**Madness** (DMG pg 258)

Special note: you may get a second inspiration for roleplaying long-term and indefinite madness (for a total of two at once)

Madness Level

|  |  |  |
| --- | --- | --- |
| Level | Y/N | Effect |
| 1 |  | Roll on Short Term madness, 1d10 minutes |
| 2 |  | 1d10x10 hours |
| 3 |  |  |
| 4 (1) |  | Roll on Short Term madness, 1d10 minutes |
| 5 (2) |  | 1d10x10 hours |
| 6 (3) |  |  |
| 7 (1) |  | Roll on Short Term madness, 1d10 minutes |
| 8 (2) |  | 1d10x10 hours |
| 9 (3) |  |  |
| 10 (1) |  | Roll on Short Term madness, 1d10 minutes |
| 11 (2) |  |  |
| 12 (3) |  |  |

*Calm emotions* suppresses madness, *lesser restoration, remove cure* and *dispel evil* remove short and long term madness (but does not reduce the level). *Greater restoration* and *heal* cure all madness and reset to 0. One month of downtime (recuperation) on the surface will also cure and reset madness.