

## Common Season Three Status Effects and Creature Abilities

**Source Toxin** - This Foundational Ability locks the target's Source Mark Damage Delivery Method (DDM) preventing the target from using taglines other than the weapon's (Modifications, Enchantments, and Oils will function as normal). The target may also no longer throw spell packet based attacks or Abilities that come from their Source Mark, including taglines. Removed with Cleanse, Resurrection, or by taking a Recovery. This may be self removed. This can be flashed by Foundational Shield.

**Weakness Toxin** - This Foundational Ability weakens the target lowering weapon Damage by two, to a minimum of 1, and this effect stacks. All stacks are removed with Cleanse, Resurrection, or by taking a Recovery. This may be self removed. This can be flashed by Foundational Shield.

**Paralytic Toxin** - This Foundational Ability locks the target's legs and arms in place. The target may not defend themselves, attack, or move. The target MAY use a Recovery. This effect can be removed with Cleanse, Resurrection, or by taking a Recovery. This can be flashed by Foundational Shield.

**Fear** - This Foundational Ability causes the target to avoid, not attack, and make all reasonable safe effort to leave line of sight of the Caster for 60 seconds. This effect ends if the caster or target is reduced to Bleeding Out or Dead, and may be removed by Cleanse, Resurrection, or by taking a Recovery. May be self Cleansed. This can be flashed by Foundational Shield.

**Source Drain** - This ability requires the creature to count to 180 LOUDLY, and uninterrupted (Draining Source 1, Draining Source 2, Draining Source 3, etc...). Upon completing the count the target immediately goes to Echo Status and must Resurrect. Any interruption resets the count and the target must be Bleeding Out or Dead for the count to begin. This is not a quiet process as the magical energies being drained pop and crackle while they are consumed by the user. This can not be flashed, and will end a Feign Death once the count is begun.

**Metabolic Disruption** - This insidious Mastery ability causes the target to be immune to the healing of damage until they take a Recovery or die. Ends when the target is put into Dead Status, Resurrection, or takes a Recovery. This can be flashed with a Mastery Shield. This CAN NOT be Cleansed.