

CORRUPTION

Corruption can effect anyone, and slowly degrade the mind, the body, and the soul. Sustained contact with eldritch beings and locations, use of Blood Magic, or other aberrant actions cause a mortal creature to take on corruption. Corruption infects creatures like a virus, and even has the ability to corrupt non-living items and locations. In small doses, this begins as madness and depravity; impulsiveness, hallucinations, paranoia or recklessness. However, if left untreated, corruption grows like a tumor, mutating the physical form and perverting the soul.

CORRUPTION LEVEL

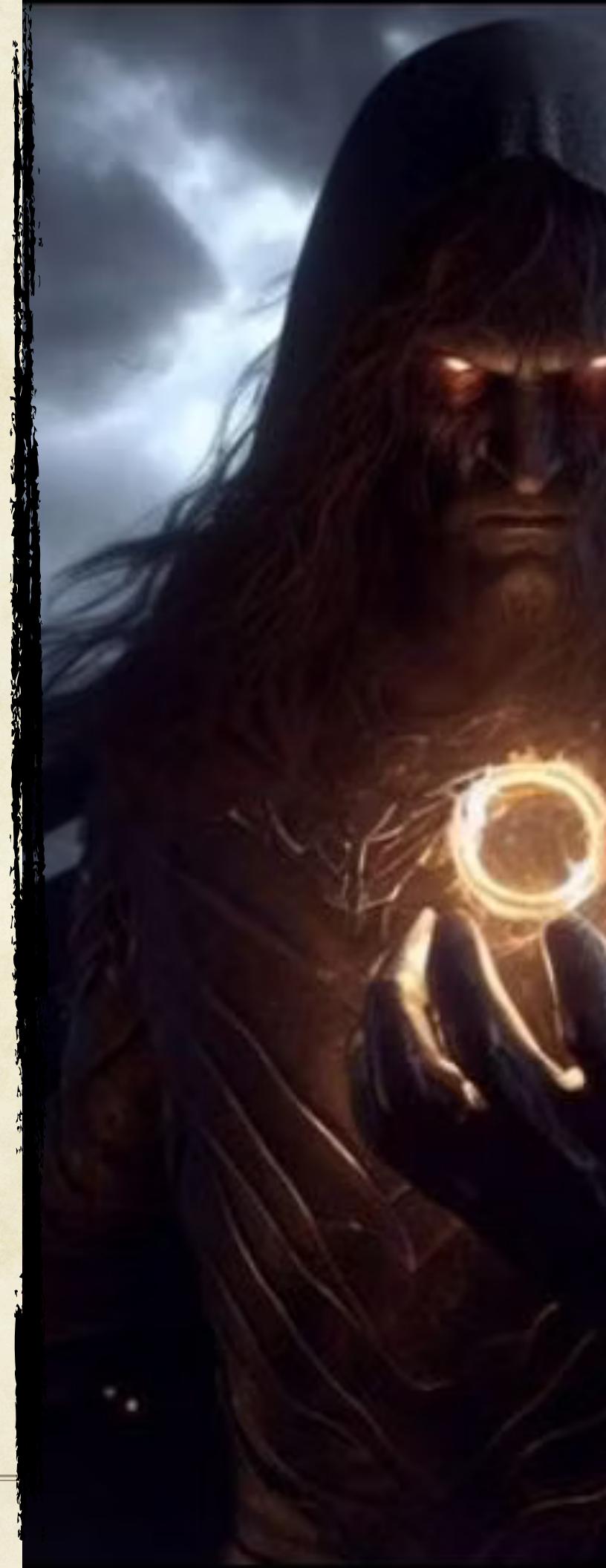
Corruption level is measured by a score between 0 and 100 (100 being maximum corruption). Under certain circumstances (listed below), a character must add points to their Corruption Level. For each 5 points of Corruption, the character gains a Corruption Effect on The Path Of Corruption.

