Curses

Burned. Almost all of your body has been scorched by arcane flames, leaving you with striking black scars and embers of magic that burn under the skin. As a result, you have resistance to fire damage, and you know the cantrip produce flame, which does not count against your total number of cantrips known.

Drowned. Water fills your lungs, and yet you do not die. You can breathe air and water. Additionally, you have a swimming speed equal to your walking speed.

Feral. Through your curse, you have forgotten the manners and customs of civilized men and gone to live among beasts in the wild. Hunting and fighting daily, you have become savage. You have proficiency in the Survival skill. Additionally, while
you are wearing no armor and not wielding a shield, your AC equals 12 + your Dexterity modifier.

Hideous. Your appearance is ghastly to behold. You have proficiency in the Intimidation skill. When you roll initiative, you can choose one humanoid you can see to scare. That creature must make a Wisdom saving throw against your spell save DC or be frightened until the end of your next turn.

Hollow. Your soul has been divorced from your body, trapping you in a limbo between life and death. When you or your familiar reduces a hostile creature to 0 hit points, you drain some of its life force, and gain temporary hit points equal to your witch level + Charisma modifier (minimum of 1).

Infested. You are constantly followed by vermin, like insects and rats, which crawl on your skin and swarm in your wake. As a result, you are immune to being diseased. Additionally, you can command these pests as your own. Starting at 2nd level, you can choose the form of a swarm of rats for your familiar. Starting at 7th level, you can choose a swarm of insects.

Loveless. You are cursed to never find true love. Jaded and disaffected, not even magic can turn your heart; as a result, you are immune to being charmed.

Possessed. Your soul is occupied by a foreign spirit that sometimes tries to wrest away your consciousness. However, while you sleep, the spirit whispers magical secrets to you. You learn an additional witch spell at a level for which you have spell slots at 1st level, and again at 4th level, 8th level, and 12th level. These spells do not count against your total number of spells known.

Starving. No matter how much you eat, food turns to ash in your mouth. Your curse nourishes you, but only at the edge of starvation, and you are constantly wracked by pangs of hunger. You don’t need to eat or drink, but can still imbibe and benefit
from potions. Additionally, you are immune to being poisoned.

Visions. You are cursed to have terrible visions of the future, presaging the death of your friends, family, and yourself. However many of these visions are cruel deceptions, they are sometimes grimly accurate. You can add your Charisma modifier, in addition to your Dexterity modifier, to your initiative rolls.

Whispers. Unseen voices murmer in your ears at all times. As such, you can telepathically speak to any creature you can see within 30 feet of you. You don’t need to share a language with the creature for it to understand your telepathy, but the creature must be able to understand at least one language.

Revision #4
Created 20 November 2021 00:44:54 by Andrej
Updated 5 November 2025 04:57:44 by Andrej