

Down Through the Darklands!

Supplement: Shadowbound Corruption

A Pathfinder 2e Conversion

by Tyler_Zoro, 2022



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Shadowbound Corruption

Based on [Shadowbound Corruption](#) (1e), *Horror Adventures* pp. 34-35

Shadowbound is a type of [Corruption](#) in the *Horror Adventures* supplement for the Pathfinder 1e system. This corruption is acquired through direct contact with the Shadow Plane and energies associated with that plane, and can be removed with time when one leaves to another plane or exits the influence of Shadow. This is a milder effect than in 1e, mostly due to the lack of agency that Shadowbound Corruption could impose on a character in that system.

Effects

Typically this effect occurs after prolonged exposure to the Shadow Plane, but in some circumstances might be triggered through a magical connection to Shadow. After a month of exposure to shadow energies and each month thereafter, a creature must make a Will save with a DC, set by the GM and based on the strength of the energies encountered. The results of the roll are as follows:

Critical Success If the creature is currently corrupted, they lose 1 stage of corruption. If the creature drops to 0 stages or was not already corrupted, the creature is not corrupted and is immune to Shadowbound Corruption for 1 year. If still corrupted, you do not act on your new stage of corruption.

Success The creature does not become corrupted, but must roll again in a month. If already corrupted, the creature does not act on their corruption.

Failure The creature acts on their corruption as described by their current stage, below. Another roll must be made in 1 month.

Critical Failure As with Failure, but the creature gains 1 stage of corruption.

The stages of corruption are:

Corruption Stage 1 You appear pale and any bright color in your eyes or hair fades a touch. The first time you fail the saving throw, you destroy a reliable source of light, joy, or beauty, such as a piece of art or bit of natural beauty.

Corruption Stage 2 Your body becomes gaunt and all color drains from your face and hair. The second time you fail the saving throw, you seek to inspire fear or ennui in innocent people or destroy an important object of beauty, light, or joy.

Corruption Stage 3 Your shadow appears darker and occasionally flickers out of sync with your movements. You appear as stage 2, but your gaunt features are almost deathly. You seek to sunder a permanent bond of some sort. You might destroy a token of a loved one, take an action that would make a friend mistrust you or otherwise create some permanent rift between you and those around you. You grow more inwardly focused and do not derive joy from interactions with others.

You cannot rise higher than stage 3, but failures on the saving throw at stage 3 make you take the action described again.

In addition to the action described, failing a save against this corruption results in the creature generally acting less joyful and outgoing. This shift is subtle and should be represented more by roleplaying than any mechanical change, but should be more pronounced as the stages progress.

After 1 year spent at corruption level 3, the change becomes permanent and no further rolls are required, but the effects of stage 3 recur each month and the mood changes do not recede.

Manifestations

A manifestation is a symptom of the corruption. The manifestation is determined by the player, but is highly constrained by their manifestation level and previous corruptions.

The manifestation *level* is the number of manifestations that you have. It starts at 1 when you acquire the corruption and increases once every two levels thereafter. However, exposure to extreme sources of the original corruption can increase your manifestation level and force you to make a new save against the corruption. The GM will determine when and if this happens, but it should be extremely rare, and only occur under intense exposure.

The “gift” associated with a manifestation is the beneficial component, while the “stain” is the negative. The two cannot be isolated. Both the good and the bad come with the manifestation.

Manifestation DCs

All DCs are set based on the level of the creature with the corruption from [Table 10-5: DCs by Level](#) on *Core Rulebook* pg. 503.

Manifestation List

Eerie Perception Your eyes change, adapting to a life in the shadows.

Gift You gain darkvision if you did not already have it. You also gain a +1 bonus on Perception and Stealth checks. At manifestation level 3rd, the bonuses increase to +2.

Stain Your eye color fades to a dull gray and your eyes overreact to light. You gain light sensitivity, causing you to be dazzled in areas of bright light.

Emptiness of the Void Friends and allies are just people you can hurt more deeply.

Gift The darkness in your soul can draw in the life force of allies. Once per day when you take damage, you can divide the damage evenly between you and one ally within 30 feet. You can do so only if the damage would reduce your hit points to 0. The ally can attempt a Will save to resist the link. You can activate this ability as a free action, even if it isn't your turn.

Stain You struggle to remember the meaning of alliance and friendship. You can't benefit from or use the Aid action.

Frightful Fear lingers in your mind, and you can spread it to others.

