

[Tavern](#) (Witcher)

[Tavern](#) (everything), hella long, pleasant.

[Ocean](#), Night, Hella long, gotta relax

[Temple](#), Heavenly

[Music shorts](#), list

[Nature](#), forest, 50 min

[Outside](#), night, skyrim, long

[Pillars of eternity](#), ambiance OST long.

[Introspection](#), ambience like, brood, 5-6 min each list, monotonous

[Outside market](#), folk, long

[Fire Festival](#) - wow, repeats

[Tavern](#) - Festival-esque

[Town Square](#) Small - rural ambiance hella long

[Large town ambiance](#) - 1 hour

[Hidden market](#), celtic, uplifting, nature-y

[Twin Elms \(POE\)](#)

Creepy

[Shadowfell 1](#), Long (average - great)

[Shadowfell 2](#), Long (average)

[Unreal Cities](#), 1 hour long (average)

[Planet Phantasm](#), 1 hour long (great)

[Curse Shore](#), 1 hour long (average - great)

[Cursed Night Lands](#): 1 hour (average)

[Primitive Goblin Rituals](#) 1.5 hours (great)

[Mental Illness](#) 1 hour dark piano

[Lovecraft](#), Long, Ambiance

[Azathoth](#), space tentacle, 40 min, ambiance/ music, has water

[Underwater](#), dark, ambience

[Horror](#) ambiance, list, myuu

[Horror](#), Music, list, Myuu

[HP Lovecraft](#) 1 hour

[Lone Siren](#) A sailor's lament, Blood Red Rose, 4 minutes

[Mephisto's lullaby](#) 3 minutes.

[Hide and Seek](#) AVZ, 3 min
[Dark Waltz](#) - 3 minutes
[Carnival of Darkness](#)
[Creepy Carnival](#) - alien
[1 hour long ambiance](#) haunted wilderness

Street Musicians

[Time](#)
[Golden Dragon](#)

Divination

[Vivaldi - No 4. F imnor. L'inverno](#) 3.43 violin
[Vivaldi - The four Seasons Summer Presto](#). 3 min

Dark

[Dark](#), List, Andriene Von Ziegler
[Path to darkness](#), 5 min, it comes, repeatable, List
[Dark Dungeon](#), 50 min, ambiance + music.
[Dark Synth](#), long, diabolical, throbbing creampuffs, hotness
[2 hours](#) AVZ
[Another Dark](#), List, AVZ
[Emotional Dark](#) Violin 30 min. Phenomenal. Hybrid epic.

Adventure

[Random Ambiance](#), On the road, very long
[Rustic Guitar](#) (Bastion), List
[Random Assortment. Epic](#) , List
[Dark Epic](#), Long, Angels and Demons.

Army

[Dark](#) Slow, March, Short
[Dark](#) March, epic, short
[Victory](#), Somehow. (short)
[Dawn of War](#) 10 hours.
[The legion marches](#) - 3 minutes (centurion), darker.
[Draenor](#) - times change 4.5 minutes heavy orc march.
[Warsong](#) - Draenor. 10 min
[Army](#) - Draenor. 5 min

Emotional

[Mix](#), Powerful, Playlist, Unity

[Dark Rising](#), Energetic, Short (7 min)

[Void](#), List, Dark Piano

[Lift](#), Medium (Avatar, water)

[Flute](#) - 45 minutes, middle eastern, meditative, sad-ish, looped

[Sad](#), they have taken the one I love, oriental. 7.6 min

[Sad](#), gladiator's death, extended, melodic, oriental 6 min. Beautiful

[Uplifting and sad](#), rising, beautiful, concierto

[A Father's Lesson](#), Peter Gundry (vampire sad, little girl) 3.5 min. beautiful

Funky

[Bleed](#), Cyber, Long, Energetic Cruise

[City Afterglow](#), cyber, long

[Forges](#), work song.

[FF6 SlamShuffle](#)

Pavetta

[Entering the room](#), 4 minutes, pleasant dark synth

[Ambrose is here](#), Mechanicus, 3.50 min short.

[Ambrose is here](#), 4.5 min, rise to epic to nothing to epic

[Ambrose is gone](#). Myuu - Countdown, 2.1 minutes.

[Dark Gothic Goetica 5 min](#) violin, sad

[Haunted by screams](#), Myuu - 2.1 minutes

[Introspection](#) - 10 min

[The end is always near](#) - myuu

[Ambrose V2](#), sociopathic. Dark piano.

[Dance of the Cryptek](#) - creepy lap dance, 7 minutes

[Hunt or be Hunted](#), Witcher

[Path to darkness](#), 5 min, it comes, repeatable, List

[Hate](#), 5minutes, piano.

[Chillweave Erotic](#), Long

[Sex Lounge](#), Long, Weird

[Siren's Song](#) - general

[Untouchable](#), slow motion intense electronic. Opium den. 3 min

[Confluence](#), duality of nature

Zedd

[Vikings](#) - 1 hour. Very good.

