

# The Plane of Corruption



**Black Flame Studios**

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The Plane of Corruption is a dangerous world, containing some of the vilest magic, and destructive and harmful energies. Those who live on the Plane of Corruption have been twisted and contorted due to years of living on the plane, and using magical protection to ensure their safety.

This book details the society and culture on the Plane of Corruption, its inhabitants, magic, racial archetypes, and much more.

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## The Plane of Corruption

A vast wasteland filled with miles of uncharted land. There is very little variation in the plane's climate or biome, the ground a dull light purple and the skies a dark metallic silver with a single bright red sun illuminating the landscape or at night a blue moon arises. The Plane of Corruption twists and contorts that which comes in contact with it; people, magic, animals, and plant life alike are torn and tampered with.

Those who come in contact with the Plane of Corruption must make a Fortitude save (DC 20) or take 2 points of Constitution drain. For creatures without Constitution, they gain 2 negative level instead (successful save negates). The 2 points of Constitution drain remain in effect while the character is on the Plane of Corruption and can only be removed once they leave the plane itself.

### ***Corrupted Magic***

This type of magic comes in two forms: that which manifests corruption itself, and that which is diluted by the power of corruption.

**Manifested:** Magic with the corruption subtype is unaffected when cast upon the Plane of Corruption, and draws strength from the energy around it giving it +1 Caster Level when cast.

**Diluted:** Spells that are being interfered with by corruption energies tend to become erratic and may harm others. The caster must make a concentration check (DC 15 + Double Spell Level).

### ***Corrupted Enhancement***

*Through the destruction of one's body and mind, spells can be enhanced for a price.*

By dealing 1 point of damage to themselves, the caster can cast non-corruption spells on the Plane of Corruption without penalty. By dealing a number of ability damage to themselves equal to the level adjustment of the spell (minimum of 1) they can use a metamagic feat without increasing the level of the spell or casting time.

The caster can give themselves a -1 on a single skill check for the rest of the day to grant themselves a +1 to hit with a spell. This can be done up to a -10 to their skill. Alternatively they can use this same method to heal HP or ability damage. For every penalty to their skill checks added, they gain a point of HP up to a maximum of -20 on the skill and +20 HP. For every 4 points of penalties added to their skill check, they regain 1 to their ability score. A caster doing this can repeat the effects by selecting a new skill to impose penalties on, however this can only ever happen once per round.

Subsets of skills cannot be chosen. (One can impose a penalty on Craft, but not specific Crafts). Using this is a swift action.

## Races

The races that reside on the Plane of Corruption are specially equipped to survive in the harsh environment that could threaten their life in an instance.

### *Kendari*

Kendari, also known as Corruption Beasts to non-natives of the Plane of Corruptions, are the ruling race of the Plane of Corruption. They worship their Godking, their creator and the ruler of the plane.

**Physical Description:** Kendari possess naturally tan skin and eyes that match different shades of red and blue. Their hair is often black, dark brown, and very rarely their hair will be a dirty blonde. More often than not, Kendari warriors are covered with scars due to their belief that scars show a person's history upon their body.

**Society:** The Plane of Corruption hosts one large metropolis which most of the Kendari live in, choosing to side with their deity and king rather than run astray. Those living in the society are taught from a young age necromatic arts, along with a means to defend themselves.

**Relations:** Other races do not particularly like the Kendari (or as they call them: "Corruption Beasts"), regarding their nature and very being as evil. While this is true in most cases, there are some that get along with other races, and some races do value the strengths and savagery of these outsiders. Namely, Orcs and the more tribal of humans like the Kendari and adopt them into their societies.

**Alignment and Religion:** On the Plane of Corruption, there is only one allowed religion for those of the Kendari race, and that is the worship of their Godking. He created the plane, and demanded his creations to worship him else he'd lay waste to those who refused. Kendari are typically anywhere from Lawful Evil to Chaotic Evil.

**Adventurers:** Many paths stretch out before the Kendari and while some strive towards martial perfection and become fighters, and others strive for magical perfection and become wizards, there are those who choose the path of the Magi and find themselves most comfortable with this option. Still, other paths stretch out before the Kendari that they might take.

