

CORRUPTED CREATURES

When a creature gets too close to the corrupting influence of demons and the Abyss, they become corrupted, their body being warped and twisted by the influence of evil and chaos.

When a creature becomes corrupted, it retains its statistics except as described below. The corrupted creature might retain or lose any or all of its lair actions, abilities, and traits or inherit new ones, as the DM sees fit.

Alignment. Corruptions are Chaotic Evil.

Armor Class. Demonic flesh and ichor begins covering the body, forming horns and tough, strange skin. The corruption gains a +2 to their Armor Class.

Hit Points. A corruption gains an unnatural constitution, a fiendish vigor beating through its veins. The corruption gains 2 additional Hit Die.

Damage Resistances. The corruption gains resistance to fire, cold, and lightning damage. If it is already resistant or immune to one of those elements, it becomes immune to it.

Challenge Rating. Typically a corruption's Challenge Rating is increased by 1. Some creatures may increase by more than 1 or not increase at all.

Fiendish End. Every corruption belongs to the Abyss and when it reaches its end, it is drawn back to the Abyss. When a corruption is dropped to 0 Hit Points, they explode out in fiendish fire, damaging nearby creatures, this effect is centered on them. Consult the chart below for its range and damage per the corruption's CR.

Affected creatures must succeed a Constitution saving throw, the DC is 8 + Constitution modifier + Proficiency Bonus. On a successful save, they take half damage.

FIENDISH END CHART

Corruption CR	Range	Damage
0-1	5' radius	1d8 fire, 1d8 radiant
2-4	10' radius	2d8 fire, 2d8 radiant
5-8	15' radius	3d8 fire, 3d8 radiant
9-12	20' radius	4d8 fire, 4d8 radiant
13-16	25' radius	5d8 fire, 5d8 radiant
17-20	30' radius	6d8 fire, 6d8 radiant
21-24	35' radius	7d8 fire, 7d8 radiant
25-28	40' radius	8d8 fire, 8d8 radiant
29+	45' radius	9d8 fire, 9d8 radiant

Fiendish Reach (Optional). Larger corruptions are horrifying to behold and have unnatural limbs and springy bones. If a corruption is a Large or larger creature, its normal reach is increased by 5 feet.

VARIANT ACTION: WARFORGED TITAN

The titan can hurl a massive boulder.

Boulder. Ranged Weapon Attack: +9 [+10 if corrupted] to hit, range 100/400 ft., one target. Hit: 38 (5d12 + 6) bludgeoning damage.

WARFORGED TITAN, CORRUPTED

Huge construct, chaotic evil

Armor Class 22 (natural armor, corrupted)

Hit Points 150 (12d12 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances Fire, Cold, Lightning

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Fiendish End. The warforged titan is immediately consumed in infernal fire when it is knocked to 0 Hit Points. All creatures within 20 feet must succeed on a DC 18 Constitution saving throw or take 18 (4d8) fire damage and 18 (4d8) force damage. On a successful save, take half damage.

Platforms. The warforged titan has two platforms built into its chassis. One Medium or smaller creature can ride on each platform without squeezing. To make a melee attack against a target within 5 feet of the warforged, they must use spears or weapons with reach and the target must be Large or larger.

Siege Monster. The warforged titan deals double damage to objects and structures.

ACTIONS

Multiaction. The warforged titan makes one axehand attack and one hammerfist attack.

Axehand. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) slashing damage, plus 11 (2d10) slashing damage if the target is prone.

Hammerfist. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Sweeping Axe (Recharge 6). The warforged titan makes a sweep with its axehand, and each creature within 10 feet of it must make a DC 18 Dexterity saving throw. A creature takes 19 (3d8 + 6) slashing damage on a failed save, or half as much damage on a successful one.

CULT FANATIC, CORRUPTED

Medium humanoid, chaotic evil

Armor Class 15 (leather armor, corrupted)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2
Damage Resistances Fire, Cold, Lightning
Senses passive Perception 11
Languages any one language (usually common)
Challenge 3 (700 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Fiendish End. The fanatic is immediately consumed in infernal fire when it is knocked to 0 Hit Points. All creatures within 10 feet must succeed on a DC 11 Constitution saving throw or take 9 (2d8) fire damage and 9 (2d8) force damage. On a successful save, take half damage.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, guiding bolt*
2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

KOBOLD, CORRUPTED

Small humanoid (kobold), chaotic evil

Armor Class 14 (corrupted)
Hit Points 10 (4d6 - 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Damage Resistances Cold, Fire, Lightning
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1 (200 XP)

Fiendish End. The kobold is immediately consumed in infernal fire when it is knocked to 0 Hit Points. All creatures within 5 feet must succeed on a DC 9 Constitution saving throw or take 4 (1d8) fire damage and 4 (1d8) force damage. On a successful save, take half damage.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.