

Weekly Wonders

New
Corruption
Manifestations

Volume I

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



*Necromancers
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Introduction

Players have long wanted a chance to play as monsters, and GMs are always on the lookout for new and creative ways to torment their player characters. *Pathfinder Roleplaying Game: Horror Adventures* provided new rules for corruptions as a potential way to kill both of those birds with one stone, giving players access to exciting and monstrous abilities, while simultaneously tainting them and eroding their humanity and sense of self. While the eleven corruptions presented in *Horror Adventures* each come with a selection of nine or ten manifestations, ensuring that each corruption offers enough options to provide players with some choices at low levels, those who fully embrace their corruption and wind up with the maximum number of available manifestations will largely exhaust these options. This book provides five new manifestations for the accursed, deep one, ghoul, hellbound, and hive corruptions, giving players with those corruptions access to a wider variety of manifestations.

New Accursed Manifestations

The following manifestations are available to characters with the accursed corruption.

Hexcrafter

You dabble in the dark arts of hexes.

Gift: You gain a single hex of your choice. If you have a class that grants you access to one or more hexes, you can gain any hex you would have access to as part of that class (including major and grand hexes, if they are available to you), or you can gain any of the hexes listed below. If you do not have access to hexes normally, you must choose from one of the following hexes: blight, evil eye, misfortune, nails^{UM}, poison steep^{UM}, or scar^{UM}.

Stain: You are particularly vulnerable to the same sorts of curses that you level against others. You suffer a -4 penalty on saving throws made to resist curses and hexes.

Familiar

Your need for vengeance manifests in the form of a familiar which serves you, but occasionally acts on its own to avenge slights against you.

Gift: You gain a familiar. For the purposes of determining the familiar's statistics, you treat your wizard level as though it were twice your manifestation level. If you already have a familiar from another source, you may choose to gain this familiar as a second familiar, or you may choose to gain the Improved Familiar feat as a bonus feat, instead.

Stain: Your familiar shares your spiteful malice, and in addition to constantly urging you to allow no slight to go unpunished, sometimes takes such matters into its own hands. Each night, when you rest, you must succeed on a Will save (DC = 10 + your manifestation level) or there is a chance that your familiar engages in some vengeful activity while you sleep, as determined by the GM. While your familiar typically won't engage in any activity that is obviously dangerous to it, this may result in the familiar being killed or captured by hidden, unexpected dangers, and even if the familiar is successful, its actions may have consequences that you will be forced to answer for. Additionally, whenever you fail a

saving throw by 5 or more or are subject to a critical hit, your familiar loses control and enters a vengeful rage, becoming confused for 1 minute.

Special: Upon taking this manifestation, you must take both the gift and the stain, even with the useful corruption or vile corruption variants.

Final Curse

When your life is in peril, you can deliver one final curse to spite the one that endangers you.

Prerequisite: Manifestation level 5th.

Gift: Once per day, when you are reduced to 0 or fewer hit points, as a free action you can make even if it is not your turn, you can immediately issue a curse against the creature that reduced you to 0 or fewer hit points. This functions as *bestow curse*, except that you do not need to touch the target, and can target creatures up to 10 feet per manifestation level away, and the saving throw DC is equal to 10 + your manifestation level + the highest of your Intelligence or Charisma modifiers. The effective caster level for the effect is equal to twice your manifestation level.

Stain: You are haunted by memories of all of those you have cursed, and when your sleep isn't plagued by regrets and fear of reprisal, it is tormented by thoughts of those who have wronged you that you have not been able to punish. Each night when you rest, you must succeed on a Will save (DC = 15 + manifestation level) or suffer troubled dreams, suffering 1d6 points of nonlethal damage instead of the normal healing offered by rest, and being fatigued upon awakening. Unlike a *nightmare* spell, these troubled dreams do not interfere with your ability to regain spells.

Share Misfortune

When you suffer from harmful conditions, you are at least able to ensure that you do not suffer alone.

Gift: As a move action, while you are blinded, confused, deafened, exhausted, fatigued, nauseated, shaken, sickened, or staggered, you can force a single creature within 30 feet to succeed on a Fortitude save (DC = 10 + your manifestation level + the higher of your Intelligence or Charisma modifiers) or gain the same condition for as long as you continue to suffer from it.

Stain: Whenever a creature succeeds on a saving throw to resist one of your spells, spell-like abilities, supernatural abilities, or extraordinary abilities by 5 or more, if that ability targeted only that creature, the ability is turned back upon you, as though you had been the target, instead. You are entitled any saving throw, spell resistance, or other defenses that would normally apply to the effect.

