

Insanity

Characters risk madness when they encounter the strange, the unsettling, or the awful. Being affected by black magic, encountering horrifying demons released from the Void, and witnessing acts of sudden, brutal violence can stress or even shatter the mind. Insanity measures this stress.

Insanity Total: Most characters begin with Insanity 0. You cannot gain more Insanity than your Willpower score.

Gaining Insanity: Certain situations cause you to gain Insanity, as directed by the rules or at the GM's discretion. Whenever you gain Insanity, you become **frightened** for a number of rounds equal to your new Insanity total. While frightened this way, you cannot take fast turns (see "Combat"). If you are already frightened, you instead become **stunned** for the duration.

When your Insanity total reaches your Willpower score, you instead go mad.

Going Mad

When you go mad, roll a d20 and find the result on the "Madness" table to determine the form your madness takes. Most forms of madness are temporary. Once the madness ends, reduce your Insanity total by your Willpower modifier (or by 1 if that modifier is 0 or below).

MADNESS

d20 Roll	Result
1	Death. Your heart stops and you die.
2	Catatonia. You fall prone and become defenseless . At the end of each hour, roll a d6. A roll of 4 or higher ends the madness.
3	Self-Mutilation. You must use an action on your next possible turn to tear your eyes from your sockets unless you are prevented from doing so. You become blinded until your ruined eyes can be magically repaired. The madness ends at the end of the next minute.
4-5	Stricken. You become stunned . At the end of each minute, roll a d6. A roll of 5 or higher ends the madness.
6-7	Sickened. You become violently sick, vomiting and defecating uncontrollably until the madness ends. While sickened, you are dazed . At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
8-9	Hallucinations. You believe vermin infest your body. Until the madness ends, you must take a fast turn each round and use an action to cut or claw yourself unless you are prevented from doing so. Each time you use this action, you take 1 damage. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
10-11	Violence. Hate overwhelms you. Until the madness ends, you must take a fast turn each round and use an action to attack the creature nearest to you, regardless of whether it is a friend or a foe. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
12-13	Panic. You become frightened until the madness ends. While frightened this way, you must take a fast turn each round and use an action to move

as fast as you can away from the source of the madness. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.

14-15 **Confusion.** You become dazed until the madness ends. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.

16-17 **Rage.** Until the madness ends, you make attack rolls using weapons with one boon, and your attacks with melee weapons deal 1d6 extra damage. At the end of each round, roll a d6. A roll of 4 or higher ends the madness.

18-19 **Resolute.** You make all action rolls, attack rolls, and resistance rolls with one boon until the end of the next round, at which point the madness ends.

20 **Revelation.** Reduce your insanity total by 1d6. You permanently make all Will resistance rolls against gaining Insanity with one boon.

Quirks

You may remove Insanity by gaining **quirks**, thereby avoiding madness. A quirk is a compulsive behavior, a phobia, or another condition that permanently affects your character. You may gain a quirk at any time, though once you do so you cannot gain another quirk until after you complete a rest. The GM chooses a quirk that is appropriate for the most recent source of your insanity, and you then reduce your Insanity total by 1d6 + 3.

Corruption

Evil leaves a stain on the mortal soul that can be removed only by the devils haunting Hell's depths, which feed on the darkness that burdens immortal essence. Most people believe evil actions have spiritual consequences, though many don't care.

Player characters have Corruption scores to reflect the evil they commit. The more corrupt a character becomes, the greater the taint of evil on his or her soul, until it is consigned to Hell.

Starting Corruption: Most characters begin with Corruption 0.

Gaining Corruption: Your Corruption score might increase during the game, usually as a result of performing an act of great evil, as determined by the GM or the rules. Examples include:

- Murder
- Harming an innocent by spreading a disease, poisoning a well, or being reckless with magic
- Stealing for personal gain
- Learning spells from dark traditions such as Demonology or Necromancy
- Using certain artifacts

As your Corruption score increases, you suffer increasingly unpleasant effects.

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Corruption Score	Effect
0-3	No effect.
4-6	Your social rolls to interact with other creatures are made with one bane. As well, animals become hostile around you and children might cry.
7-8	You have a -1 penalty on d6 rolls to decide your fate while you are incapacitated (see "Damage"). In addition, you exhibit a physical sign of corruption, such as a sore that never heals, weird marks on the skin, loss of fingernails, or some other cosmetic change.
9 or more	You immediately die if you become incapacitated and you cannot be restored to life—your soul is trapped in Hell.

In addition, whenever you gain Corruption, you must roll 2d6. If the total is less than your new Corruption score, roll a d20 on the "Mark of Darkness" table to determine the effect of your foul act. If you would gain a mark of darkness you already have, you instead gain 2d6 Insanity.

MARK OF DARKNESS

d20 Roll	Mark of Darkness
1	You never cast a reflection in mirrors.
2	You have a rattling cough and sometimes expel bloody maggots in a fit of coughing.
3	Your shadow appears enormous and monstrous, never quite matching your movements.
4	You can eat only rotting, spoiled food; you vomit up anything else within minutes.
5	Holy symbols burn your skin, dealing 1 damage per round of contact.
6	The inverted names of the Gods of the Old Faith appear just under the surface of your skin in a band around your left arm.
7	A pair of horns grows from your forehead.
8	A weeping red eye appears in the palm of each of your hands.
9	When you speak, a faint cry accompanies your words, as if from a soul in pain.
10	You weep blood.
11	You develop a nasty wound in your side that never heals and oozes stinking black sludge whenever you become angry.
12	You grow a sixth finger on each hand and a sixth toe on each foot.
13	Your nose rots away, leaving a dark crater in your face that leaks bloody mucus.
14	Your eyes become pools of darkness; in the dark, they glow with an evil red light.
15	Animals are always hostile to you and attack you when you come within 6 yards of them.
16	Your reproductive organs shrivel and fall off or out of your body.
17	You grow a second row of teeth in your mouth and a new row of teeth in an unexpected place.
18	A silver pentagram appears in the center of your forehead.

19	Your skin bloats and becomes feverish to the touch. When you perspire, you give off a foul, sweetish musk.
20	Once each week, a child within 1 mile of you sickens and dies.

Atonement

Corruption, once gained, is hard to lose without the tender attentions of the devils that feed on it. Powerful magic can cleanse a soul that is only lightly stained, though such magic is rare and hard to come by. Repentant mortals may erase some or even all corruption by committing their lives to good works, making amends for past misdeeds, and conducting themselves selflessly and with charity, virtue, and compassion for others.