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Madness

There are many mental disorders that people can suffer from. First and foremost, they are illnesses; conditions that are usually incurable but which can have their symptoms controlled. Exposure to the **UNNATURAL** can also cause madness.

In order to avoid trivialising or making fun of real-world disorders, the madness brought on by the **UNNATURAL** is considered a different condition. To differentiate, it can be called 'derangement'. Derangement occurs when a character suffers a mental crisis (see card 6)- sometimes a mental crisis may be brought on by something other than the **UNNATURAL**, but it is assumed that the **UNNATURAL** was at least partially responsible for the circumstances that caused the crisis. The characters in play only ever suffer derangements to keep matters simple.

Derangements are always incurable, and do not respond to any form of treatment- whether that treatment is pharmacological or a form of talking therapy. They are the mental equivalent to a physical crisis- a permanent injury. Although superficially similar to ordinary mental disorders, or named for one, derangements are qualitatively different even though they share common symptoms.

A selection of derangements that a character may suffer is given here, but the GM is free to allow others. The important thing is that a derangement should be debilitating in some way, without rendering a character unplayable or a form of comic relief.

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Agoraphobia (fear of open spaces)

Alien hand syndrome (one hand sometimes acts on its own accord)

Aphasia (difficulty making and understanding speech)

Auditory hallucinations

Autoprosopagnosia (inability to recognise yourself in the mirror)

Bipolar disorder (cycles of mania and depression)

Catoptrophobia (fear of mirrors)

Chronic insomnia (near-total lack of sleep)

Depression

Egomania (Obsession with yourself)

Heliophobia (fear of the sun)

Hypersomnia (excessive sleep)

Kleptomania (compulsive stealing of small items)

Megalomania (delusions of grandeur)

Nyctophobia (fear of darkness)

Obsessive compulsive disorder

Paranoia (profound belief of conspiracy against oneself)

Physical tics (facial twitches or involuntary arm movements)

Pyromania (compulsion to start fires)

Sociophobia (profound anxiety in social situations)

Synaesthesia (blurring of the boundary between the senses)

Trichotillomania (compulsive removal of body hair)