The Blight

SERIES AGENDA

Drive the virtuous to ruin

Whether it is the protagonists, or supporting characters, aim to put them in difficult positions that call their principles into question. Give them dilemmas in which all solutions compromise them in some way. In the case of supporting characters, have them let the protagonists down, betray their confidence, or prove unable to uphold their words with action. Exact a painful price for their virtue, and push them to betray their principles.

Show them pieces of themselves in their adversaries

Adversity in this series should act as an ominous example of a twisted fate that the protagonists might suffer. Former friends who betrayed them, blighted heroes who ultimately fell short of their potential, and hopeful souls betrayed by their own naivety. These figures should be relatable, tragic, and every bit a match for the protagonists. When facing defeat, these adversaries refuse redemption and opt for grim, fatalistic choices.

Entrap them in dystopia

The mundane world is profoundly broken and dysfunctional. It is almost openly complicit in the Blight's agenda. Its efforts to save itself all serve only to hasten its unravelling. Society's institutions actively victimize people, communities close ranks and reject outsiders, and paranoia and scarcity leave people bereft of their basic needs.

Embrace dramatic irony, betrayal, and tragedy

This series thrives on these challenging elements, and everyone is at the table to revel in them. Lean heavily into the answers given in the series set-up regarding the protagonists' tragic fate. Give them opportunities to play into that fate, and trust the protagonists to be excited about it.

JUDGMENT CALLS

Shift the evaluation of position towards more desperate actions.

Resisting consequences should rarely if ever avoid them completely: wounds will leave scars, both physical and emotional.

Characters will often have less control over outcomes of their actions, especially desperate actions.

DIRECTOR PRINCIPLES

Be a fan of the other players

Address the characters

Address the players

Ask questions and build on the answers

Express consequences by way of the fiction first

THE BLIGHT

TIER I ☐☐☐☐ TIER II ☐☐☐☐ TIER III ☐☐☐☐

FALLOUT

TIER I

1-3: a dread power makes itself known

4/5: An obligation becomes grotesque

6: A friend asks a favour

TIER II

1-3: An enemy is empowered by Blight

4/5: Agents of dystopia accost a protagonist

6: A friend is taken by rival hunters

TIER III

1-3: The Blight advances its agenda

4/5: Hunters stage an ambush

6: A friend is lost to the Blight

NAMES

Violet, Amber, Acajou, Alabaster, Amaranth, Sienna, Umber, Carmine, Lavender, Eton, Fallow, Flax, Icterine, Isobel, Jet, Midnight, Dawn, Dusk, Twilight, Sunrise, Orchid, Scarlet, Thistle, Verse, Puce, Cerulean, Steel, Ochre, Jonquil, Aurora, Gloam, Maize

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