[Wadruna](#) Ragnarok (1 hour) - meh, background.

[Runfell - vangheimer](#) (40 minutes) - decent

[Dark viking music](#) - rhythmic, non-epic.

[Viking war songs. Dahnehim - herja](#) (1 hour)

[1 hour long](#), sounds of odin viking hypnotic. light riff + drums. Slow.

[The Lone Winter Wolf](#), 4 min, Dark, Brooding, Slow

Wadruna, [Walk with the Spirit](#), 5 min, slow, spiritual, almost sad but not.

Wadruna, [My people's song](#) on the wolf. 5 min. Slow, spiritual

Wadruna, [Viking](#), drums, chants, 5 min

[Epic Drums](#), Loud, 1 Min. WAR. Execution. Foe on battlefield

[Fire Hurts](#) (senua) Medium Long

[Rise](#), Brother. Haka

[Last of Us](#), Short, Fight, Sad (Agni Kai)

[Be Bold. Be Brave](#). Forward. Slowly inspired builds to epic.

[Discovery](#). Slow then Epic Sad. Salem's Secret. 4 min. Whispers.

[Drum circle trials](#)

[Hold Them Gates](#) 5 min

[Drums](#) (asians)

Olgeerd

[Rock it out](#), pyramid

[Arise](#), very short (2.5 min), powerful dark energetic

[Dark](#), Necromancy, AVonZ, short

[Dark](#), Nocturnus, AVonz, short, 3.4 min

[Decide](#).4 minutes, clocklike, short, foreboding. Needs loop.

[Dusking](#), 10 minutes, somber.

[Children of Mechanus](#), 1.30, religious but awesome.

[Enter The Catacombs](#). 6.5 minutes. Mechanicus.

[Staying in the Catacombs](#). Mechanicus. 6.5 minutes

[Dark vs Light](#), short 2.2 very epic, has 2 drops from silence

[Dark side](#), 4 minutes, ramps to epic by 2 minutes.

[The birth](#), 4 minutes, 3 minutes in gets epic.

[Strange Occurrences](#), Dark minds, 6 min

[Chill piano drift](#), 7minutes

[Desperate, Dark](#), 2 minutes avz

[Nest of Fiends](#), foreboding, haunting, 2 minutes AVZ

[Oath](#). 3 minutes AVZ

[Oingo Bongo](#) - funky 80s

[No More Light](#). Heart of Darkness, become villian, 5 min

Peat

[The first memory](#), Beethoven, Moonlight Sonata, 7 minutes. Sad, Beautiful.

[Dark Piano](#) - Silence - after first memory. Sad, slow, dark piano. 4.3 minutes

[Silence](#), Beethoven's Silence ~10 minutes. Pseudo-sad. Beautiful

[Sadist](#), 4 minutes, discordant, creepy.

[A Promise](#), 18 min, ambiance, simple, ding dongs.

[Void](#), List

[Distant Peace](#), Medium (Avatar)

[Reach for peace](#), short, chimes, Dreams, List

[A fragment of myself](#), introspective, monotonous, 7 minutes.

[Intense uplifting fragment](#) 6 min. hang'em all

[Lunar soul](#). Like lovers meeting in a burning forest. Epic poetry. 5 min

[Beethoven](#) extremely epic music

Dale

[Sign here](#), short, epic, dark

Maybe, [Psychopathy](#) is the answer?, part of mix, long, cyber

[Lily](#), first appearance in ethereal

[Lily](#), 6min. Has rain. Very slow calm piano. Darker, sadder.

[Lily](#), music box, Requiem, 2.2 min -> [Requiem Piano](#) 4 min -> [Requiem](#) Desert Style 2 min ->

When the time is right [Full Requiem](#). Never go full Requiem.

A [memory](#), Amelie, 4.5 minutes, beautiful.

[Liar](#), 10 minutes, dark piano, slow

[Pulled Apart](#), Treachery, 9 minutes, intense beats, rhythmic, ominous

[Myrkul's Memory](#) 3minutes

[Gogo](#) boing boing dinkg dong bing fong.

[Carnival](#) (FF6), doing a boing

[Mysterious Psychological](#). - horror builds in intensity to epic horror 3 min.

[Emotional music](#), 5 min

Auri

[A torch?](#), 60 seconds

[A torch?](#) Bittersweet, myuu, 2.5 min

[Painful Memories](#), perfect. Long. 20 min. Religious.

[Dwell](#), Short, powerful.

[Caleb's theme](#)

[He is here](#), Short, powerful.

[Huddle](#), i see fire, ed sheeran.

[Hide and Seek](#), short, hymns, creepydark

[Fire Hurts](#) (senua) Medium Long

[Devil's Hymn](#), religious, short, choir

[Religious Chant](#), 6 min

[Possible Transformation](#), Annie, short. Specific Time.

[Possible Transformation](#), Mounting dread (apocalypse). 4.4 min, 3 minutes gets slightly intense.

[Possible Transformation](#), Mounting evil (antihero), 4 min, 2 min in gets darkest.