# Weekly Wonders

Plant Corruption

The

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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* provide a wide array of options to choose from, there are far more things that can strip away humanity than those presented in that book.

The plant corruption, introduced in this book, was largely inspired by parasitic plant monsters and seeks to highlight the alien mystery of carnivorous and parasitic plants. The corruption focuses on a physical transformation that wildly alters the body and twists the mind into a vessel of cold, inhuman hatred and all-consuming hunger. The manifestations grant you plant-related abilities, including photosynthesis, poison, and bark skin. Meanwhile, the plant corruption also twists your body, turning you into a gross monstrosity, unsightly and hulking, with a mind focused on violence and food.

# Plant Corruption

You are infected with the spores or seeds from an evil plant, its dark influence spreading through your body, twisting your mind and polluting your soul. As your infection progresses, the plant's corruption replaces your thoughts and feelings with its own twisted ideals.

### Catalyst

Your corruption was contracted through a physical encounter with an evil plant, in which its seeds or spores became implanted in your body. As the foreign body takes root, it begins to twist your body and mind, forcing you to struggle constantly against its influence.

#### Progression

The plant's corrupting influence is both relentless and natural, not being tied to any action. One week after first contracting the infection, you must make a Fortitude save (DC = 15 + your manifestation level) or the corruption progresses. After this initial saving throw, you must make a new Fortitude save (DC = 15 + your manifestation level) every 1d4 weeks, or your corruption progresses one stage. Each time you succeed on one of these saving throws, the number of weeks until you must make another saving throw is increased by 1. This increase stacks with itself, in event of multiple consecutive successful saving throws, but resets once you fail a saving throw to resist the corruption's advancement. **Corruption Stage 1:** The first time you fail, your blood turns green and your metabolism slows, and at the same time, your mind grows dull, filling with thoughts of hunger and mindless hatred. Your alignment shifts one step closer to neutral evil.

**Corruption Stage 2:** The second time you fail, your skin becomes a sickly yellow-green and takes on a leafy texture,

and you spontaneously sprout flowers in a variety of eyewrenching colors. Your appetite grows as you constantly feel the need to feast on animal flesh, preferably devoured while the creature is still alive. All other thoughts dull and your memory begins to fade, making it harder to recall who you actually are, as feelings of isolation, hunger, and hatred begin to replace everything you once were. Your alignment shifts to neutral evil.

**Corruption Stage 3:** The third time you fail, your mind is fully devoured as your corruption consumes you, no longer able to think except of the need to eat, and to corrupt others, spreading your vile taint as it was spread to you. Whatever once made you the person you were is gone. Your body twists and warps, becoming a terrible plant creature under the control of the GM. The type of plant creature you transform into is determined by the GM, but typically, the creature has a CR equal to your Hit Dice at the time you succumbed to this corruption, a neutral evil alignment, and retains any gifts granted by manifestations from this corruption, though it does not retain any stains.

#### Removing the Corruption

Because the plant corruption is largely a physical condition caused by a bodily infection of black spores that corrupt and twist the body while tainting and ultimately destroying the mind, removing the plant corruption is a similarly physical process. Caught early on, it may be removed with simple, though dangerous and invasive, surgery, which may prove more of a risk to the corrupted creature's immediate health than the plant corruption itself. As time goes on and the corruption spreads throughout the body, it becomes more and more difficult to remove the affliction, requiring more advanced surgical techniques be employed. These are largely beyond the skills of mortal doctors, and may require the service of otherworldly surgeons, or the assistance of powerful spellcasters capable of casting multiple heal and regenerate spells to aid the process. In either case, such surgeries usually require several hours to perform and include a number of difficult procedures involving rare and obscure reagents and anesthetics, which can greatly limit the ability of the afflicted creature to recover.

#### Manifestations

The following are manifestations of the plant corruption.

#### Bark Skin

Your skin hardens, morphing into the texture of bark. Gift: You gain a +2 natural armor bonus to AC. At manifestation level 5th, this bonus increases by a further +2. Stain: Your appearance is hideous to behold, imposing a -2 penalty on all Bluff and Diplomacy checks. Additionally you become vulnerable to fire damage, suffering 50% more fire damage than you normally would, as well as suffering a -2 penalty against fire spells and effects.

#### Growth

Your corruption causes your body to stretch and twist itself in a wild and uncontrolled growth.

Prerequisite: Manifestation level 8th.

