

CONSUMING CURSES

CLASSES

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EQUIPMENT

Some fates are inevitable. You square off against a werewolf; spells are slung, blows are traded, and you suffer a minor scratch. The curse takes hold, and at the next full moon's rise you become a werewolf.

At first, it might not seem like that big of a deal; the only real drawback being a little bit of a rampage under the light of the full moon. Control over the curse can be as easy as a simple potion or a divine spell. But what if there was more to it?

What if the curse meant more to the player? What if it had long-lasting consequences? What if you could harness the power that fuels the curse?

Contracting Consuming Curses

Consuming Curses can be contracted like any other curses. Whenever a creature's special ability, a spell or an item calls for a Saving Throw against a curse, your GM might decide to use a consuming curse instead.

When you come in contact with a consuming curse, you must attempt the appropriate Saving Throw listed in its dedication to resist it. In case of failure, you contract the consuming curse, you gain the consuming trait, the curse trait and its dedication feat as a bonus feat. In case of a critical failure, you contract the consuming curse and you gain your first cursed feat, replacing a class feat of your choice.

As long as you have a dedication with the consuming trait—referred to as a consuming dedication—whenever you would gain a class feat, you must attempt a Saving Throw against your Fight the Curse DC first. If you fail, you must select a cursed feat for which you meet the prerequisites instead of a class feat. If there are no cursed feat for which you meet the prerequisites, you can select a class feat as normal. If you critically succeed, you can remove and retrain a cursed feat you already possess in addition to choosing a class feat as normal.

Curse Feat Format

Consuming dedications provide two necessary bits of information—Fight the Curse and Manifestation—and cursed feats each possess two unique features—a Gift and a Stain.

The **Fight the Curse** entry found in the consuming dedication informs you which saving throw is required to Fight the Curse and its difficulty.

The curse **Manifestation** entry informs what happens when the consuming curse Manifests and takes over its host to become an entity of its own. If the Hit Points of a character become 0 while their curse is

Manifested, the Manifestation ends, and they become unconscious but not dying.

The **Gift** is the boon granted by the curse, a benefit of the power imposed upon you. These boons can range from special abilities and resistances to new appendages altogether.

The **Stain** is the drawbacks of your curse, such as changes to your character's appearance or penalties to damage. These changes can be subtle at first, but be wary, as they will inevitably turn you into an unrecognizable version of yourself.

Cursed Campaigns

Instead of introducing a consuming curse in a campaign in progress, you might decide to include the curse(s) from the very beginning. Consider giving one, or all players around the table, the Cursed background.

CURSED

BACKGROUND

RARE

You had lived a normal life up until recently but then something happened. Perhaps a close encounter with the unexpected, or a trek through terrible lands. Either way you came back from the experience changed, cursed. With this knowledge in mind, you can no longer live a normal life. Perhaps you will find the answers you're seeking on the road. Choose two ability boosts. One must be Constitution or Wisdom, and one is a free ability boost. The curse has already started to grow within you, empowering you but also changing you. You gain a Consuming Curse Dedication of your choice as a bonus feat. You receive this feat at first level, even though it normally requires you to be a higher level.

Removing a Consuming Curse

Unlike removing a standard curse, removing a consuming curse requires a bit more time and takes a greater toll on one's body. Removing a standard curse often comes down to a successful Saving Throw or a simple casting of a spell. Removing a consuming curse however, requires more time and energy. To remove a

PLAYING THE MANIFESTED CURSE

A confused and empowered character can lead to a severe confrontation between players. If you are not comfortable playing an encounter against your fellow players, you can give control of your character to your GM for the duration of the Manifestation.

VARIANT RULES: FREE ARCHETYPE AND DUAL-CLASS

When playing with the free archetype variant rule, curse feats can replace free archetype feats. Whenever you fail to Fight the Curse, if you have no free archetype feats left, your curse manifests, as if you had no more class feats to replace.

The same goes when playing the dual-class variant rule; the curse consumes one of your classes. Which class loses feats in favor of the curse is up to you, but you must make this choice only once. Whenever you fail to Fight the Curse, if you have no class feat of the chosen class left, your curse manifests.

