

CRIMSON & CORRUPTION

A GUIDE TO CRIMSON AND CORRUPTION IN 5E

5E SRD

A collection of corrupted materials for the world's greatest role-playing game

CRIMSON & CORRUPTION

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CHAPTER 1: THE BASICS



RIMSON AND CORRUPTION ARE FORCES TO BE reckoned with. These simple ways to enhance a dungeon will make a dungeon much harder, cooler, and have more loot. Crimson is a force of chaos, while Corruption is a force of evil.

A sample monster could look like this in Crimson:

CRIMSON GOBLIN

Small humanoid (goblinoid), chaotic evil

Armor Class 17 (leather armor, shield)

Hit Points 14 (2d6 x 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Condition Immunities None

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.
Hit: 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

This goblin has improved its Armor Class, doubled its hit points, and been changed to Chaotic Evil instead of Neutral Evil. This is due to the effect of the Crimson - add 2 to the armor class, and double the hit points.

Meanwhile, in Corruption, a sample monster could look like:

COMBINING CRIMSON AND CORRUPTION

Crimson and Corruption usually don't specifically mix, but one generator of each in a dungeon creates a part of the dungeon with Crimson, another with Corruption, and a last one with both. When combining, use half the effects (e.g. +1 instead of +2, halving gains from multiplication).

CORRUPTED KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.
Hit: 6 (1d4 + 4) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

This Kobold has +2 damage on all its attacks, as well as +3 Strength. The alignment would have changed to Evil if it had not already.

Now that we know how Crimson and Corruption come into play, the next thing we're going to do is learn how to apply it.

CRIMSON AND MONSTERS

Crimson has certain effects on monsters. First, add a bonus to the AC. Second, double the HP of the monster. Third, give the monster the Chaotic alignment. Crimson is the energy of chaos, and makes monsters survive longer. Crimson makes a monster glow a ruby red, which gives dim light for 5 feet.

AC BONUS

AC	AC +
0 - 10	+1
10 - 15	+2
15 - 20	+3
25 - 30	+4

OPTIONAL RULE: CRIMSON PCs

When under the influence of a crimson location, PCs gain these bonuses while they stay in the crimson location. When they exit, they retain the effect for 1d4 days or until entering a Corrupted location. The spell *dispel good and evil* removes this trait.

CRIMSON AND ITEMS

When an object is infused with Crimson, the item gains these properties: the item glows ruby red, casting a dim light for 5 feet. The item additionally gains +10 HP and a damage threshold of 5. The item additionally gains a number of properties if it is magic, including causing the crimson effect in a small 5 ft. circle.

Weapons under the influence of Crimson gain +2 damage (this is not stackable with the +2 damage on monster weapons) and, optionally, +1 on attack rolls.

CRIMSON AND LOCATIONS

Locations affected by Crimson usually come from a generator item hid inside the location. Crimson locations apply the crimson trait to anything within their borders. A crimson location will automatically take up a cave system, dungeon, or a 200 ft. radius. Locations affected by crimson have a red fog surrounding it, granting no cover unless the seeing object is outside the crimson.

CRIMSON AND MAGIC

Magic affected by crimson typically gains a few properties. The spell, if creating material, makes the material crimson as well. Spells causing damage gain an extra 2 damage per level. Certain spells change at your DM's decision.

CREATING CRIMSON

Crimson can be created in one of two ways. First, you can take an item and apply the Crimson Infuse spell to it while inside a Crimson location. The second way is to

create completely new Crimson by using Crimson Create - which is very hard for the average PC.

You can use these spells to create Crimson:

CRIMSON INFUSE

3rd level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, M (small amount of ruby)

Duration: Until dispelled

The object affected by the spell gains all the properties of a Crimson item. This spell can only be used on a regular item - not Crimson or Corrupted. You must be in a location already Crimson to use this spell.

CRIMSON CREATE

8th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (A ruby worth at least 500gp)

Duration: Until dispelled

The object affected by the spell gains all the properties of a Crimson item. This spell can only be used on a regular item - not Crimson or Corrupted.

These spells both are used to create Crimson.

DESTROYING CRIMSON

Crimson cannot be easily destroyed. It is a force to be reckoned with - whether making a Crimson town free again, a monster back to normal, or etc.

DISPEL CRIMSON

3rd-level transmutation

Casting Time: 1 minute

Range: 20 ft. / level

Components: S, V

Duration: Instantaneous

Everything within the range of the spell no longer has Crimson properties. Crimson may immediately return if generated by a generator, so you may want to disable it.

CORRUPTION AND MONSTERS

Corruption has certain effects on monsters. First, add +3 to the damage of all attacks. Second, increase one stat by +3. Third, give the monster the Evil alignment. Corruption is the energy of evil, and makes monsters stronger. Corruption makes a monster glow a dark purple, which gives dim light for 5 feet.

