

BLIGHTED MUTATION

The blight is a force unlike any other found within the world. It is native, not to the material plane, nor to any or the astral planes beyond, but was borne out of the corruption of an Empty God, who sought power beyond what could be found within the confines of reality.

By its very nature, the blight corrupts and changes those it infests, warping both their minds and their bodies. Those with the mental fortitude to stave off madness might learn to harness these mutations for themselves, but it is a never ending war to resist the corruption of the blight, and few creatures are up to the task.

Any time you gain a blighted mutation, you must make a saving throw to avoid being consumed by madness. The ability and DC of this saving throw is up to the DM, however it should always be Difficult to impossible. On a failure, the blight takes control of your mind, as well as your body, using you for its own unknowable ends

Alternatively when you gain a blighted mutation, the dm can choose to have you also roll on the indefinite or extended Madness tables.

Blighted mutations are always horrific and terrifying. Some encroach slowly over time, while others manifest violently all at once. Whatever the case, a blighted mutation always leaves you disfigured. If you have at least 1 blighted mutation, you have disadvantage on any checks, such as Persuasion Checks, that would be affected by your gruesome appearance - the exception to this is Intimidation checks, on which your terrifying mutation grants you advantage.

Blighted mutations are caused by forces not native to this reality, and cannot be cured or reversed by mundane or magical means. Only Godly intervention by a major deity, or the simultaneous use of a wish spell by multiple casters is enough to vanquish the blight from your body. However, at DM's discretion, powerful magics such as greater restoration may be able to change the nature of your mutation, allowing you to re-roll its effects

BLIGHTED MUTATIONS

Roll	Mutation
1	<i>The corrupting blight is too much for your body to contain, you take damage equal to your hit point maximum and die. Your body is consumed by an inky blackness that destroys even your soul.</i>
2	<i>The hunger of the blight consumes magic as well as flesh. When you reduce a target to 0 hit points, you may consume their body to learn 1 spell the target was capable of casting when alive.</i>
3	<i>Dark Tendrils Spread across your arm as if searching for something. When you hit with an attack using that arm, you may attempt to grapple the target as a bonus action.</i>
4	<i>Your veins pulse with an invigorating bile. Your strength score increases by 1. In addition, when you are hit by a melee attack, the attacker must succeed on a dc 15 constitution saving throw or be poisoned for 1d6 rounds.</i>
5	<i>The darkness that festers inside you has hardened your body against magic. You gain resistance to damage from magical weapons, and have advantage on saving throws against spells and spell-like effects.</i>
6	<i>Your body seems to emanate darkness. You gain a 10ft aura of shadow. Within this aura, nonmagical light sources do not function, bright light becomes dim light, and dim light becomes darkness.</i>
7	<i>Your mouth twists forth into a gaping maw, which opens in ways unfamiliar to reality. You can open your mouth up to 3ft wide, and any non-magical object that enters your maw is permanently destroyed</i>
8	<i>Ebony spines rip through your flesh with searing pain, splintering into a mass of jagged quills. Creatures that hit you with a melee attack take 1d12 necrotic damage as the spines feed on their life energy to grow.</i>
9	<i>Your body consumes magic as darkness consumes light. You may cast Counterspell or Dispell magic once per day without expending a spell slot, Constitution is your spellcasting ability for these spell.</i>
10	<i>The Corruption that blights your body stitches your wounds as quickly as the can be inflicted. You regain 1d4 hp every turn. If you would be reduced to 0 hp, you instead drop to 1hp and gain a mutation from this table.</i>
11	<i>Your eyes are consumed into a starless void from which inky tendrils writhe. You are permanently blinded, but gain blindsight out to a range of 30 ft and may cast "detect magic" as a bonus action without expending a spell slot.</i>
12	<i>The dark bile of the blight reacts violently to godly magic. Whenever you regain hit points from a divine source, or take radiant damage, you must roll again on this table.</i>
13	<i>Parts of your body begin to shrivel into bony twigs covered in waxy black flesh. After each long rest, roll a d20. On a 1 your strength score is reduced by 1..</i>
14	<i>Your veins writhe like Inky tendrils beneath your skin, your vital organs shifting within your body. When an attack against you scores a critical hit, roll 1d20. On a 15 or lower, the attack is treated as a regular hit.</i>
15	<i>The blight afflicts every muscle in your body, causing them to ripple and expand. After every long rest, roll 1d20. on a 20, your strenght score increases by 1 to a maximum of 22.</i>
16	<i>The Blight consumes a part of your mind, erasing a portion of who you are. You lose 1d20+10 years worth of memories, spread randomly across your lifetime.</i>

