

<p>(#1) Blind Bloodlust</p> <p>You deal 2d6 extra damage on opportunity attacks. You treat all creatures as enemies for triggering your opportunity attacks, and you must make every opportunity attack you can.</p> <p>http://dungeonsmaster.com</p>	<p>(#2) Misdirected Wrath</p> <p>Whenever your melee or ranged attack misses, you deal 2d6 damage of the type your attack deals to one randomly determined creature adjacent to the original target, including yourself.</p> <p>http://dungeonsmaster.com</p>	<p>(#3) Amplified Pain</p> <p>When you make an attack, one creature you hit takes 2d6 extra damage. You have vulnerable 5 to all damage.</p> <p>http://dungeonsmaster.com</p>
<p>(#4) Crippling Fear</p> <p>Whenever you take 17 or more damage, the first action of your next turn must be to crawl or walk away from the source of the damage, or you become stunned until the start of your next turn.</p> <p>http://dungeonsmaster.com</p>	<p>(#5) Dangerous Delusions</p> <p>While you are bloodied, you take -2 penalty to saving throws. While you are bloodied, you gain a +2 bonus to saving throws.</p> <p>http://dungeonsmaster.com</p>	<p>(#6) Hallucinations</p> <p>Whenever you take psychic damage, you take -2 penalty to attack rolls and grant combat advantage until the start of your next turn.</p> <p>http://dungeonsmaster.com</p>
<p>(#7) Cracked Psyche</p> <p>You have vulnerable 5 psychic. The vulnerable increases by 5 for each Madness table effect you have.</p> <p>http://dungeonsmaster.com</p>	<p>(#8) Paranoid</p> <p>Creatures cannot gain combat advantage against you, nor can you gain combat advantage against other creatures. You can give this result to any other character as a free action by taking 10 psychic damage.</p> <p>http://dungeonsmaster.com</p>	