CORRUPTION LEVEL									
0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100

- **Starting Corruption** - Some classes such as Warlocks and Wardens, or those touched by Corruption start with a Corruption Level of 1d4
- **Exposure** - Exposure to Corrupt entities, locations; use of Blood Magic and other situations may add Mild (1d6), Moderate (2d6) or Severe (3d6) Corruption to a character

CORRUPTION EFFECTS

Many Corruption Effects carry some form of mechanical detriment, but the real fun is being aware and weaving them into narrative and roleplaying scenarios. Consider how some of these effects might alter a social encounter, or adjust the character's reaction to a particular event.



THE PATH OF CORRUPTION

Your corruption level is measured on a scale from 0 to 100, where 100 signifies complete corruption and often results in the character's death, transforming them into a mindless, soulless husk.

For every 5 points of Corruption accumulated, a character moves along a path that grants both increased power and debilitating weaknesses. Upon reaching each 5-point milestone, refer to the provided chart for instructions on the corresponding effects and how they impact the character.

Remember, the corruption mechanic is purposefully vague in places in order to focus on rich storytelling opportunities of horror, power, and sacrifice.

The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age.

- H.P. Lovecraft



0-5

Acting Out Of Anger: You know how to break someone and get what you want. *When you learn a weakness (physical or mental) of another, gain +5 to Intimidation checks that involve threatening them with their weakness, using set weakness, exposing or using set weakness in any malicious way.*

6-10

Anger Leads To Hate: You quickly becomes angered by the most slight offenses. *You are at disadvantage on any/all Persuasion checks, but gain Advantage on any/all attempts at intimidation.*

11-15

A Dark Gift: Roll 1d4 and gain that many Physical Corruptions from the Physical Corruptions Table. *The hair and clothing of your shadow moves independently of you, as if moved by invisible currents.*

16-20

Dark Visions: The corruption flowing within you makes you see the negative outcome and fear your own demise. *You must make a d100 roll over your current Corruption level before any combat encounter or be afraid. As a reaction you can expend a Hit Dice to heal 1/2 hit points.*

21-25

Berserker's Rage: Your corruption grants you the ability to enter into a controlled rage. *Once per encounter, at the beginning of your turn you may pool 1 auto success and 2 advantages to any melee hit you make for the remainder of the combat; your opponent gains 1 auto success against you.*

26-30

A Dark Presence: Roll 1d4 and gain that many Physical Corruptions from the Physical Corruptions Table. *Your shadow has monstrous features (tentacles, limbs, horns, etc) that you do not. You are vulnerable to Radiant damage.*

31-35

Acting Out Of Fear: You are paranoid of everything around you, other than your closest family and friends; and you even keep an eye out for them too. *Gain +2 to your passive perception.*

36-40

The Corruption Tortures Me: The corruption coursing through you taints and corrupts your soul. *Gain 1d4 added corruption points each time you gain corruption. You can cast Telekinesis at will, and Telepathy / Telekinetic Volley a number of times equal to your Wisdom modifier per Short Rest.*

41-45

A Dark Feeling: Roll 1d4 and gain that many Physical Corruptions from the Physical Corruptions Table. *Your shadow animates and moves under its own volition.*

46-50

Going Feral: The corruption of your mind, body and soul make you more akin to a feral beast. *Decrease either Intelligence, Wisdom or Charisma by 1 and increase either Strength, Dexterity or Constitution by 1.*

51-55

Hate Courses Through Me: Once per session, you can expend a point of exhaustion in order to survive an otherwise lethal wound and be restored to 1 hit point and take an immediate free action.

56-60

A Dark Stain: Roll 1d4 and gain that many Physical Corruptions from the Physical Corruptions Table. *Your shadow can interact with the world and is now under your control. It has a Strength of 1.*

61-65

Sick Feeling: Your corruption radiates from you. Anyone within 5 feet of you that does not have corruption must make a Constitution saving throw (DC 1 for every 5 points of Corruption) or be sickened.