## Kendari Racial Traits

- **+2 Strength, +2 Intelligence, -2 Charisma:** Kendari are strong and smart, however their social skills are particularly lacking.
- **Outsider (Native):** Kendari are outsiders with the native subtype.
- **Medium:** Kendari are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Normal Speed:** Kendari have a base speed of 30 feet.
- **Tied to Corruption:** Kendari have immunity to Corruption damage, and resist 5 points of negative energy damage. They gain a +2 racial bonus on saving throws against death effects, and spells/spell-like abilities of the necromancy school.
- **Darkvision:** Kendari can see perfectly in the dark up to 60 feet.
- **Nifty and Intimidating:** Intimidate and Sleight of Hand are always class skills for Kendari.
- **Spell Combat Training:** +2 Racial bonus on Concentration checks and Spell Penetration checks.
- **Languages:** Kendari begin play speaking Common and Kendarin. Kendari with a high Intelligence scores can choose from any language they want (except for secret languages such as Druidic).

### Alternate Racial Traits

- **Torturer:** While some train themselves with casting spells in battle, others focus their magic into harming others. Kendari gain Interrogation as a spell-like ability once per day, and gain a +2 bonus on Intimidate checks. This replaces Spell Combat Training.
- **Muscular:** Not as smart as their brothers, though to make up for it they're twice as strong. Kendari lose their Skill Training, Spell Combat Training, and +2 Racial Bonus to Intelligence, and instead have a total of +4 Strength and a -2 Charisma. This changes their ability scores.
- **Martial Training:** Rather than focusing themselves in stealing and talking people down, others take up weapon training. Kendari gain proficiency with bastard swords, bec de corbins, and greataxes. This replaces Skill Training.
- **Black Magic:** Naturally born to become dark mages, using their dark magic to raise undead and harm the living. Kendari gain a +1 caster level when casting spells of the necromancy school. This replaces Spell Combat Training.

## ***Beyonder***

**Physical Description:** An abnormal creature composed of their innards in their true form, however they are able to magically alter themselves to come together into a humanoid form. The beyonder chooses what their humanoid appearance is, however they do not choose the sex of their humanoid form.

**Society:** Beyonders do not have their own society, choosing to live in human environments and adapting to their culture and society.

**Relations:** Though treated relatively well due to their humanoid form while outside of their own plane. However, while on the Plane of Corruption their humanoid form does not work, and their relation with the Kendari is incredibly strained. Kendari often enslave the Beyonders, and the Beyonders are incredibly violent when they are not enslaved and were naturally violent despite the enslavement.

**Alignment and Religion:** Beyonders are naturally violent and tend to lean towards Chaotic Evil for an alignment, and tend to worship violence and war deities if they worship any deity.

## Beyonder Racial Traits

- **+2 Intelligence, +2 Charisma:** Beyonders are smart enough to remember small details for shapeshifting, and charismatic enough to pull it off.
- **Aberration (Beyonder):** Beyonders are aberrations with the beyonder subtype.
- **Medium:** Beyonder are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Slow & Steadier:** Beyonder have a base speed of 20 feet, and their speed is not modified by medium loads or armor however it is for heavy loads and armor.
- **Corruption Immunity:** Beyonders are immune to Corruption damage.
- **Darkvision:** Beyonder can see perfectly in the dark up to 60 feet.
- **Adaptation:** Beyonders receive a +2 bonus to Charisma-based checks when interacting with the humanoid they transform into.
- **Abnormal Transformation:** Beyonders can transform into a humanoid form of their choice, and remain in the form for an indefinite period of time until they willingly turn off the transformation. The Beyonder must select a specific humanoid with a single subtype that they transform into, and this cannot be changed later. They gain a +10 bonus on Disguise checks to keep in-character with the race chosen. This stacks with Adaptation.
- **Languages:** Beyonders begin play speaking Common and Aklo. Beyonders with a high Intelligence scores can choose from the following languages: Kendarin, Elven, Draconic, Orc, Goblin, Undercommon, and Sylvan. In addition to this, while transformed into their humanoid form they speak the racial language of the creature they've transformed into.