Vicious Claws

Your talons are supernaturally deadly.

Prerequisite: Weakening Claws, manifestation level 5th.

Gift: The claw natural weapons granted by your weakening claws manifestation gain the vicious magic weapon special ability, inflicting an additional 2d6 points of damage with each successful hit, but dealing 1d6 points of damage to you with each hit, as well. As a swift action, you can suppress the vicious effect until the beginning of your next turn.

Stain: Whenever a creature scores a confirmed critical hit against you, you must succeed on a Will save (DC = 15 + your manifestation level) or be compelled to attack the creature with your claws on your next turn. If you are unable to attack that creature that round (such as because it is too far away, or has already been slain), you must instead attack the nearest creature. If there are no creatures you can attack with your claws that round, this has no effect.

New Deep One Manifestations

The following manifestations are available to characters with the deep one corruption.

Ageless

Your deep one blood renders you completely immune to aging, but also opens your mind to dark dreams of the deep.

Prerequisite: Slow Aging.

Gift: You completely cease aging, and are no longer at risk of dying of old age. You continue to accrue mental ability score bonuses as you increase in age category, but suffer no penalties to your physical ability scores from age. You are also immune to spells and supernatural effects that cause or simulate aging. Additionally, at manifestation level 9th, you gain a +2 bonus to your Wisdom score.

Stain: Your disturbing dreams of cyclopean underwater cities take on a darker turn, and you must succeed on a Will save (DC = 10 + your manifestation level) each night when you rest, or you do not recover any hit points or ability score damage from resting, and suffer 1d2 points of Wisdom damage (or 1d6 points of sanity damage, if using the sanity system).

Frog Tongue

You have a long, sticky frog tongue.

Gift: You gain a tongue natural attack with a reach of 15 feet. Attacks made with this tongue are touch attacks, and deal no damage on a successful hit; however, whenever you hit a creature at least 1 size category smaller than you with your tongue attack, you can attempt to initiate a grapple against that creature as a free action. This does not provoke attacks of opportunity. You are unable to speak intelligibly while grappling a creature with your tongue, and cannot cast spells with verbal components while doing so.

Stain: Your tongue sometimes acts on its own. Whenever you fail a saving throw to resist a charm, emotion, or fear effect, there is a 50% chance that your tongue lashes out on its own, making an attack against a creature within range determined by the GM. If this attack hits, the tongue initiates a grapple, and you cannot willingly end the grapple until the creature escapes on its own or until one minute passes, whichever comes first.

Item Use

You share the deep one affinity for magic items.

Prerequisite: Manifestation level 3rd.

Gift: Choose a single spellcasting class, such as bard, cleric, or wizard. You can activate spell-trigger and spell-completion items like scrolls, staves and wands as though you were a member of that class, with an effective class level equal to your Hit Dice. At manifestation level 3rd, and again at manifestation level 9th, you may select an additional spellcasting class that you can emulate in this way.

Stain: Your hands become twisted and gnarled, imposing a 10% spell failure chance on all spells with somatic or emotion components, and imposing a -1 penalty on attack and damage rolls made with manufactured weapons.

Lord of the Deep

Your deep one blood allows you to influence other creatures of the sea, but you find yourself compelled to eat raw fish.

Gift: You can cast *charm animal* as a spell-like ability three times per day, but only to affect creatures with the aquatic subtype. At manifestation level 5th, you can cast *dominate animal* once per day as a spell-like ability, but only to affect creatures with the aquatic subtype.

Stain: Your appetite shifts as you adapt to a diet of raw seafood. Any time you consume any food or drink other than uncooked fish or water, you must succeed on a Fortitude save (DC = 15 + your manifestation level) or be nauseated for 1 round. Whether you succeed or fail on this saving throw, you are still sickened for one minute after consuming the offending item. In addition to food and drink, this also applies whenever you consume a potion or elixir, as well.

Slippery Skin

Your skin is covered in a thin mucus which constantly seeps from your pores.

Gift: Your skin exudes a slick mucus that covers your entire body. You gain a bonus equal to 2 + your manifestation level on Escape Artist checks and combat maneuver checks made to escape a grapple. Additionally, if you have the Call of the Deep manifestation, the mucus helps protect your body, preventing you from suffering internal organ failure and death until you have gone a full three days without being fully submerged in salt water, rather than the normal amount of time.

Stain: Your body makes terrible squelching noises with every move, and your slime-covered visage is repulsive. You suffer a -5 penalty on Disguise and Stealth checks. Additionally, your slippery skin makes it more difficult to balance, and you suffer a -5 penalty on Acrobatics checks made to cross narrow surfaces or uneven ground, or to move through threatened squares.