CHOOSING THE RIGHT LEVEL

When using the cursed background to grant your players a consuming curse dedication, bear in mind that not all curses start with power appropriate to a low-level game. You might want to restrict what consuming curses can be chosen when you begin play, or limit their features somewhat if they are of a much higher level than the party, such as Asterion's Punishment (page 22).

consuming curse, each feat gained must be removed in succession, starting from the most recently acquired, until you can remove the consuming dedication and be truly cured. Consuming curses are unaffected by conventional ways of removing curses like the *remove curse* spell.

Upon the curse being lifted, you lose the consuming dedication and any feat which has it as a prerequisite. You retrain all the lost cursed feats immediately. Like any retraining, you generally can't make choices you couldn't make when you selected the original option.

Fight the Curse

You can attempt to resist the curse on your own, fighting against it like one would fight off an infection. This process is taxing, and requires you to connect with the curse within you, which can lead to... unforeseen results.

FIGHT THE CURSE

UNCOMMON DOWNTIME

You spend a week attempting to resist the curse's effects on your being. At the end of the week, attempt the appropriate Saving Throw against the DC of your consuming curse. Regardless of the result you become drained 1 for a week.

Critical Success You remove and retrain the last two cursed feats you gained.

Success You remove and retrain the last cursed feat you gained.

Failure You fail to fight the curse. You lose a class feat you already possess and you gain a cursed feat for which you meet the prerequisites. If you have no class feat left to replace, or if there are no cursed feat for which you meet the prerequisites, your curse manifests.

Critical Failure As failure but in addition, your curse Manifests.

LOW DOWNTIME CAMPAIGN

In the case of a low downtime campaign, we suggest reducing the time required and the drained duration to one day each when using the Fight the Curse and Embrace the Curse activities.

Embrace the Curse

One person's curse is another one's blessing. You might decide to try and harness the power of your curse, willingly giving it more purchase upon your soul.

EMBRACE THE CURSE

CONCENTRATION CURSE DOWNTIME

Frequency once a week

Requirements You have at least one class feat.

You spend time focusing or refining the power of your curse, embracing its many gifts. You gain a new cursed feat for which you meet the prerequisites, replacing a class feat of your level or lower. The class feat must not be a prerequisite for other class feats that you possess. This activity takes a full day. As normal for replacing a feat, you generally can't make choices you couldn't make when you selected the original feat.

Cleansing Ritual

There exists one shortcut to cure a consuming curse, found in the form of a ritual. But this practice is rare, and not without its dangers.

CLEANSING RITUAL

RITUAL 5

RARE **NECROMANCY**

Cast 1 day; **Cost** rare ingredients and other items anathema to the curse worth a total value of 20 gp × the target's level (minimum 20 gp); **Secondary Casters** 2

Primary Check Arcana, Nature, Occult, or Religion (expert)

Secondary Checks One of the listed skills not used as the primary check

Range 10 feet; **Target** 1 creature

You attempt to remove a consuming curse afflicting the target of your ritual. Using materials gathered to excise the curse, you begin cleansing it. The DC of the cleansing ritual is as normal for a ritual of its level or the DC of the consuming curse it is attempting to end, whichever is greater. Unfortunately, curses have a tendency to fight back...

Critical success The target is completely cleansed of the curse and all feats that have the curse as a prerequisite are removed.

Success The curse of the target manifests. If the target's Hit Points are reduced to 0, the curse is cleansed.

Failure The target's curse manifests. If the target's Hit Points reaches 0, the target regains control of themselves, but the curse is not cleansed.

Critical Failure The primary caster for the ritual gains the consuming dedication of the target's curse. The target gains a new cursed feat as if they had failed to Fight the Curse, but the cursed feat gained is chosen by the GM.

Arboreal

Something was out there under the moonless sky and ancient boughs: something old, lonely, and bitter. These are lands untouched by the ravages of progress that subsume those that approach them, and corrupted glens and grottos filled with a primordial hatred for the things that despoil them. You've been touched by something you can barely fathom, and it will have its way...

You have been afflicted with the curse of the primordial wilderness and as such have gained the Arboreal Dedication. This will lead you down a path giving you powerful primal abilities; resilient flesh, a stride no root or bush can hamper. But everything comes at a cost...