## Alternate Racial Traits

- **Enslaved:** Having been enslaved from the start of their life, they don't have much time to socialize and adapt. Instead they learn to talk smoothly and lie. They don't take the penalty from an unlikely lie, but do take penalties from far-fetched and impossible lies. This replaces Adaptation.
- **Born from Afar:** Due to the lack of ties to the Plane of Corruption over time, they become more attuned to the plane they're on instead. Beyonders gain a +1 luck bonus to attack rolls and saving throws for 1d4+1 rounds, and lose their Corruption Immunity.
- **Strong Thighs:** More trained for movement in their humanoid form and building strong leg muscles, Beyonders gain a +10 foot bonus to speed, but lose the ability to be unaffected by medium loads and armor.



## Archetypes

The following archetypes listed are typically paths taken by those who live upon the Plane of Corruption. Those who live on the Material Plane may select these, though an explanation for learning some of these ancient and mysterious arts are warranted such as learning from a Kendari mentor, or discovering an ancient text full of information regarding the classes' technique.

### *Injection Chemist*

The injection chemist is an archetype of the alchemist class.

#### ***Injected Mutagen (Ex)***

At 1st level, rather than making a potion for them to imbibe the Injection Chemist chooses to instead make a near-lethal dose of their mutagen in a needle format, putting the liquid steroids directly in their veins. When using their Injected Mutagen, the Injection Chemist treats it as if it were a normal mutagen, however he *can* share this mutagen with his allies. Doing so is dangerous and could lead to more harm than good. If an ally uses the Injected Mutagen, they must succeed a fortitude save or suffer a -4 Constitution and -2 penalty on Will saving throws.

The saving throw DC is 10 + half Injection Chemist level + Injection Chemist's intelligence modifier.

This ability changes Mutagen.

#### ***Injected Extracts (Su)***

An Injection Chemist can share their extracts with allies just as much as they can use it themselves, however doing so may result in more harm than good. If an ally fails a fortitude saving throw (DC 10 + half Injection Chemist level + Injection Chemist's intelligence modifier), they take a -2 penalty to STR, DEX, or CON (roll 1d3 to determine which is harmed) and are sickened for one round. If anyone, including the Injection Chemist uses an extract on the round directly after one was used they must make a fortitude saving throw (DC 10 + Injection Chemist level + Injection Chemist's intelligence modifier) or fall to the ground in a seizure that lasts 2 rounds, rendering them helpless.

This ability changes Extracts.

#### ***Syringe Spear Training (Ex)***

An Injection Chemist gains Martial Weapon Proficiency (Syringe Spear) as a bonus feat, and can deliver extracts, poisons, and his mutagen through the syringe spear. When delivering an extract through the Syringe Spear that is meant to deal damage to the enemy, it is counted as dealing the extract's damage to them instead of granting them the ability to use the extract's effect.

This ability replaces Bombs.

### **Swift Reload (Ex)**

An Injection Chemist knows the ins and outs of a Syringe Spear, and thus can reload it with ease. It only takes him a full-round action to load a poison, extract, or mutagen into the syringe spear.

This ability replaces Throw Anything.

### ***Corrupted Rager***

*With ties to the plane of corruption, these savage warriors know only the love of battle and the glory of murder.*

The corrupted rager is an archetype of the barbarian class.

### **Corruption Immunity**

A Corrupted Rager originates from the plane of corruption, and can only come about due to the powers of the plane of corruption. They are immune to corruption damage and the ill-effects of the plane of corruption.

### **Evasion (Ex)**

At 2nd level, a Corrupted Rager can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Corrupted Rager is wearing light, medium, no armor. A helpless Corrupted Rager does not gain the benefit of evasion.

This replaces Uncanny Dodge, and the corrupted rager does not gain Uncanny Dodge until 5th level.