New Ghoul Manifestations

The following manifestations are available to characters with the ghoul corruption.

Frightful Bite

Your greedy slurping as you bite away the flesh of living creatures is highly unnerving, and your hunger for sentient flesh is ravenous.

Prerequisite: Gnashing Bite.

Gift: Whenever you inflict at least 5 points of damage with your bite natural weapon, or roll maximum damage on a damage roll made with that natural weapon (regardless of the total damage amount), you may make an Intimidate check to demoralize the damaged creature as a swift action. If you successfully demoralize the target in this way, they remain shaken for a number of additional rounds equal to your manifestation level.

Stain: You require the flesh of sentient creatures more regularly. You need to consume one portion of flesh from a sentient creature at least once every 3 days, or be forced to make a saving throw to avoid having your corruption take over. Similarly, if you are prevented from feeding, you begin to starve after only 3 days of not consuming the flesh of sentient creatures.

Ghoul Lord

Creatures that you transform into ghouls are loyal to you.

Prerequisites: Diseased Bite, manifestation level 6th.

Gift: Creatures that become ghouls as a result of ghoul fever they contracted from your bite attack are loyal and friendly towards you. They will generally obey your spoken commands, and act on your behalf to the best of their ability, similar to followers gained with the Leadership feat.

At any given time, you can have a total number of Hit Dice worth of ghoul allies in this way equal to eight times your manifestation level. If you are capable of casting spells such as *animate dead*, Hit Dice of ghoul allies instead count against the number of Hit Dice worth of undead you can control with that spell. If you would gain ghoul allies in excess of this amount, a number of Hit Dice worth of existing ghoul allies (determined by the GM, but no more than required to keep the total number of Hit Dice worth of ghoul allies within your maximum amount) become overcome with bitterness or hunger, and attempt to devour you and take control of the ghoul pack, themselves.

Stain: Your mind warps and twists to better fit in with your undead pack. You can no longer benefit from morale bonuses. Additionally, your paranoid nature, always waiting for one of the ghouls to try to turn on you, prevents you from using or benefitting from the aid another action.

Heart Eater

Devouring hearts instills you with strength.

Prerequisites: Gnashing Bite, manifestation level 5th.

Gift: If you eat the heart of a creature with an Intelligence score of 3 or higher, you gain a +2 morale bonus on all Strength-, Dexterity-, and Constitution-based skill checks and ability checks for 1 hour. Eating a heart is a full-round action, and the target must be dead or helpless. If the target is alive, you can attempt to eat its heart as a coup de grace attack with your gnashing bite, but you gain the bonus only if your attempt results in the victim's death.

Stain: You take a -4 penalty on saves to resist ghoul corruption.

Special: If you also possess the Brain Eater manifestation, the total penalty from both stains is only -6.

Lacedon Heritage

Your ghoulish taint comes from an aquatic lacedon, rather than a standard ghoul.

Gift: You gain a +4 racial bonus on Swim checks (which doesn't stack with the +8 racial bonus from having a swim speed), you can take 10 on Swim checks even while threatened, and you gain a +4 racial bonus on Constitution checks made to avoid drowning. At manifestation level 3rd, you gain a swim speed equal to half your land speed, and you can hold your breath for up to 1 minute per point of Constitution modifier you possess before needing to make Constitution checks to avoid drowning. At manifestation level 5th, your swim speed is equal to your land speed, and you can breathe water as well as air.

Stain: Your body is poorly adjusted for life on land, and you suffer a -1 penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks as long as you are not currently submerged in water.

Razor Claws

Your claws are razor sharp, but they also have a mind of their own.

Prerequisite: Rending Claws, manifestation level 3rd.

Gift: On any round in which you hit a single creature with both of the claw attacks granted by the Rending Claws manifestation, you also inflict an amount of bleed damage equal to 1d4 + your Strength modifier.

Stain: Your claws occasionally take on a mind of their own,

lashing out to rake at living flesh even if you don't want them to. Whenever a living creature provokes an attack of opportunity from you (including your allies), you must succeed on a Will save (DC = 15 + your manifestation level) or make an attack of opportunity against that creature. If you make an attack of opportunity against a creature in this way, you must use your claw natural attack to do so.

New Hellbound Manifestations

The following manifestations are available to characters with the hellbound corruption.

Eyes of the Damned

Your eyes see things that mortals were not meant to view.

Gift: You can see normally in darkness of all kinds, including magical darkness. Unlike darkvision, this ability has no range and allows you to distinguish colors, as well.

