The Warping Tracking Sheet

See pg. 13-14 for Full Details

Character	Taint Type	Minor	Mod	Severe

Taint Location Roll (d6)

1	Blood
2	Head
3	Limbs
4	Lungs
5	Organs
6	Skin

The Warping Details

1st Hour On Island: Minor Taint Automatically
Each Hour On Tier 2: DC 15 or Advance to Moderate
Each Hour On Tier 3: DC 17 Fort or Advance (Moderate or Severe)

Affects only humanoid creatures. DC 20 Heal of *detect magic* reveals a unique magical taint. Can only be removed by *heal*, *greater restoration*, or *miracle*.