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Blight

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Blight is an [effect](#) associated with the [Red Veil Syndicate](#), that is activated by acquiring 1,000 [affinity](#) with a [Syndicate Weapon](#) or a weapon equipped with a [Weapon Augment Mod](#), with a 30 second cooldown period between activations.



When triggered:

- All enemies within **25** meters of the player receive **1,000** **Viral** damage and guaranteed [Status Effect](#).
- The player recovers **25%** of their base [Energy](#).
 - Energy restore scales off of rank 0 Warframe Energy Max.
- Gain **+10%** [Movement Speed](#) for **30** seconds.

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Blight Weapons

Source	Amount
  Rakta Ballistica	+1
  Rakta Cernos	+1

Blight Mods

Source	Amount (at maxed rank)	Weapon
  Embolist	+1	
  Dark Dagger ( Rakta)	+1	
	+1	 Kunai



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+1



Patch History

[Update 15.10](#) (2015-01-15)

- Syndicate weapons or Mod procs with Entropy or Blight will now restore 25% of the Warframe's base energy stat, instead of restoring 25% of the players max energy.

See Also

- [Syndicates](#)
- [Weapon Augments](#)

Categories



Languages



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