

# TERROR DECK

*A tool of insanity for both players and Keepers alike*

## THE IDEA

The reason why I invented and created this playing aid, was simply to help my players finding ways to express and play their momentarily instabilities due to loss of Stability points.

In my group we have long used the Roleplaying Instabilities table on page ToC72, which served us very well. Unfortunately it puts a strain on my players, when they were asked to invent an entertaining, meaningful and exciting effect on the fly. Even more so, the effects came out extremely short-lived and usually only as visual effects.

Therefore the cards were created.

## PREPARATION

All the cards are made for labels measuring 63,5 x 89,0 cm which should fit a playing card quite well.

Start by printing out the pages, take two old (or whatever) decks of playing cards and start by placing 4 x 15 backsides to them (15 Chill, Fright, Dread and Terror backsides).

Then place the corresponding 4 x 15 effects on the other side of the cards and DONE!

You now have 60 cards with instability suggestions for your players to pick and use!

## THE DECKS

The cards must be divided into four decks: Chill, Fright, Dread and Terror. Each deck represent a loss of Stability points, exactly as on the table on page ToC72. When Stability points are lost, the player can either either invent her own effect or draw a card from one of the appropriate deck, and use that effect instead.

A word to the wise: Don't force the player to enact the effect. If the player is dissatisfied with the suggested effect, let them invent something else.

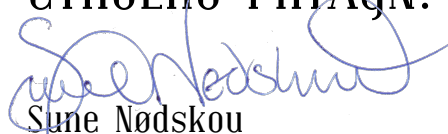
Keep the card as a token in front of the player until the effect is cured or simply turns dull.

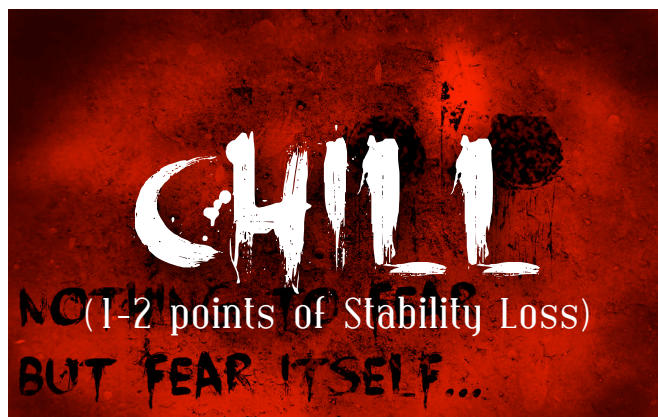
## AMNESIA & DENIAL

Some cards have amnesia or denial like effects. It is very important to remember, that no matter what, the Core Clues - if any - are NOT FORGOTTEN! They might be the only thing that the character remembers or believes after the incident, but they MUST remain!

I hope you and your fellow gamers enjoy my invention!

**CTHULHU FHTAGN!**

  
Sune Nødkou







Your voice becomes frail,  
as if you're about to cry.

You start to tremble lightly.

You start to stutter lightly.

Your voice becomes  
shrilling and high pitched.

You refuse to be alone.

Your gaze becomes distant  
and glassy.

Be. Focused. On. Complete.  
Control.

You definitely don't want to  
stay in the area.

A small and frail shriek  
escapes your mouth.

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You start to sweat.

Your breath becomes  
slightly more rapid.

You become agitated.

It feels like the  
temperature is dropping  
and you get goosebumps  
all over your body.

You feverishly start to  
cuddle an object.

You seem totally unaffected  
by the incidence, but suffer  
nightmares.









# FRIGHT

**NOTHING TO FEAR**  
(3-4 points of Stability Loss)  
**BUT FEAR ITSELF...**

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# FRIGHT

NOTHING TO FEAR  
(3-4 points of Stability Loss)  
BUT FEAR ITSELF...

# RIGHT

**NOTHING TO FEAR  
(3-4 points of Stability Loss)  
BUT FEAR ITSELF...**

# FRIGHT

**NOTHING TO FEAR  
(3-4 points of Stability Loss)  
BUT FEAR ITSELF...**

# FRIGHT

NOTHING TO FEAR  
(3-4 points of Stability Loss)  
BUT FEAR ITSELF...

# RIGHT

**NOTHING TO FEAR**  
(3-4 points of Stability Loss)  
**BUT FEAR ITSELF...**

# FRIGHT

(3-4 points of Stability Loss)  
BUT FEAR ITSELF...