OPTIONAL RULE: CORRUPTED PCs

When under the influence of a corrupted location, PCs gain these bonuses while they stay in the corrupted location. When they exit, they retain the effect for 1d4 days or until entering a Crimson location. The spell *dispel good and evil* removes this trait.

CORRUPTION AND ITEMS

When an object is infused with Corruption, the item gains these properties: the item glows dark purple, casting a dim light for 5 feet. The item additionally gains +10 HP and a damage threshold of 5. The item additionally gains a number of properties if it is magic, including causing the Corruption effect in a small 5 ft. circle.

Weapons under the influence of Corruption gain +2 damage (this is not stackable with the +2 damage on monster weapons) and, optionally, +10 on range.

CORRUPTION AND LOCATIONS

Locations affected by Corruption usually come from a generator item hid inside the location. Corruption locations apply the Corruption trait to anything within their borders. A corrupted location will automatically take up a cave system, dungeon, or a 200 ft. radius. Locations affected by Corruption have a dark purple fog surrounding it, granting no cover unless the seeing object is outside the Corruption.

CORRUPTION AND MAGIC

Magic affected by Corruption typically gains a few properties. The spell, if creating material, makes the material Corrupted as well. Spells causing damage gain an extra 2 damage per level. Certain spells change at your DM's decision.

CREATING CORRUPTION

Corruption can be created in one of two ways. First, you can take an item and apply the Corruption Infuse spell to it while inside a Corruption location. The second way is to create completely new Corruption by using Corruption Create - which is very hard for the average PC.

You can use these spells to create Corruption:

CORRUPTION INFUSE

3rd level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, M (small amount of onyx)

Duration: Until dispelled

The object affected by the spell gains all the properties of a Corrupted item. This spell can only be used on a regular item - not Crimson or Corrupted. You must be in a location already Corrupted to use this spell.

CORRUPTION CREATE

8th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (A onyx gem worth at least 500gp)

Duration: Until dispelled

The object affected by the spell gains all the properties of a Corrupted item. This spell can only be used on a regular item - not Crimson or Corrupted.

These spells both are used to create Corruption.

DESTROYING CORRUPTION

Corruption cannot be easily destroyed. It is a force to be reckoned with - whether making a Corrupted town free again, a monster back to normal, or etc.

DISPEL CORRUPTION

3rd-level transmutation

Casting Time: 1 minute

Range: 20 ft. / level

Components: S, V

Duration: Instantaneous

Everything within the range of the spell no longer has Corruption properties. Corruption may immediately return if generated by a generator, so you may want to disable it.

CHAPTER 2: SPELLS



THESE SPELLS CAN HELP EVERY ADVENTURER FIND crimson and corruption and locate it.

LOCATE CRIMSON

1st-level divination

Casting Time: 1 action

Range: 100 ft. / level

Components: S, M (compass)

Duration: Instantaneous

The spell makes the compass used point toward the nearest source of Crimson for 1 day, or until stopped using the magic word “Crimson found”.

LOCATE CORRUPTION

1st-level divination

Casting Time: 1 action

Range: 100 ft. / level

Components: S, M (compass)

Duration: Instantaneous

The spell makes the compass used point toward the nearest source of Corruption for 1 day, or until stopped using the magic word “Corruption found”.

CRIMSON DISABLER

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until re-enabled

Any crimson-generating object touched is disabled from having any Crimson properties, including generation, until re-enabled.

CRIMSON ENABLER

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until re-disabled

Any crimson-generating object touched regains its Crimson properties, including generation, until re-disabled.

CORRUPTION DISABLER

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until re-enabled

Any corruption-generating object touched is disabled from having any Corruption properties, including generation, until re-enabled.

CORRUPTION ENABLER

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until re-disabled

Any Corruption-generating object touched regains its Corruption properties, including generation, until re-disabled.

CORRUPT CRIMSON

7th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: S, M, V (a onyx gem worth at least 500gp)

Duration: Indefinitely

The Crimson item affected by this spell immediately loses all of its Crimson properties and instead gains Corruption properties.

CRIMSON CORRUPTION

7th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: S, M, V (a ruby gem worth at least 500gp)

Duration: Indefinitely

The Corrupted item affected by this spell immediately loses all of its Corrupted properties and instead gains Crimson properties.

CRIMSON GENERATOR

9th-level transmutation (ritual)

Casting Time: 1 day

Range: 60 feet

Components: S, M, V (a ruby gem worth at least 5000gp)

Duration: Until destroyed

The strongest item in the range generates Crimson in a 200ft radius or small dungeon.

CORRUPTION GENERATOR

9th-level transmutation (ritual)

Casting Time: 1 day

Range: 60 feet

Components: S, M, V (a onyx gem worth at least 5000gp)

Duration: Until destroyed

The strongest item in the range generates Corruption in a 200ft radius or small dungeon.