ARBOREAL CURSE DEDICATION

FEAT 2

RARE **ARCHETYPE** **CONSUMING** **CURSE** **DEDICATION**

Prerequisites You have despoiled or invaded untouched land or deep wilderness that has a will of its own or angered an ancient wilderness deity.

Fight the Curse Fortitude (very hard DC of your level)

Something ancient creeps through you, calling your form to bond with the land far from any sign of civilization.

Gift Your body grows sturdy bark across its surface, matching the colors of your body, if not its texture. You gain resistance to bludgeoning and piercing damage

equal to half your level.

Stain Though strong, the bark on your body is thick with a flammable sap. You gain weakness to fire equal to 2 plus half your level.

Manifestation Plant growth explodes forth from you, twisting your body into a massive ambulatory tree that rages at civilization and all unfortunate enough to be nearby. You gain a bough unarmed strike that deals 1d10 bludgeoning damage, has the grapple and shove traits, and is in the brawling group. If you have the Clubbing Branch feat, it also gains the forceful trait. At 5th level and every 5 levels thereafter, the number of weapon damage dice your branch deals increases by 1 (to a maximum of 5 at level 20). You do not benefit from item bonuses or runes while manifested, nor can you wield weapons made of metal or other manufactured materials; you can only wield entirely natural objects or natural materials shaped with magic as weapons. You gain resistance to physical damage equal to your level and it is doubled against non-magical damage. Your size becomes Large if you were Medium or smaller and your reach increases to 10 feet if it was less. You treat the hardness of manufactured items and artificial structures as half your level lower (minimum 0). If not confronted by an immediate threat, you attempt to destroy creatures carrying manufactured equipment—particularly metal—and any nearby artificial structures.

WILD WALKER

FEAT 4

RARE **ARCHETYPE** **CURSE**

Prerequisites Arboreal Curse Dedication

Nature parts for you, calling you to its depths and ensuring your easy passage away from the unnatural trappings of civilization.

Gift You ignore difficult terrain caused by uneven ground in natural settings as well as plants such as bushes, roots, vines, and undergrowth, including plants manipulated by magic.

Stain The structures of civilization begin to hold an alien quality to you. You treat difficult terrain from artificial structures—such as stairs or uneven worked stone—as greater difficult terrain instead.

CLUBBING BRANCH

FEAT 6

RARE **ARCHETYPE** **CURSE**

Prerequisites Arboreal Curse Dedication

Your limbs grow hard and dense, allowing you to rend the foes of the primordial past.

Gift You gain a branch melee unarmed attack that deals 1d6 bludgeoning damage with the forceful, shove, and unarmed traits which is in the club weapon group.

Stain Your body doesn't compress the way it used to. You take a -1 status penalty to Escape the grabbed or restrained conditions. Additionally, when you move through a tight space you treat it as greater difficult terrain, and you take twice as long to Squeeze through exceptionally tight spaces.

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ROOT REACHER

FEAT 8

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

Gift You gain the Rooted Reach Stance activity.

Stain It becomes more difficult for you to uproot yourself as the earth calls to you and holds you down. When you are immobilized due to your roots the DC for you to try to Escape or Force Open to remove the immobilized condition increases by 2.

ROOTED REACH STANCE

CONCENTRATE MORPH PRIMAL STANCE
TRANSMUTATION

Requirements You are touching a solid surface.

You drive your roots into the earth, burrowing through any connected surface to attack your foes, you are immobilized. While immobilized, you gain a root melee unarmed strike that deals 1d6 piercing damage, has the grapple trait, is in the brawling weapon group, and has a reach of 30 feet.

Uprooting yourself from using Rooted Wrath requires you to Force Open or Escape against your Fight the Curse DC. Alternatively, you may spend 10 minutes uprooting yourself. Either will cause the stance to end. Unlike other stances, Rooted Wrath does not end when an encounter ends and you can enter Rooted Wrath outside of an encounter.

DESTROYER

FEAT 10

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

The call urges you to return things to the old ways, fomenting destruction to the new world.