66-70

I Hunger: If you kill a creature within 5 ft of you, make a Constitution saving throw equal to the CR of the creature (min 12) or be staggered until the end of your next turn while you drain the life force and heal HP equal to your level.

71-75

A Dark Soul: Roll 2d4 and gain that many Physical Corruptions from the Physical Corruptions Table. *You gain sunlight sensitivity, when in sunlight you are at disadvantage on Perception and vision based checks. Gain resistance to Necrotic damage.*

76-80

Dark Apprentice: You are a beacon of Corruption. All Blood Magic rituals performed within 30 feet of you gain 1 Automatic Success or 1 Automatic Failure as you will for the cost of 1 Hit Dice. You may use this once per ritual.

81-85

A Dark Dream: Roll 3d4 and gain that many Physical Corruptions from the Physical Corruptions Table. *You are plagued with nightmares in your sleep that both guide and torment you as if another mind is trapped within.*

86-90

Mark Of The Cursed: You extinguish any natural light source within 10 feet, and natural beasts within 60 feet begin barking nervously.

91-95

A Broken Will: Roll 4d4 and gain that many Physical Corruptions from the Physical Corruptions Table. *Your willpower is broken, leaving your mind vulnerable. Lose 1 Wisdom.*

96-100+

Drained Of Life: You risk becoming an empty husk of a body, your free will and sense of self clinging for survival; a puppet of the corruption. *GM decides if/ how the player can resist this corruption and either die or be redeemed.*

PHYSICAL CORRUPTION CHART

Your physical form starts to deteriorate, manifesting in both subtle internal shifts and more pronounced grotesque mutations. Initially, you experience strange sensations, as many of these deformities happen gradually; intensifying and becoming more noticeable each day.

#	Category	Description
1	Body/Skin	Black Veins: Fibrous dark veins spread across your skin, pulsing with an unnatural energy.
2	Body/Skin	Pigmented Flesh: Your skin turns a color or becomes pale, grey, and lifeless, as if drained of all of its vitality.
3	Body/Skin	Hardened Husk: Your skin thickens, becoming cracked and rough like hardened leather or stone.
4	Body/Skin	Desiccated Flesh: Your flesh shrivels and withers, pulling tight against your body, leaving you corpse-like.
5	Body/Skin	Blighted Skin: Itchy patches of scales, lichen, or fungus spreads across your skin, consuming tissue.
6	Body/Skin	Bestial Mutation: Hair, spikes, feathers, or chitinous plates emerge along our torso, arms, and back.
7	Body/Skin	Tail Growth: A prehensile or vestigial tail sprouts from your spine, twitching with a mind of its own.
8	Body/Skin	Unstable Genes: You become resistant to one damage type (Acid, Cold, Fire, or Poison).
9	Head	Shock Of White: Your hair turns either fully or partially stark white, drained of color by an unseen force.
10	Head	Unnatural Voice: Your voice has an unusual pitch or echo that makes it stand out as unnatural.
11	Head	Pivoting Ears: Your ears twitch and pivot unnaturally, reacting to sounds on their own volition.
12	Head	Horns: Over the course of the next few days or weeks, one or more horns painfully emerge from your head.
13	Head	Youthful Appearance: Your face never stops aging, with features becoming chiseled like carved stone.
14	Head	Sharp Teeth: Your teeth sharpen into fangs, built for rending flesh, distorting your smile.
15	Head	Colorless Sight: You see only in Infravision, perceiving no color, seeing only heat in shades of grey and void.
16	Head	Forked Tongue: Your tongue is forked and longer than normal, between 6 inches and 2 feet.
17	Head	Unnatural Eyes: Your eyes take on an eerie shape, color or function that defies nature and reason.
18	Organs	Carnivorous Hunger: A craving within you is only sated by blood and meat. Vegetable matter sickens you.
19	Organs	Unwholesome Diet: You crave filth, rotten meat, insects and entrails. Normal food makes you sick.
20	Organs	Bleeding Curse: Red or Black blood seeps uncontrollably from your eyes, nose, mouth, and ears, staining your face.
21	Organs	Body Temperature: Your body temperature is unnaturally hot or cold, causing your hands to be cool or warm to the touch.
22	Limbs	Prehensile Hands and Feet: Your hands and feet develop additional joints that can bend at disturbing angles.
23	Limbs	Clawed Hands: Your fingertips harden into sharp claws capable of rending flesh and gouging bone.
24	Limbs	Extra Digits: Additional fingers or toes sprout, giving an unsettling symmetry to your hands and feet.
25	Limbs	Webbed Digits: Your fingers or toes fuse together, forming thick fleshy webs in the spaces between.
26	Limbs	Fidgeting Flesh: Uncontrollable tics wrack your body, sometimes escalating into violent seizures and spasms.