- 17 You can sense the life around you, the blight constantly struggles to consume it. Once per day, you can hone your senses to detect the location of all creatures within 30 ft. You learn their location and nothing else.
- 18 The inky blackness that consumes your body is pliable and amorphous. You may cast the spell *Alter Self* to change your appearance once between long rests without expending a spell slot.
- 19 Your Hollow Gaze seethes with something simply un-right. You are permanently blinded. Once per day you may cast *Eyebite Without* expending a spell slot. Charisma is your spellcasting ability for this spell.
- 20 Your Mind reels as the blight consumes your thoughts one by one. Your intelligence becomes 8 and cannot be raised by any means. You are constantly under the effects of the *Mind Blank Spell*.
- 21 Inky tendrils burst forth from your spine, Wracking you with pain. You gain 1d4 blighted tentacles, and can attack twice instead of once when you take the attack action. Your hit point maximum is reduced by 4d10.
- 22 Your flesh regenerates to a perverse degree. You are constantly under the effects of the *Regeneration* spell. For every 24 hours you go without taking damage equal to 1/2 you hit point maximum, You gain another mutation,
- 23 Your veins extend out from your skin like inky tendrils, eager to consume the life force of others. As an action on your turn you may expend a hit dice to cast *Vampiric Touch* as a 3rd level spell.
- 24 Additional muscle tissue rapidly turns you into a lumbering behemoth. Your size category increases by one, and your strength and constitution scores increase by 2.
- 25 Inky secretions turn you into a disgustingly slimy and sticky abomination. When you are hit by a melee attack, the attacker must succeed on a dexterity saving throw or become slowed until the end of the encounter.
- 26 Dark splotches spread across your body, your skin hardening into a void-like crystal anywhere they appear. You gain a +2 to ac when wearing light armor or no armor.
- 26 As the blight ravages your body, you age years in mere minutes. Your body ages by 2d12 years. For every 5 years you age, your constitution score is reduced by 1
- 27 The Blight Spreads through your body, only to be expelled as a dark shadowy crystal. This crystal has an ac of 10, and hit points equal to your own. If it is ever destroyed, you immediately fall dead.
- 28 Your mind Echoes like an empty void, even as your thoughts race. You gain immunity to psychic damage, and cannot be affected by spells that alter memory.
- 29 The destructive nature of the blight ravages your body, Causing increasingly hideous horrible deformities. After each long rest, roll a d20. On a 1 or a 2, you must roll again on this table.
- 30 The Blight takes control of one of your limbs, which assaults you violently. The possessed limb has the statistics of a crawling claw as described in the monster manual. It continues to function even if severe
- 31 The Darkness that seeps through your mind has granted you the ability to see the dead and damned. You see spirits as if they were living creatures, and evil or damned creatures bear an aura of blackened fire.
- 32 Your fingers secrete an oily black substance, which seems to almost repel anything you touch. You succeed on a dc 12 dexterity save each round or drop any held items
- 33 The black Ichor that flows through your veins eagerly lashes out to defend it's host. When you are hit by a melee attack, the attacker must succeed on a dc 15 dexterity saving throw or take 2d6 poison damage.
- 34 The blight seem to feed on memories new and old. Whenever you encounter new information, or attempt to recall something you already know, you must succeed on a DC 12 wisdom save or permanently forget.
- 35 You grow a tumour like second head. This head can speak, and anytime you tell a lie or hide a secret, the tumour takes great delight in sabotaging you in any way it can.
- 36 Living things around you die wherever you go. Plants within 15 ft of you wilt and turn grey or black. Animals within 60 ft of you feel afraid or threatened by your presence.
- 37 Your body rejects the nourishment that should sustain you. Ingesting food or drink that is not spoiled or rotten causes you to become poisoned for 1d6 hours.
- 38 The blight seems to warp the fabric of reality around you. Whenever you would have advantage, you instead have disadvantage. Whenever you would have disadvantage, you instead have advantage.
- 39 Your body contorts as you suddenly undergo a gruesome transformation into a horrible and imperfect approximation of a random beast from the monster manual, or other DM approved source.
- 40 The blight grows and festers within your brain as you slumber each night. Every time you take a long rest roll a d20, on a 1, your intelligence score is reduced by 1.
- 41 Your wounds seem to fester endlessly, bleeding a black puss-like bile. You can no longer regain hit points through any means short of a greater restoration spell.
- 42 The blight emanates chaotic magical energy as it pulses dark power through your veins. Anytime you make an attack, you must roll on the wild surge table found in the player's handbook.
- 43 Your Body is consumed and eaten away by the blight in a mater of moments. Your soul remains in this world, bound to whatever clothes you are wearing, animating them as if still worn.