Stain: Your eyes change to an unnatural red or yellow color, and take on a bestial appearance. Additionally, you are subject to occasional visions of torment and horror from hell. You lose any immunity to fear effects that you might possess, and cannot become immune to fear. Additionally, you suffer a -4 penalty on saving throws made to resist fear effects. The -4 penalty does not apply at any time that you would otherwise be immune to fear effects.

Hellfire Compact

You can conjure potent hellfire, but mundane flames reach out on their own to burn you.

Prerequisite: Passage through the Pit, manifestation level 5th.

Gift: You gain the ability to channel hellfire, potent infernal flames that can burn even things normally immune to fire. Whenever you cast a spell that deals fire damage (including casting spells with items such as scrolls, staves, or wands), you may choose to convert a number of points of fire damage inflicted by that spell equal to twice your manifestation level to hellfire. Damage affected in this way ignores resistance or immunity to fire damage, although evil creatures suffer only half damage from hellfire. Additionally, three times per day, you can fire a bolt of hellfire as a standard action. Treat this as a ranged touch attack with a maximum range of 60 feet, which deals 1d6 points of hellfire damage per two manifestation levels on a successful hit.

Stain: Flames are supernaturally attracted to you, and seem to go out of their way to reach you. Whenever you end your turn within 5 feet of a source of flame, you must succeed on a Reflex save, or that source of flame reaches out inexplicably and burns you, dealing an amount of fire damage equal to 1d4 + your manifestation level, or the normal amount, whichever is higher. Additionally, if you are adjacent to the area of a spell or ability that deals fire damage (such as a dragon's breath weapon or a *fireball* spell), you are automatically included in the area of that effect. Finally, you suffer a -4 penalty on saving throws made to resist fire effects, and a -4 penalty to AC against attacks that deal primarily fire damage.

Infernal Skin

Your skin becomes an angry red, betraying your infernal connection, but offering protection from fire.

Gift: You gain fire resistance 5. At manifestation level 3rd, this increases to fire resistance 10, and at manifestation level 5th, it increases to fire resistance 15.

Stain: Your skin turns an unnatural shade of red.

Additionally, you are sickened as long as you are within the area of a *hallow* spell, or any location that is considered holy or sacred to a good-aligned deity. While sickened in this way, inky black smoke visibly rises from your skin, inflicting 1d2 points of nonlethal damage to you per minute.

Pit Poison

You can conjure poison from the depths of Hell, and are resistant to physical poisons, but your soul is forever poisoned by your infernal contract.

Gift: You gain a +4 bonus on saving throws made to resist poison, and are not at risk of poisoning yourself when applying poison to objects. Additionally, once per day, as a full-round action, you can conjure a single dose of poison from the depths of hell, filling a small vial with it. The poison can be any poison you desire, provided that the market price of one dose of the poison does not exceed 100 gp per manifestation level.

Stain: You are damaged by holy water as though you were an evil outsider. Additionally, you are unable to cast spells with the good descriptor, as your infernal taint corrupts the spell's purity and causes it to fail. Finally, you suffer a -2 penalty on saving throws made to resist the spells and spell-like abilities of evil outsiders.

Tongues

You can speak in tongues.

Gift: You are constantly affected as though by *comprehend languages*. At manifestation level 4th, you are constantly affected as though by *tongues*, instead.

Stain: Your voice echoes with infernal malice, which is unsettling for others to hear. You gain a +2 bonus on Intimidate checks involving speech, but suffer a -3 penalty on Bluff and Diplomacy checks, as well as all Perform checks involving speech. At manifestation level 4th, this penalty increases to -6.

New Hive Manifestations

The following manifestations are available to characters with the hive corruption.

Acid Spit

Your body produces highly acidic bile which you can spit at your foes.

Prerequisites: Acid Blood, manifestation level 5th.

Gift: As a standard action, a number of times per day equal to 1/2 your manifestation level, you can spit a wad of caustic, acidic spit. Treat this as a ranged touch attack with a range increment of 10 feet and a maximum range of 60 feet. If the attack hits, it deals 1d4 points of acid damage per manifestation level. If the target is an object, this damage is not halved before it is applied to the object's hardness. The acid can be scraped off as a full-round action before the beginning of your next turn, or washed away by submerging the creature completely in water or a similar liquid. If the acid is not removed, it deals an additional 1d4 points of acid damage per manifestation level at the beginning of your next turn, after which it becomes inert.