Gift You have a knack for guessing just how to scare others. You gain a +1 bonus on Intimidate checks and the DCs of effects you create with the [fear](#) trait increase by 1. At manifestation level 3rd, the bonus on Intimidate checks increases to +2 and the DC increases by 2 instead of 1.

Stain Your hair loses its color and your sleep is interrupted by nightmares that never leave your mind. You take a –1 penalty on saving throws against fear effects, and you lose any immunities to fear you might otherwise possess. You gain immunity to effects that would remove your fear (such as remove fear). At manifestation level 3rd, the penalty changes to –2.

Insubstantiality Your body flickers occasionally into insubstantial shadow.

Prerequisite Manifestation level 3rd.

Gift Your body sometimes shifts or blurs momentarily before resuming the appearance of solidity. You gain a +2 status bonus to your AC. You have a variable immunity to critical and precision damage from weapons that do not affect incorporeal targets (e.g. a ghost touch weapon is unaffected by this immunity). On a flat check with a DC of 16 your immunity kicks in and the extra damage does not affect you.

Stain You take a -2 status penalty on Reflex saving throws that would trip, move or knock you prone as well as a -2 status penalty to any Escape action vs. a grapple.

Refuge in Pain Pain is your only solace from the emptiness of your existence.

Prerequisite Manifestation level 4th, eerie perception, wretched pain.

Gift Pain invigorates you. Whenever you take an amount of damage greater than or equal to 4 times your level from a single attack, you gain a +1 status bonus on attack rolls, damage rolls, saving throws, and skill checks for 1 round. If you have the weaver of lies manifestation, the bonus increases to +2.

Stain Whenever you take damage, increase the amount of damage you take by 1/2 your manifestation level.

Regretful Gaze Your gaze carries your regret for wasted potential.

Prerequisite Manifestation level 3rd, frightful.

Gift You gain a gaze attack that causes foes within 30 feet to gain frightened 1 for 1 round unless they succeed at a Will save. You can suppress or resume this ability as a free action. A creature that succeeds at the saving throw is immune to your regretful gaze for 24 hours.

Stain You are withered as if by age. You take a circumstance penalty of -1 to all Fortitude and Reflex saving throws and to any skill check which uses Strength, Dexterity, or Constitution.

Touch of Ruin You are infused with the ruin of the Shadow Plane.

Prerequisite Manifestation level 4th, frightful, regretful gaze.

Gift You gain the following attack:

Touch of Ruin ♦ (magic, occult, shadow) A number of times per day equal to your manifestation level, you can make an unarmed melee attack that deals 1d10 points of damage per manifestation level you have. The creature can make a basic Fortitude save against this damage. If the creature fails their save, they gain 1 drained level.

Stain Any clothing or gear you wear or carry seems strangely faded and timeworn as long as you wear or carry it. Treat such items' hardness as half the normal amount. Your items take a -2 penalty on saving throws.

Weaver of Lies Using shadows drawn from the Shadow Plane, you can spin falsehoods into convincing imitations of reality.

Prerequisite Manifestation level 2nd.

Gift Once per day, you can use [summon fey](#) as an innate occult spell, heightened to a spell level equal to the manifestation level. Because the creature is fashioned out of shadow, it has 1/5th the HP and does 1/5th the damage of the normal creature if the target succeeds at a Will save and sees through the illusory portion of the manifestation, otherwise the target believes in the illusion and it obeys the logic of that belief. The save DC is calculated as described above or using the caster's Spell DC if any, whichever is higher. This spell gains the shadow trait.

Stain Joy and excitement have become foreign to you, leaving pain the only sensation of much interest. You can't benefit from bonuses from effects with the emotion trait (such as bardic compositions).

Wretched Pain Inflicting pain is one of the few sensations that still stirs you.

Prerequisite Eerie perception.

Gift Whenever you deal weapon damage to a creature that is flat-footed, you can inflict a painful wound in addition. The target must make a Fortitude save:

Critical Success No ill effects and immune to the effect for 24 hours.

Success Become sickened 1 and immune to the effect for 24 hours.

Failure Become sickened 1.

Critical Failure Become sickened 2.

Stain Your eyes turn a milky white, utter black, or pale yellow, making you appear blind although you can see normally in most circumstances. You gain light blindness,

causing you to be blinded for 1 round whenever you are exposed to daylight or another source of bright light and dazzled for as long as you remain in bright light thereafter.

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