Gift When you deal damage to an object, treat its hardness as half your level lower. While your curse is manifested, you treat hardness as 2 plus half your level lower instead of half your level. Additionally, when you deal damage to an object the amount of damage remaining after hardness has been applied is doubled.

Stain Manufactured items you use crumble under the strain of your grip. When you roll a critical failure with a roll of a 1 on the die to Activate a held item or Strike with a weapon, the item becomes broken. Items made of natural non-manufactured materials, such as wood, are not damaged this way.

GROVEBOUND

FEAT 12

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

As the depths of the natural world call to you, they grant you passage through those it would call your kin.

Gift You may cast *tree stride* as a primal innate spell once per day. At 16th level the spell is heightened to 6th level. You can increase the casting time to 1 hour and bring up to 5 additional creatures with you. If you attempt to take a creature in an extradimensional space, the spell

automatically fails. When you cast *tree stride* and bring one or more creatures with you, your curse manifests after you step out of the target tree

Stain When you stay in one spot for more than an hour, thick roots grow from the parts of you touching a solid surface, anchoring you to the surface. You become immobilized and must either spend an hour slowly separating yourself from where your roots anchor you or must Force Open or Escape your roots (using your fight the curse DC).

Special Your body becomes gnarled and knotted like an ancient tree, this does not hamper you or cause you pain, but even if your curse is broken, these changes will persist, leaving the curse's mark on you permanently.

TREE FORM

FEAT 14

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

You can assume the form of a tree, but the call to remain as such is as strong as the desire to escape.

Gift You can cast *tree shape* at will as a primal innate spell, assuming the form of a tree appropriate to your current surroundings. If you become a tree near an artificial building or road, the ground beneath you and adjacent to you becomes difficult terrain as your roots disrupt the ground.

Stain You have great difficulty leaving your tree shape. When you attempt to end the spell, you must succeed a Will save against your Fight The Curse DC, if you critically fail, you cannot attempt to end the spell again until an hour passes.

BOUGHSHIELD

FEAT 16

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

Branches begin to grow out of you, interrupting the attacks of your foes but breaking most armor.

Gift Your branches can block attacks. You gain access to and can use the Raise a Shield action and Shield Block reaction with your branches to gain a +2 circumstance bonus to AC. Your branches share your resistances, have a hardness of 3, 12 HP, and a BT of 6. At 16th and every 4 levels thereafter the hardness of your branches increases by 1, the HP by 4, and the BT by 2. Your branches are not destroyed when reduced to 0 HP and regain Hit Points equal to their hardness at the start of your turn.

Stain Your body's constant new growths rip through hide and steel alike. If you wear manufactured armor made from materials other than plant matter, your branches strain and puncture through them; the first time your branches regain HP after donning such armor, the armor becomes broken and you cannot Raise a Shield with your branches until you remove the armor.

ROOTED WRATH

FEAT 18

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication, Root Reacher

Gift You gain the Rooted Wrath activity.

Stain Your roots are angry and dangerous. While manifested you can make root attacks as if you were in Rooted Reach Stance, but are not immobilized and you ignore the requirements of Rooted Wrath. While not manifested, you suffer a -10 status penalty to your Speed (minimum 5 feet).

ROOTED WRATH

Requirements You are in Rooted Reach Stance

Make a Strike with your root unarmed attack against all foes within a 30-foot emanation. You may choose to Grapple in place of a Strike. Don't increase your multiple attack penalty until after making all the attacks.

WOODLAND WARDEN

FEAT 20

RARE **ARCHETYPE** **CURSE** **TRANSMUTATION**

Prerequisites Arboreal Curse Dedication

Your old body is no more, you are of the wood through and through. There is no turning back. Will you take root, or carve a swath of destruction before you?

Gift Your size becomes Large if you were smaller and your base reach becomes 10 feet. Your resistance to bludgeoning and piercing damage becomes equal to your level. You gain regeneration 10 (disabled by fire) as long as you are touching earthen ground that your roots can enter and draw sustenance from. If the ground is made of solid stone, metal, or another material that would offer you no sustenance, your regeneration is suppressed.

