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|  **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 blackblood 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) |