

The Blight

Blighted Zones

The following table lists effects and descriptions of Blighted Zones. Effects from a Blight Zone begin the moment a zone is entered and persist until leaving the zone. There are even more powerful zones than what are listed below, but those will not be made public until discovered. Plot Marshals will declare when a Blighted Zone is being approached by offering a description of the area. They will then remind you of any effects that occur while entering the zone. Undead, constructs, and races that have immunity to the Blight are unaffected by Blighted Zones and Blight Mutations.

Level	Max Body	Strength	Damage Over Time	Extra Effect	Description
0	-	-	-	-	Colors in the area begin to desaturate
1	-5	-	-	-	A light fog clings to the ground
2	-5	-1	1 body/minute	Can't run or use the Dodge/Dodge Block skill	The fog thickens and the air becomes heavy
3	-10	-1	2 body/minute	Drop to dead status after one hour of total exposure, cannot be revived	The fog begins to become caustic and burns as it's breathed in

Blight Mutations

The danger of the Blight isn't over once you are out of the zone. Sometimes, the Blight may stick with you. After exiting a Blighted Zone, the Plot Marshal will ask you "High or Low?" and record your response. This determines your safe zones on a d20 when determining if you contract an effect from the Blight. Blight Mutations have an onset time and may not appear right away. Mutation strength will directly correlate to the strength of the Blighted Zone.

Spell Updates

With the update of the Blight, some spells are also receiving updates. Please pay attention to the details as there may be some subtle differences.

Fey Blessing	
Level: 4 Type: Enchantment Duration: 10 minutes Legal Target: One living creature Verbal: "I call upon the fey spirit to throw off Ordune's Bane."	D Foci: Y Item: Y
<p>The Fey Blessing spell grants the target temporary immunity to Blighted Zones and Mutations. This temporary immunity will only prevent accumulation of any further Mutations and will not disable any current Mutations.</p> <p>Additionally, the target is cured of one Level 1 Blight Mutation if they possess any. If the target possesses multiple Level 1 Blight Mutations, the caster may choose which Mutation to cure.</p>	

Zone of Kindred Spirits	
Level: 7 Type: Protection Duration: 10 minutes Verbal: "I entreat the spirit of the Wild to suffuse this Earth with power."	D Foci: N Item: N
<p>To cast a Zone of Kindred Spirits, an unbroken circle (max. radius six feet) must be inscribed on the ground around the caster, the verbal uttered, and the spell packet thrown on the ground at the caster's feet.</p> <p>The Zone of Kindred Spirits spell creates a temporary zone that protects any living inhabitants from the effects of Blight exposure. All targets in the zone are granted immunity to the Blight so long as they remain in the zone. Any time-based effects from the Blight are reset and all curative effects are returned to normal. Blight Mutations are temporarily disabled while in the zone, but any body lost from maximum body reduction effects is not restored and is immediately lost upon exiting the zone. Heavily Blight-tainted creatures or those with Level 3 or higher Blight Mutations cannot enter the zone.</p>	

Diablerie	
Level: 8 Type: Enchantment Duration: One game day (One Reset Period) Legal Target: Up to two living creatures Verbal: "I bind the essence of the fallen to mine own."	D, EN Foci: N Item: N
<p>The Diablerie spell protects the target from Blight exposure and Mutations. If the target already has accumulated Blight Mutations, the spell will temporarily disable them. All Blight Mutation effects will resume immediately when the spell's duration ends.</p> <p>To cast this spell, the caster must perform a ritual over the duration of five minutes during which they must offer a sacrifice of a natural creature. The caster must maintain focus on the ritual and if the caster takes body damage while attempting it, the ritual immediately fails. Once cast, each target affected must draw a single red line between the eyebrows to simulate blood.</p>	