SPELLS LIST

CANTRIPS (0 LEVEL)

Crimson Disabler
Crimson Enabler
Corruption Disabler
Corruption Enabler

1ST LEVEL

Locate Crimson
Locate Corruption

3RD LEVEL

SORCERER

Infuse Crimson
Infuse Corruption
Dispel Crimson
Dispel Corruption

Create Crimson
Create Corruption

9TH LEVEL

Crimson Generator
Corruption Generator

CLERIC

CANTRIPS (0 LEVEL)

Crimson Disabler
Crimson Enabler
Corruption Disabler
Corruption Enabler

1ST LEVEL

Locate Crimson
Locate Corruption

3RD LEVEL

Infuse Crimson
Infuse Corruption
Dispel Crimson
Dispel Corruption

Create Crimson
Create Corruption

9TH LEVEL

Crimson Generator
Corruption Generator

WARLOCK

CANTRIPS (0 LEVEL)

Crimson Disabler
Crimson Enabler
Corruption Disabler
Corruption Enabler

1ST LEVEL

Locate Crimson
Locate Corruption

3RD LEVEL

Infuse Crimson
Infuse Corruption
Dispel Crimson
Dispel Corruption

Create Crimson
Create Corruption

9TH LEVEL

Crimson Generator
Corruption Generator

WIZARD

CANTRIPS (0 LEVEL)

Crimson Disabler
Crimson Enabler
Corruption Disabler
Corruption Enabler

1ST LEVEL

Locate Crimson
Locate Corruption

3RD LEVEL

Infuse Crimson
Infuse Corruption
Dispel Crimson
Dispel Corruption

Create Crimson
Create Corruption

9TH LEVEL

Crimson Generator
Corruption Generator

DRUID

1ST LEVEL

Locate Crimson

Locate Corruption

PALADIN

1ST LEVEL

Locate Crimson

Locate Corruption

MONK

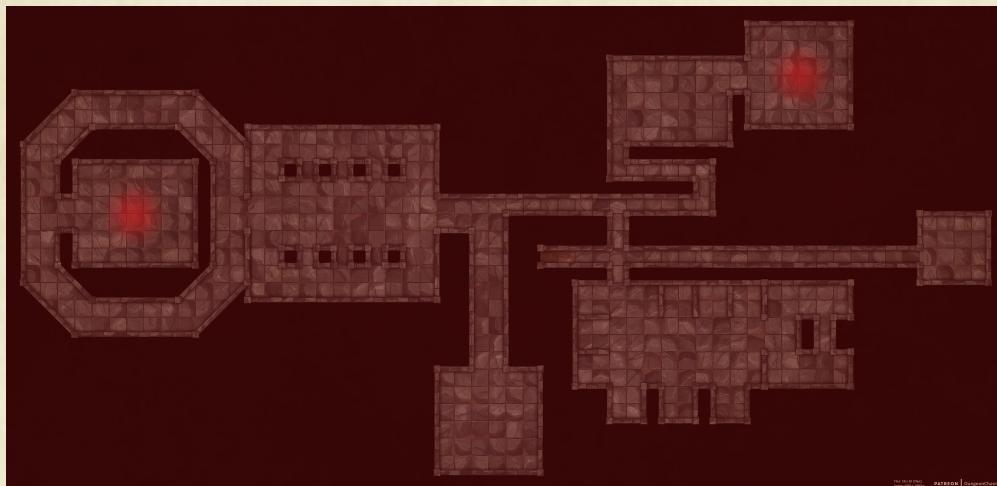
1ST LEVEL

Locate Crimson

Locate Corruption

APPENDIX A: SAMPLE MATERIALS

SAMPLE DUNGEON



In this dungeon, red areas indicate Crimson. Corrupted Kobolds and Goblins patrol this dungeon, at a rate of 1 per room. Two Crimson generators are in this dungeon, as well as 3gp in chests in each of the rooms.

This dungeon can be customized to your will.

SAMPLE ENEMIES

CORRUPTED KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.
Hit: 6 (1d4 + 4) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft, one target. Hit: 6 (1d4 + 4) bludgeoning damage.

CRIMSON GOBLIN

Small humanoid (goblinoid), chaotic evil

Armor Class 17 (leather armor, shield)

Hit Points 14 (2d6 x 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Condition Immunities None

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin
Challenge 1/2 (100 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.
Hit 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit 5 (1d6 + 2) piercing damage.

SAMPLE ITEMS

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	10 sp	1d4+3 bludgeoning	2 lb.	Light
Dagger	20 gp	1d4+3 piercing	1 lb.	Finesse
Spear	10 gp	1d6+3 piercing	3 lb.	Thrown
<i>Simple Ranged Weapons</i>				
Dart	50 cp	1d4+3 piercing	1/4 lb.	Finesse
Shortbow	250 gp	1d6+3 piercing	2 lb.	Ammunition
Sling	10 sp	1d4+3 bludgeoning	—	Ammunition

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CRIMSON & CORRUPTION

The ultimate guide to drastically changing locations in fantasy roleplaying games. Will you create pure chaos and infuse it into a dungeon, or will you make a kobold infused with pure evil?

For use with any fantasy roleplaying ruleset. Play the best game of your life!



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