### **Corrupted Strike (Su)**

At 4th level, the Corrupted Rager can spend a swift action to give his weapon 1d6 of corruption damage for 3 + Constitution modifier rounds. This can be used once per rage.

This replaces the Rage Power gained at 4th level.

## ***Kendarin Soldier***

The Kendarin Soldier is a Kendari racial archetype of the fighter class.

### **Corruption Strike (Su)**

At 1<sup>st</sup> level, the Kendarin Soldier can spend a swift action to give his blade a swath of corrupting energy. His weapon deals 1d4 points of corruption damage for 3 + Intelligence modifier rounds, and can be used a number of times per day equal to their intelligence modifier.

The corruption damage increases to 1d6 at 4<sup>th</sup> level, 2d6 at 8<sup>th</sup> level, 2d8 at 12<sup>th</sup> level, 2d10 at 16<sup>th</sup> level, and 2d12 at 20<sup>th</sup> level. This bonus damage is not modified on a critical hit.

This replaces the bonus feats gained at 1<sup>st</sup>, 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 20<sup>th</sup> levels.

### **Recklessness (Ex)**

Starting at 2<sup>nd</sup> level, a Kendarin Soldier gains a +1 Dodge bonus to AC when passing through threatened squares. This increases by +1 for every four levels beyond 2<sup>nd</sup>.

This replaces Bravery.

## ***Dark Guardian***

The Dark Guardian is an archetype of the fighter class.

### **Chaotic Defender**

A Dark Guardian must be of any one of the Chaotic alignments. In addition to this, he gains the Protection Domain as the Cleric domain. He does not gain any of the subdomains from Protection.

He does not gain the use of the spells listed however instead of 3 + Wisdom modifier, Resistance Touch can be used 4 + Wisdom modifier times per day. He treats his Dark Guardian levels as Cleric levels for these abilities.

This replaces the Bonus Feats gained at 1<sup>st</sup> and 8<sup>th</sup> levels.

### **Aegis**

At 2<sup>nd</sup> level the Dark Guardian can use the Protection *Variant Channeling* as the Cleric alternate class feature. This bonus/penalty (depending on alignment) starts at +1 at 2<sup>nd</sup> level, and increases by +1 at every four levels thereafter. He can use this ability a number of times per day equal to ½ his Dark Guardian level.

This replaces Bravery.

## ***Liberator***

The Liberator is an archetype of the Paladin class.

### **True Justice**

A Liberator must be Chaotic Good as opposed to Chaotic Evil.

### **Smite Corruption**

This functions as the Paladin's smite evil class feature except instead of outsiders with the evil subtype, the damage instead applies to creatures from the Plane of Corruption.

This changes Smite Evil.

### **Aura of Liberty**

At 3<sup>rd</sup> level, a Liberator is immune to fear (magical or otherwise). Each ally within 10 feet of her is immune to movement restricting their movement speed (such as hold person). This ability functions only while the paladin is conscious, not if she is unconscious or dead.

This changes Aura of Courage.

### **Destruction of Corruption**

This functions as the Holy Champion Paladin class feature, except instead of affecting evil outsiders the banishment applies to creatures from the Plane of Corruption.

This changes Holy Champion.

## Plane of Corruption Traits

These traits are for characters who come from the Plane of Corruption, or who have blood ties to said plane. Some of these are related to the Plane, though others are simply cultural rather than physically related to living upon the Plane of Corruption.

### Ties to Corruption

*Your ancestral blood ties to the Plane of Corruption in such a way that you are unaffected by its harmful energies.*

**Benefit:** The harmful effects of the Plane of Corruption do not hinder you. In addition, you gain a +2 bonus on saving throws against any spell with the [corruption] descriptor.

### Blessed/Profane Heir

*A deity has blessed your birth, placing a mark upon your body. Whether it is blessed or profane depends on the deities' mark.*

**Benefit:** Gain the benefit of one 0<sup>th</sup> level divine spell from the Cleric spell list. If the character is already a Cleric, they gain a bonus 0<sup>th</sup> level spell per day.