Stain: Your acidic bile can cause damage to any internal organs that haven't been affected by your corruption yet. At the beginning of your turn each round, if you are sickened, you suffer 1d6 points of acid damage, and if you are nauseated, you suffer 3d6 points of acid damage.

Death Throes

The acidic blood in your body bursts forth violently in the event of your death, ensuring that you do not go unavenged.

Prerequisite: Greater Acid Blood.

Gift: If you die, your body explodes in a shower of acidic gore, inflicting 2d6 points of acid damage per manifestation level to each creature within 30 feet. Affected creatures are covered in acid, and suffer an additional 1d6 points of acid damage per manifestation level at the end of the next round unless they spend a full-round action to scrape off the acid, or it is otherwise removed before that time. A successful Reflex save halves the initial acid damage, and prevents a creature from being coated in acid (thereby negating the secondary acid damage). This ability completely destroys your body, rendering it unsuitable for *raise dead*, but not *resurrection* or similar spells that don't require the corpse to be intact.

Stain: Your internal anatomy is highly volatile. Whenever you are the subject of a critical hit, you suffer 1d6 points of acid damage per two manifestation levels, in addition to the damage inflicted by the critical hit.

Hive Infestation

You can produce hive larvae and use them to infest others with your taint.

Prerequisite: Manifestation level 9th.

Gift: As a full-round action, you can deliver a kiss of death to a single living creature that is pinned, willing, or helpless. This requires making contact with the creature, as you pass one or more tiny hive larvae from within your own body into the victim's. The victim must attempt a Fortitude save (DC = 10 + your manifestation level + your Constitution modifier) to resist the effect. If the saving throw is successful, the target's body partially metabolizes the hive larvae, which become symbiotic with it, and it gains the hive corruption and a single manifestation of your choice that it qualifies for. If the victim fails his Fortitude save, then his body fails to adapt



to the larvae, and 2d12 hours later, the larvae multiply into a full swarm, which bursts out of the victim's body over a period of 2d12 rounds, during which the victim must succeed on a Fortitude save each round or be nauseated for 1 round and suffer 4d6 points of damage. At the end of this period, a fully-formed hive larva swarm (*Pathfinder Roleplaying Game: Horror Adventures*) emerges from the victim's body.

Stain: You suffer a -3 penalty on saving throws made to resist hive corruption.

Rending Mandibles

Your mandibles are able to tear through metal like paper.

Prerequisite: Warrior's Bite.

Gift: You gain the Improved Sunder feat, but its effects apply only to sunder attempts made with the bite attack granted by the Warrior's Bite manifestation. Additionally, when sundering objects with a hardness of 8 or less, your bite attack ignores hardness. Finally, whenever you confirm a critical hit with your bite attack against a creature wearing armor, the attack deals an equal amount of damage to the creature's armor, as well.

Stain: Your mouth can no longer form the words for any languages besides Aklo. The spell failure chance imposed by the Warrior's Bite manifestation increases to 50%, and you are completely unable to speak in any language besides Aklo (this does not grant you the ability to speak Aklo if you don't know it).

Warrior's Bite

You grow a set of alien mandibles, as your mouth mutates into a structure designed more for killing than speaking.

Gift: You gain a bite attack as a primary natural weapon which deals 1d4 points of damage if your size is Medium (1d3 if Small).

Stain: Your mandibles make communication and spellcasting difficult. You suffer a 20% spell failure chance on any spells with verbal or thought components. Additionally, it is difficult for you to make intelligible speech, and you suffer a -5 penalty on all skill checks that involve verbal communication. You can attempt a DC 25 Linguistics check to ignore this penalty for 1 minute.

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Weekly Wonders

Deep Ones, Devils, and Ghouls, Oh My!

Corruptions, from *Pathfinder Roleplaying Game: Horror Adventures*, give players a new way to indulge their dark fantasies and take the role of gothic monsters, infecting themselves with some taint or darkness, and presenting the tantalizing question of whether to struggle against the corruption, or embrace it, and allow themselves to bask, however briefly, in its dark power. While *Horror Adventures* presents between nine and ten different manifestations for each corruption, this leaves high-level victims of corruption with limited choices in what manifestations to take.

This book presents five new manifestations, complete with new gifts and new stains, for the accursed, deep one, ghoul, hellbound, and hive corruptions, for a total of 25 new manifestations. With this book, you can:

- Deliver dreaded death curses that punish those who would dare raise a hand against you.
- Influence aquatic creatures and compel them to do your bidding.
- Create and lead your own pack of ghouls.
- Create binding infernal contracts upheld with infernal magic.
- Infest hive larvae into hapless victims.
- ...and much, much more!