- 44 Your form shifts in shadowy transformation with each life you take. Whenever you kill a humanoid creature, you take on the form of that creature. This transformation lasts until you transform again in the same way.
- 45 Your body erupts in pain as maws of dagger-like teeth rip open across your skin. Any creature that hits you with a melee attack takes 1d6 piercing damage and is grappled.
- 46 Your Limbs twist and writhe as the inky blackness fuzes them to your weapon. One of your hands fuzes to the next weapon you wield. This weapon becomes magical and deals an extra 1d12 necrotic damage.
- 47 Amongst silent screams, your voice is ripped away from you as painful fissures split your vocal chords apart and flesh stitches over your mouth. You become mute, and can no longer make any vocal sound.
- 48 Monstrous wings of skin dripping with inky bile rip themselves painfully from the flesh of your back. You gain a fly speed equal to your movement speed. Each time you fly your speed, you take 1d4 damage.
- 50 Anywhere your skin is pierced, an abyssal eye opens, from which no light returns. You gain a +1 to perception each time you take slashing damage. Your maximum hit points are reduced by the same amount.
- 51 Your Body Stretches and elongates into a grisly skeletal shape. Your size category increases by one, but your carrying capacity remains the same.
- 52 Years of your life are eaten away as the blight consumes your past. After each extended rest, roll 1d20, on a 1, your body ages in reverse by one year.
- 53 A gaping maw opens up in the center of your stomach, it's teeth gnashing violently. The maw must be fed 1/2 your body weight each day or dominate you, attempting to consume anything or anyone you hold dear.
- 54 With each life you take, the blight within you grows stronger. Whenever kill a medium or larger creature, you must succeed on a dc 12 con saving throw, or roll again on this table.
- 55 Your nerves are not just deadened, but seem to absorb and devour electricity. Any time you would take lightning damage, you instead gain the damage as temporary hit points.
- 56 A dark cocoon spins itself around your body, harder than nay blade can cut. Roll 5 times on this table; you emerge from the cocoon 1d6 days later with each of the 5 mutations.
- 57 All physical sensation is lost within your body; you feel no pain nor pleasure. You gain resistance to all damage types other than psychic, but have disadvantage on saving throws to avoid taking damage.
- 58 As the mouth on your face seems to weld itself shut in a gruesome scar, two more tear open the flesh of your palms, filled with needlelike teeth. They make a bite attack against any creature you touch for 1d6 damage.
- 59 Your limbs break and bend in horrible ways as new joints form within them. You have advantage on all acrobatics checks, and dexterity based attack rolls.
- 60 The blight ravages your body before seeping away in an inky slime. This secretion congeals within 1d4 days into an exact clone of you, who's only purpose and desire is to kill and devour you "to become whole."
- 61 You are tormented by an itchy constant buzzing sensation. After 1d12 days, a swarm of coal-black hornets erupts from your skin, dealing 5d6 damage to you and causing mutation in anything they bite or sting.
- 62 Even the slightest puncture of your skin quickly becomes a gaping black whole in your body. Any time you take piercing damage, your maximum hit points are reduced by the same amount.
- 63 Icy black shards of crystalized darkness spread from your wounds like encrusted diamonds. Whenever you take damage, you gain a +1 to saving throws against magical effects. You cannot choose to fail a saving throw.
- 64 Your body blurs and shifts as if unsure what or where it is mean to be. Creatures that can see you find it near impossible to look away, and must succeed on a dc 15 wisdom check to target anything other than you.
- 65 The blight warps your senses, changing the way you perceive the world. You now hear scents, see sound, or taste colors. Your altered sensation grants you advantage on perception checks relating to that sense.
- 66 When the blight is not fed with violence, it instead eats away at your insides. Each day you go without taking the life of a sentient humanoid, your hit point maximum is reduced by one hit dice.
- 67 When you are wounded, it is the cold blackness of the void that bursts from your veins. Creatures that hit you with melee attacks must succeed on a dc 15 con saving throw or age 1d4 years.
- 68 The blight feeds on your life slowly, regressing you through time little by little. You begin to age backwards at twice the rate you would normally age.
- 69 Tumorous pustules writhe and seethe along your body. When you are hit with a melee attack, roll 1d12 on a 1, one of the pustules breaks open to release a random hostile monster, which rapidly grows to full size.
- 70 The blight has found use for you as a destroyer of worlds. Upon your death, a Terasque or similar creature chose by the DM bursts from your corpse, growing to full size in seconds.
- 71 The blight Eats away at your flesh, leaving you as nothing but a walking skeleton. You lose any racial abilities and must consume the flesh of a living humanoid to regain hit points from hit dice.
- 72 One of your limbs becomes hardens into an inky black stone or crystal. Roll a d4 to determine which of your limbs become petrified. If it is an arm, your carrying capacity is halved. If it is a leg, your speed is halved.

