|  |  |
| --- | --- |
| **Blood taint**:  Eyes constantly weep thick black blood | **Blood taint stage 2**:  Eyes turn a shiny black colour  (gain darkvision 10ft) |
| **Head taint**:  Eyes bulge, nose flattens, and lips crack | **Head taint stage 2**:  Hair falls out, eyes move subtly toward the side of the head  (+2 on perception checks) |
| **Limbs taint**:  Webbing grows between fingers and toes, joints become knobbly and painful | **Limbs taint stage 2**:  Limbs elongate, bones warp and thicken  (+1 natural armour bonus) |
| **Lungs taint**:  Phlegmy, wracking cough | **Lungs taint stage 2**:  Uncontrollable coughs wrack the body with painful spasms  (can hold breath double normal time) |
| **Organs taint**:  Occasional nausea and vomiting | **Organs taint stage 2**:  Organs shift around beneath the skin  (cure spells heal +1 HP per dice) |
| **Skin taint**:  Skin becomes clammy and moist | **Skin taint stage 2**:  Skin develops coating of slimy mucus  (+1 to escape artist checks,  +1 to CMD to resist grapples) |
| **Blood taint stage 3**:  Blood thickens and turns black  blood vessels constrict  (-2 CON penalty, vision range halved) | **Lungs taint stage 3**:  Vestigial gill slits appear on side of neck,  breathing becomes wet and laboured,  (fatigued,  can breathe water for CON bonus rounds) |
| **Head taint stage 3**:  Mouth widens, tongue lengthens, croaking voice  (-2 CHA penalty,  15% spell failure chance for spells with vocal components) | **Organs taint stage 3**:  Organs pulse and shift under stress  (-2 CON penalty,  nauseated first round of all combats) |
| **Limbs taint stage 3**:  Back hunches, limbs twist, hands and feet become fully webbed  (-2 DEX penalty,  speed reduced by 5ft,  +4 bonus on swim checks) | **Skin taint stage 3**:  Skin must be kept wet or it cracks painfully  (-2 CHA penalty,  must submerge in water once a day or become staggered) |