#	Category	Description
27	Body/Skin	Shedding Flesh: Your skin becomes thin and papery, sloughing off in brittle sheets like a snake.
28	Body/Skin	Sealed Pores: Your body ceases to sweat, making you susceptible to heat and exhaustion.
29	Body/Skin	Bruises: Dark bruises bloom across your body, appearing without injury or external trauma.
30	Body/Skin	Weeping Wounds: Sores, burns or scars appear across your body and seep with a foul-smelling ichor.
31	Body/Skin	Unnatural Aging: Your skin wrinkles and sags, aging unnaturally fast and losing elasticity.
32	Body/Skin	Rotting Stench: A foul putrid scent clings to your body, reeking of decay and death
33	Body/Skin	Body Parasites: Your body writhes with unseen parasites burrowing beneath your skin, causing pain.
34	Body/Skin	Grotesque Form: Your body grows unevenly, your size and mass increasing to distort your proportions.
35	Head	Rotten Nose: The flesh of your nose blackens and sloughs away, leaving slits or a skeletal visage exposed.
36	Head	Additional Face: A duplicate of your face grows on your back. It looks like like your normal face and can be operated independently.
37	Head	Withered Mane: Your hair falls our completely or in uneven clumps clumps.
38	Head	Sunken Eyes: your eyes sink deep into your skull, and your lips crack and dry from within.
39	Head	Melted Face: Your face appears to melt like wax, flowing and reforming into odd puddles and shapes.
40	Head	Rotting Gums: Your gums swell, bleed and decay, making speaking and eating difficult and painful.
41	Head	Bloodshot Eyes: Your eyes are permanently bloodshot and weep red tears, clouding your vision.
42	Head	Hollow Socket: One of your eyes rots and falls from its socket, leaving behind a glowing point of light in the empty cavity.
43	Head	Skewed Vision: Your eyes glaze over, and your vision is obscured with cloudy floaters and broken blood vessels.
44	Organs	Wracking Cough: You are plagued by deep, painful coughing fits that leave you gasping for air.
45	Organs	Wheezing Breath: Each of your breaths is labored, raspy and carries a deep, wet rattle of fluid.
46	Organs	Nausea/Vomiting: Waves of nausea and sudden vomiting strike without warning, leaving you weak.
47	Organs	Hemophilia: Your blood refuses to clot, making even minor wounds deadly and lingering.
48	Limbs	Lame: One of your legs loses full range of motion, making movement difficult and slow.
49	Limbs	Rotten Joints: Your bones swell, warp and twist, causing relentless joint pain and limited mobility.
50	Limbs	Warped Spine: Your back contorts, forcing you into a painful, hunched posture, impeding balance.
51	Limbs	Mutated Limb: Your fingers fuse together and thumb enlarges as your arm transforms into a sinewy, "clawed" tentacle appendage.
52	Limbs	Added Limb: An additional limb sprouts from your body, with a Strength score of 1/2 your own.