### Blazing Corruption

*The corruption magic that flows through your spellcasting is even more potent.*

**Benefit:** Any spell with the [corruption] descriptor gains a +1 bonus to damage if it is a spell with damage attached to it. This does not function on non-damaging spells. In addition, once per day a spell can be counted as having a [corruption] spell without being diluted.

### Racial Hatred

*There is a specific race which you despise with all of your heart.*

**Benefit:** When making attack rolls, skill check, ability checks, or saving throws against the creature selected add a +1 trait bonus. Once per day they can instead give themselves a +5 trait bonus instead of a +1.

## Corrupted Spells

The following are spells which use corruption as an element, drawing directly from the Plane of Corruption for energies. The spells are either modified versions of everyday spells instead diluted and morphed by the element, or spells specifically made with corruption in mind. Any spell cast with the [corruption] descriptor is considered an evil act unless specifically stated otherwise.

### *Corrupting Touch*

School evocation [corruption]; **Level** sorcerer/wizard 2, magus 2, witch 2, antipaladin 2

#### CASTING

**Casting Time** 1 standard action

**Components** V, S

#### EFFECT

**Range** touch

**Target** creature or object touched

**Duration** instantaneous

**Saving Throw** Fortitude Partial, Will Negates (see text); **Spell Resistance** yes

#### DESCRIPTION

One creature touched is wracked with immense pain as their body is surrounded by corrupted energies which seek to tear the target to pieces from the inside out. This deals 1d6 points of corruption damage per level (max 10d6 damage) and the target must make a fortitude save to halve the damage. The user of this spell must make a Will Save equal to the damage dealt or turn Chaotic Evil for 2 rounds, if they already aren't already Chaotic Evil.

## ***Forced Amalgamation***

School transmutation [corruption]; **Level** witch 4

### **CASTING**

**Casting Time** 1 full-round action

**Components** V, S, M (the heart of a defenseless animal)

### **EFFECT**

**Range** touch

**Target** creature or object touched

**Duration** instantaneous

**Saving Throw** Fortitude Negates; **Spell Resistance** yes

### **DESCRIPTION**

While a creature is helpless, the caster can use this spell on said creature in order to force their body to transform and contort to their will.

The subject of this spell must make a fortitude save or take a 4 points of Constitution drain and be afflicted with one of the following penalties:

- **Long Neck:** -2 AC vs critical confirmation rolls.
- **Crab Pincers:** The target loses the ability to hold things in their hands, and cast spells with somatic components, however they gain two 1d4 claw attack.
- **Webbed Feet:** The target gains a 10 foot base swim speed, but cannot stand properly on land and must fall prone at the end of their turn.
- **Additional Pounds:** Increasing the target's weight to such a degree, they lose up to 20 feet of their fly speed (minimum of a 5 foot fly speed), but gain a +4 bonus on Swim checks.

### ***Corrupted Spell***

School evocation [corruption]; **Level** sorcerer/wizard 3, magus 3, witch 3, antipaladin 3

#### **CASTING**

**Casting Time** 1 standard action

**Components** V, S

#### **EFFECT**

**Range** special (see text)

**Target** special (see text)

**Duration** instantaneous

**Saving Throw** special (see text); **Spell Resistance** special (see text)

#### **DESCRIPTION**

Copy one evocation spell which deals energy damage or necromancy spell which deals negative energy damage. This spell instead deals corruption damage. This spell must be 2<sup>nd</sup> level or lower.

### ***Greater Corrupted Spell***

School evocation [corruption]; **Level** sorcerer/wizard 5, magus 5, witch 5

#### **CASTING**

**Casting Time** 1 standard action

**Components** V, S

#### **EFFECT**

**Range** special (see text)

**Target** special (see text)

**Duration** instantaneous

**Saving Throw** special (see text); **Spell Resistance** special (see text)

#### **DESCRIPTION**

Copy one evocation spell which deals energy damage or necromancy spell which deals negative energy damage. This spell instead deals corruption damage. This spell must be 4<sup>th</sup> level or lower.



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**Artist:** Dutch Dennis

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