Corruption

This new condition works like exhaustion by means of mechanics; each long rest reduces it by one level, and the greater restoration spell can affect it as it affects exhaustion in the spell’s description.

Corrupted. The creature has disadvantage on Charisma (Persuasion) checks but has advantage on Charisma (Intimidation) checks.

Other than the condition, Corruption has 5 levels:

Level 1: The target sees under normal light as if it is in dim light. It bypasses every kind of vision except Truesight, Tremor Sense, and Blindsight. In total darkness, if it has darkvision or a similar means to perceive, it sees as the normal rules deem appropriate.

Level 2: The target sees under dim light as if it is in total darkness. It bypasses every kind of vision except Truesight, Tremor Sense, and Blindsight.

Level 3: While perceiving its surroundings as if it is in dim light, it must succeed in a DC 10 Wisdom saving throw when making an attack roll, or it confuses the target as a friendly creature; thus, it must attack another creature or lose the attack.

Level 4: While perceiving its surroundings as if it is in normal light, it must succeed on a DC 10 Wisdom saving throw when making an attack roll, or it confuses the target as a friendly creature; thus, it must attack another creature or lose the attack.

Level 5: The target is blinded and sees everyone in shades and colors. It can’t discern friend from foe and perceives everyone as hostilecreatures of the GM’s choice, related to its characteristics, knowledge, traits, fears, and other circumstances.

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