- 73 You harmed by poison or disease, though your body harbours many. You are immune to poison and disease. When you critically hit with a melee attack, the target is afflicted with a disease you have been exposed to.
- 74 Your body is overcome with an all-consuming hunger. You can ingest and destroy any nonmagical object or material as if it were food, gaining the benefits of a full meal from such consumption.
- 75 A blighted cancer ravages your body, turning you into a terrifying mass of flesh. Each time you are reduced to 0 hit points, your size category increases by 1, and you automatically regain 1 hit dice worth of hp.
- 76 Your mind is overwhelmed with blighted power as your head swells into an grotesque throbbing organ. Each time an attack against you deals damage, the attacker takes psychic damage equal to the damage dealt.
- 77 Strange black bulbs grow across your body. Each time you are hit by an attack, roll 1d4. On a 4, the attacker must succeed on a dc 15 dexterity save or be grappled as ebony tendrils burst from one of the bulbs.
- 78 Your skin and muscle slowly begin to drip and seep like puss. Over the next 1d12 days your body becomes ooze-like, allowing you to squeeze through any space at least 1 inch wide. You retain your general shape.
- 79 Your Body begins to twist and spiral in on itself, limbs and spine contorting in unseemly ways. Your strength and dexterity scores are reduced by 1 every 1d20 days.
- 80 Painful growths of bone begin to form anywhere your body is injured. Each time you take damage, roll 1d4. On a 4, your ac increases by 1, and your dexterity is reduced by the same amount.
- 81 Your face begins to warp into a single 3 part mouth filled with dagger-like teeth. You are blind and deaf, but gain tremorsense 40. You can swallow and destroy any nonmagical item your size or smaller.
- 82 Your skin chars into an ashy coal as your body is engulfed in a deep black flame, that seems to consume light rather than emit it. Any creature you touch takes 1d12 necrotic damage as the flames consume it.
- 83 Your limbs split painfully at each joint, needle like teeth gnashing between the segments. You gain a climb speed of 30, and can use a bonus action to make 2 bite attacks against a target within 5 ft for 1d4 damage.
- 84 Parts of your brain are devoured by the blight in a painful process that makes it difficult to form original thoughts. You must make a wisdom save against their persuasion to disobey commands.
- 85 An inky black mold begins to form anywhere your skin is broken it spread approximately 1 in every 1d6 days. Any creature other than you which touches the mold takes 1d6 necrotic damage as the mold saps its life.
- 86 The flesh around your mouth rots away, as needle like fangs inside your mouth like fangs seem to drip a foul smelling black ichor. Anything that touches this ichor takes 1d6 acid damage as it is slowly eaten away.
- 87 The pain that wracks your body would make death a blessing which you can never know. Whenever you take damage, you take additional psychic damage equal to the triggering damage. You cannot die or be killed.
- 88 An ichorous whole opens in your palm, devouring anything it touches. Any unattended or non-magical object you touch with this hand which could fit in a bag of holding is destroyed.
- 89 Living things are drawn to you, only to be destroyed. Creatures within 10 ft of you must succeed on a dc 12 wisdom save or move their speed towards you. Any living creature you touch takes 2d12 damage.
- 90 The blight that infests your body seeps slowly into the world around you. A 25ft area around you becomes blighted for 1d6 days. Plants wither and animals which feed there die a painful death over a few weeks.
- 91 Blood triggers your body to mutate in grotesque ways. If the blood from another creature enters your open wound, your body mutates, giving you an ability or trait that creature possessed, as decided by the dm.
- 92 The bile that flows through your veins turns them a deep and visible black. More importantly, you may attempt to control others, as if casting dominate monster, by injecting them with a pint of your blood.
- 93 Your grotesque mutations awaken the primal fears of the unknowable. Creatures that see you must succeed on a DC 15 charisma save or be frightened. A creature that succeeds becomes immune to this effect.
- 94 Clouds of deadly spores constantly burst from swollen pores on your skin. Creatures within 10 ft of you must succeed on a dc 15 constitution save or take 1d8 necrotic damage and be poisoned for 1 minute.
- 95 You can feel an unseemly squirming soreness behind your eyes, which grows worse and worse as they begin to weep black tears. After 1d12 days, your eyes burst as a swarm of spiders hatches from each of them.
- 96 With each passing day your mind reels with knowledge it should not have. After each extended rest, you take 1d4 psychic damage, and your maximum hit points are reduced by the same amount.
- 97 Your tongue writhes within your mouth, squirming its way out as a throbbing tendril of blackened flesh. You can use your slimy tendril to make grapple check as a bonus action.
- 98 Ebony spires of dark crystal burst from your back and chest drawing magical energy from the air around you. Whenever you are targeted by a spell that deals affects multiple targets, it instead affects only you.
- 99 A mirror like darkness fills your eyes, consuming the souls of those who meet your gaze. When you make an intimidation check, you deal the result as psychic damage to one target who you can look straight in the eyes.
- 100 The blight awakens latent potential within you, mutating your body into an unrecognizable abomination of blackened flesh and bile, but making you a lesser god with an unquenchable desire to spread the blight.