**Gift:** Your size increases by 1 step, granting you a +4 size bonus to Strength and Constitution and a -2 size penalty to Dexterity. You also gain a +1 natural armor bonus to AC. Your new size determines adjustments to your AC, attack rolls, Fly checks, Stealth checks, and to your CMB and CMD, as normal for a creature of your new size.

**Stain:** In addition to the -2 size penalty to AC mentioned above, your increased size requires more mental power to control, causing you to suffer a -4 penalty to any combination of mental ability scores of your choosing (for instance, you could choose to suffer a -2 penalty to Intelligence, -1 penalty to Wisdom, and -1 penalty to Charisma; or you could choose to suffer a -4 penalty to Wisdom).

#### **Infectious Spores**

The taint in your body manifests in the creation and delivery of dread black spores that can corrupt the bodies and minds of other creatures into warped monstrosities such as yourself. **Prerequisite:** Manifestation level 5th.

**Gift:** You can cast *poison* as a spell-like ability once per day. The target of this ability must also make a Fortitude save (DC = 10 + your manifestation level + your Constitution modifier) or contract the plant corruption. However, plant creatures affected by this ability gain the black spore plant template, instead (see the black spore plant template on the next page). **Stain:** In embracing the black spore taint that fuels your transformation, you move closer to succumbing to the change yourself, suffering a -4 penalty on saving throws made to resist advancing to the next stage of the corruption.

#### Numb Mind

Your mind begins to integrate with your body, losing mental potency but reducing the abilities of others to control your actions or access your ever more primitive thoughts. **Prerequisite:** Manifestation level 5th.

**Gift:** You are constantly protected from attempts to determine your thoughts and alignment as though you were under the effects of a *ring of mind shielding*. You also gain a bonus on all Will saves against mind-affecting effects equal to 1/2 your manifestation level.

**Stain:** You suffer a -2 penalty to your Intelligence and Charisma scores, and must roll all Intelligence-based skill checks twice, taking the worse result.

#### Oaken Skin

The barky growths that cover your skin become hardened into a smooth wooden armor.

**Prerequisites:** Manifestation level 3rd, bark skin. **Gift:** You gain an amount of damage reduction equal your manifestation level, which can be overcome by slashing weapons. You also gain 25% immunity to critical hits and precision-based damage, as if you were wearing armor with the *light fortification* special ability. **Stain:** You suffer a -4 penalty on Dexterity checks and Dexterity-based skill checks and suffer 50% more damage than you normally would from sources that deal slashing damage. Critical hits and precision-based attacks that deal slashing damage ignore your 25% immunity to critical hits and precision damage.

#### Photosynthetic

You derive power from the sun, but begin to wither and rot when in darkness.

**Gift:** If you spend at least 1 hour in direct sunlight, you are treated as having consumed enough food and water to sustain you for 24 hours. Additionally, so long as you remain within direct sunlight, you gain an enhancement bonus to Strength and Constitution equal to 1/2 your manifestation level (minimum 1). Finally, as long as you spend at least 8 hours in direct sunlight during a single day, you recover twice as many hit points and twice as much ability damage as a full night's rest.

**Stain:** If you go 24 hours without spending at least an hour in sunlight, you become exhausted and suffer 1d6 points of nonlethal damage. Each hour after that that you go without receiving sunlight, you suffer another 1d6 points of nonlethal damage.

#### **Plant Friend**

Plants recognize you as one of their own, but other creatures may find your aura unsettling

**Gift:** Your movement speed is not reduced by overgrowth and you gain immunity to the effects of the *entangle* spell and similar effects. Plant creatures have their starting attitude towards you increased by 1 step.

**Stain:** Animals have their starting attitude towards you reduced by 2 steps, and you suffer a -2 penalty on all Bluff and Diplomacy checks made against humanoids.

#### Speak with Plants

You have the ability to communicate with plants and hear them whisper to you constantly.

**Gift:** You may speak telepathically to plant creatures within 100 feet. Additionally, you can cast the spell *speak with plants* 3 times per day as a spell-like ability.

**Stain:** The whispers of plants fill your head, imposing a penalty on all concentration checks equal to your manifestation level. Each round that you maintain concentration on a spell, if you would not otherwise need to succeed on a concentration check that round, you must succeed on a concentration check (DC = 10 + twice the spell's level) in order to maintain concentration. If you fail this check, the spell immediately ends.

#### Venom Immunity

Your blood turns to a thick sap, incapable of transmitting most forms of poisons. However, your unusual anatomy makes you more difficult to heal.

