Crystal Corruption

After each day a character gets exposed to a crystal, they must make a **Constitution saving throw (DC 10)** to resist its corrupting effects.

If the saving throw is failed, the character gains **Corruption Points** based on the amount of crystal they came in contact with:

- **A handful:** 1 Corruption Point
- **A bucket:** 2 Corruption Points
- **More than a bucket:** 3 Corruption Points

Record the Corruption Points on the character sheet and add them to any Corruption Points the character has already accumulated.

Corruption Limit

A character's maximum Corruption Point limit is equal to **half their Constitution score, rounded up**.

If a character's Corruption Points **exceed this limit**, they mutate. After the mutation occurs, their Corruption Points are reset to **0**.

Mutation

When a character mutates, roll **3d6** on the **Mutation Table** and record the resulting mutation on the character sheet.

If the character already has the mutation that was rolled, their body cannot withstand the corruption and the character **dies**.

Removing Mutations

Certain powerful spells can remove a mutation. Greater Restoration can remove a single mutation, at the DM's discretion. Wish can remove a mutation without restriction.

Rare specialists may also be capable of removing mutations. The DM determines whether a specialist is available, what is required to remove the mutation, and what price they demand.

Mutation Table

Roll	Mutation
3	**Infernal Form:** You transform into a tiefling. You gain darkvision and resistance to fire damage.
4	**Twisted Limbs:** Your limbs become unnaturally long and awkward. Your speed is reduced by 5 feet.
5	**Predatory Eyes:** Your eyes become those of a predator. Gain darkvision out to 60 feet and advantage on sight-based Perception checks.
6	**Muttering Tongue:** Your speech becomes garbled and difficult to understand. You have disadvantage on Charisma checks involving speech.
7	**Crystal Growth:** Small crystals grow from your body. You gain +1 AC, but the crystals are uncomfortable and cannot be removed without causing injury.
8	**Fractured Mind:** The crystal's magic begins to distort your thoughts and perception. Your mind becomes increasingly difficult to trust. Decrease your Wisdom score by 1.
9	**Charismatic Mutation:** Your features become unnaturally captivating. Increase your Charisma by 1.
10	**Warped Flesh:** Your skin becomes rubbery and unnatural. You have disadvantage on saves against being grappled or restrained.
11	**Longreach:** Your arms and fingers stretch unnaturally when you reach for something. Your melee attack range increases by 5 feet, and you can interact with objects, pull levers, open doors, or grab unattended items within that additional range.
12	**Flickering Form:** Your body occasionally slips out of reality for a fraction of a second. Whenever you take damage, roll a d6. On a 1, you become briefly disoriented and have disadvantage on your next attack roll or ability check.
13	**Unnatural Agility:** Your body becomes unnaturally flexible. Increase your Dexterity by 1.
14	**Hollow Bones:** Your bones become light and fragile. You have advantage on checks made to escape a grapple, but bludgeoning damage against you is increased by 1.
15	**Regenerative Flesh:** Your wounds slowly knit themselves back together. Once per day, when you have fewer than half your maximum hit points, you regain 1d6 hit points at the start of your turn for 1 minute.
16	**Malformed Face:** Your face shifts into an unsettling, asymmetrical shape. You have disadvantage on Charisma checks with creatures unfamiliar with your mutation.
17	**Extra Arm:** You grow an additional arm and hand. You can hold an additional object and gain new options for interacting with objects, weapons, or shields at the GM's discretion.
18	**Rift of Flesh:** A small rift opens somewhere on your body. At unpredictable times, it occasionally spits out a hostile creature. The GM determines when and what emerges.