# FRIGHT

NOTHING TO FEAR  
(3-4 points of Stability Loss)  
BUT FEAR ITSELF...

You start to hyperventilate.

Your eyes start to blink  
very rapidly.

You start to sweat  
vigorously.

You stumble over words  
and says some  
incomprehensible phrases.

With a frail and low voice  
you start to hum or sing  
lullabies from your  
childhood.

You vigorously and  
uncontrollably start to  
cuddle and hug an object.

You start to sob lightly.

You would very much like  
to get away from the area.  
Now.

You shriek in fear and  
drop everything you held  
onto.

F  
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You become irrationally  
angry and aggressive.

You act totally cool, calm  
and eerie unaffected by the  
incident, but are haunted  
by serious nightmares.

You become tired,  
despairing and apathetic.

You start to laugh  
hysterically and cry fit to  
break your heart in  
unpredictable intervals.

You spontaneously vomit  
on the floor and become  
dizzy and confused  
afterwards.

You totally and maniacally  
deny being frightened on a  
very frightened and scared  
way.

F  
R  
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T

**DREAD**

NOTHING TO FEAR  
(5-6 points of Stability Loss)  
BUT FEAR ITSELF...

**DREAD**

NOTHING TO FEAR  
(5-6 points of Stability Loss)  
BUT FEAR ITSELF...

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NOTHING TO FEAR  
(5-6 points of Stability Loss)  
BUT FEAR ITSELF...



You enter a dreamlike state, with no understanding of the seriousness of the situation.

You experience the incidence as a déjà vu, not remembering it as real afterwards.

You scream intensely after which your brain shut down for some minutes, leaving you exposed and vulnerable.

You start to talk and talk and talk without pauses to control the situation and no one should tell you to stop as you know best what is the best to keep calm and if they don't understand that maybe they are frightened themselves.

You become rather paranoid and start to construct crazy conspiracy theories about people in your life.

You become very tired and have an urgent need to lie down and sleep.

You fall to your knees and start to vomit violently while you cry fit to break your heart.

You must leave the area. Now! Anyone standing in your way, trying to stop you will regret it!

You react completely irrational and random, either physically or verbally attacking everyone around you.

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You lose the touch of reality, walking toward the threat with open arms and a big smile on your face, ready to start a friendly conversation.

You spontaneously start to clean up. All stains and grime must be removed.

You fall to the ground, soil your trousers and lay there, disoriented and confused with wild eyes.

You enter childhood and start to play with all present. If you are alone, you just invent some friends.

You wet your pants and otherwise react in complete denial and unaffected by the situation, but are haunted by dreadful nightmares and eating disorders.

You feverishly, hysterically and uncontrollably to kiss, cuddle and hug an object, utterly convinced that it is a close relative.

**D  
R  
E  
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D**







You suffer from adrenaline chock with a violently beating heart, respiratory problems, vomiting and escalating tunnel vision.

Your brain shuts down and leaves a big, black hole of nothingness lasting a couple of minutes before and after the incident.

You run amok and let your survival instinct take control - attacking everything within sight with punches, kicks and bites, only stopping after being completely pacified.

You start to ramble strange and very personal things or secrets to those around you.

You lie down in a foetal position and hum strange and eerie melodies while drooling on the floor.

You become catatonic and just stand there staring emptily into space.

Your social skills are all based on fear, extreme distrust and aggressive subjugation.

Your hands and feet starts to get cold, and you will pass out in a very, very short time.

You must leave this ghastly place, no matter what's the cost. Just get away! Far away! NOOOOW!

Apathetic, despairing and  
with no power in your  
body, you start to walk.  
Just walk.

Your body enters high  
alert, protecting you by  
deleting the complete  
incident from your  
memory.

You hallucinate and suddenly  
see everyone around you as  
enemies out to take your life.  
With a violent scream and  
froth around your mouth, you  
start the battle for survival.

The horror blocks your ability  
to speak. The following night  
is plagued by horrifying  
nightmares and the next  
morning you find your hair  
turned completely white.

You start to scream and  
shout incomprehensible  
curses to everyone around  
you - and if you are alone,  
you just imagine that you  
are not.

You brain collapses,  
causing a cerebral  
hemorrhage, leaving you  
with impaired speech and  
lameness in one side of  
your face.

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