**Gift:** You become immune to all poisons and nonmagical diseases.

**Stain:** You are more difficult to heal, receiving only half the normal number of hit points whenever you recover hit points from a magical source, unless that source originated from a druid with at least as many class levels as you have Hit Dice.

#### Vine Tendrils

Vine-like tentacles sprout from your back, and they seem to have a mind of their own when the smell of blood is in the air. **Gift:** You gain 2 tentacle secondary natural attacks that deal 1d4 points of damage for a Medium creature, as well as the grab special attack with these tentacles. At manifestation level 5th, your tentacle attacks deal 1d6 points of damage, and at manifestation level 8th, you gain the constrict attack, which deals 1d8 plus 1-1/2 times your Strength modifier points of damage with your tentacle attack.

**Stain:** Whenever you begin your turn within 5 feet of a creature whose current hit point total is 50% or fewer of its maximum hit points, you must make a Will save or be compelled to attack that creature with your tentacle attack.

## New Template: Black Spore Plant

Black spore plants are plant creatures which have been suffused with evil, with the ability to spread this corruption to other creatures, both plant and animal.

#### Creating a Black Spore Plant

"Black spore plant" in an acquired template that can be applied to any creature of the plant type.

Challenge Rating: Same as the base creature +2.

**Alignment:** The creature's alignment changes to be neutral evil.

AC: The creature gains a +2 natural armor bonus to AC.

**Defensive Abilities:** A black spore plant retains all defensive abilities of the base creature, and gains immunity to disease and poison, as well as the following defensive ability.

*Filled with Hatred (Su):* Though not exclusively mindless, black spore plants cannot conceive of anything other than the base passions of hatred and hunger. As such, it is immune to mind-affecting effects, except those cast by evil creatures.

**Special Attacks**: The black pore plant retains all special attack of the base creature and gains the following special attacks.

Black Spore (Ex): Whenever a creature suffers at least 3 points of Constitution damage from a black spore plant, he must succeed on a Fortitude save (DC = 10 + 1/2 the black spore plant's Hit Dice + the black spore plant's Constitution modifier) or contract the black spore. A creature that contracts a black spore suffers a -2 penalty to Dexterity for 24 hours, after which time he must succeed on a Will save (DC = 10 + 1/2 the black spore plant's Constitution modifier) or contract the black spore suffers a -2 penalty to Dexterity for 24 hours, after which time he must succeed on a Will save (DC = 10 + 1/2 the black spore plant's Hit Dice + the black spore plant's Constitution modifier) or gain the plant corruption, or, if the target was a plant creature, gain the black spore plant template.

*Blood Drain (Ex):* A black spore plant can drain the blood of those it grabs in order to damage them and restore its own health. Any round the black spore plant begins a turn in control of a grapple, it deals 1 point of Constitution damage to the creature it is grappling. For every point of Constitution damage dealt in this way, the black spore plant regains 5 hit points. Creatures that do not have blood (such as most elementals) are immune to this effect.

*Grab* (*Ex*): The black spore plant gains the grab universal monster ability for each of its natural attacks.

Ability Scores: Str +2, Dex -2, Con +6, Int -4, Cha -4.

#### Ecology

It is a matter of some debate among scholars whether black spores plants are created by evil plants, or whether the affliction itself made the plants evil (a trick it certainly is capable of performing). If the former is true, some are led to wonder what plant created the infection and what its motivations are, with some suspicion lying with other corrupting plant creatures, such as the yellow musk creeper.

Regardless of its origin, black spore plants are highly feared for their hateful and all-consuming hunger, as well as for their ability to perpetuate their evil by spreading their taint to other creatures. Though it was originally thought the contagion was limited to other plants, recent evidence suggests that it can infect humanoids and animals as well, causing some to fear that the creatures will soon overwhelm all the world with their evil and savagery. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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# Turn Your Enemies to Mulch!

Corruptions, from Path inder Roleplaying Games horror Adventures, give players a new way to indulge their dark fant as fee and take the role of gother 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 the different corruptions to choose from, there are many more potential sources of corruption that could potentially be explored.

This book presents the plant corruption, a brand new corruption (caturing unique progression rules, and to new manifest at tons that are flavorfully connected to plants and fungi. Further, the books introduces the black spore plants complate, which can be applied to any plants and gives it, in addition to other abilities, the power to infect vietims with spores that deliver the plants corruption.

Necromancers <u>of the Northwest</u>