Stain You can no longer go back. The call has taken you and there is no more fighting it. You gain the plant trait and cannot sustain yourself in the ways you used to, you must absorb nutrients through your roots and sun yourself to survive. You cannot Fight the Curse anymore.

Asterion's Punishment

Like Asterion, the first minotaur, you have angered a god and now share his curse. Your heart is filled with anger and your mind is trapped in an eternal maze. You can feel yourself slowly drifting away, enraged by the perpetual feeling of being lost despite your perfect sense of direction.

ASTERION'S PUNISHMENT DEDICATION

FEAT 6

RARE **ARCHETYPE** **CONSUMING** **CURSE** **DEDICATION**

Prerequisites You angered a deity through illegitimate conquest or you have signed a devilish contract.

Fight the Curse Will (very hard DC of your level)

You find yourself strangely irritable, prone to violence and confrontational towards strangers.

Gift You gain the rage barbarian class feature. Additionally, you gain a +2 status bonus to Survival checks to hunt, to find your way or to locate yourself in labyrinths, caves or underground.

Stain Your first action you choose to take on your first turn after rolling initiative must be to use the Rage action.

Manifestation You become enraged and agoraphobic, lashing out at everything in your path until you find a cave, a basement or a network of tunnels to take refuge in. You immediately Rage as a free action. The additional damage from your Rage is 6 unless your instinct grants you greater damage, you gain a +2 status bonus to attack rolls, and your Speed increases by 10 feet.

DIVINE AFFLICTION

Asterion's punishment is always of divine origin. Initially used by a Bovian god to punish the Conqueror for his solution of violence and territorial expansion to the blight poisoning his people's land, the curse is now commonly used by many gods to punish excess of violence or territorial expansions, particularly ones who claim acting in the name of the greater good. More than one paladin has seen themselves cursed with Asterion's Punishment after leading a regiment of soldiers to wrongfully evict from their land one people or another in the name of their deity.

In the later years, a new way of contracting the Conqueror's curse has seen the light of day. Many lesser devils have been caught scouring tunnels and caves, offering lost travelers the "gift of the minotaur", granting them a supernatural sense of direction. Desperate and eager to see the daylight again, many poor souls have accepted the boon and signed the contract, to quickly find their way back underground once the curse's obsession had taken hold, in a twisted irony of fate.

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TUNNEL VISION

FEAT 8

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

The sunlight hurts your eyes, which can no longer adapt to it. You find comfort in darkness, which no longer seems to be hiding so many secrets.

Gift You gain darkvision. If you already had darkvision, or if you gain darkvision through any other means, you gain a +2 circumstance bonus to Perception checks involving sight while you are in total darkness.

Stain You can no longer tolerate bright light. You take a -2 circumstance penalty to Perception checks involving sight and become dazzled while in bright light.

BULL'S RAGE

FEAT 10

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

You start to share a glaring resemblance with the cursed lineage of minotaurs and their infamous leader, Asterion the Conqueror.

Gift You gain the bestial rage ability from the barbarian animal instinct with the bull as your animal and the additional damage from your Rage increases to 5. You gain no other benefits or anathema of the animal instinct, nor does it give you access to feats requiring an animal instinct.

Stain You become short tempered and susceptible to provocations. You cannot turn down a frontal offense, refuse a duel or a challenge and you suffer a -2 circumstance penalty to Diplomacy and Deception checks against creatures who are indifferent, unfriendly, or hostile toward you.

Special The first time you Rage after gaining the Bull's Rage feat, your horns only retract partially at the end of your rage, becoming a permanent feature of your physique.

MAZE HUNTER

FEAT 12

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

Embracing the hunting methods of your cursed kindred, you value the benefits of being heard, but not seen.

Gift You gain the Hunted Fear activity.

Stain You suffer a -2 status penalty to Will saves if you are in an open space where you can see the sky above your head, like in a forest or a field.

HUNTED FEAR ◆◆

You play with your prey as you hunt it, making your presence known, but not seen, inspiring terror in its heart. You make an Intimidation check to Demoralize all living creatures within 60 feet that can hear you but not see you. Roll once and apply the result to all creatures. If the targets are in a maze or similarly difficult-to-navigate structure, you gain a +4 circumstance bonus to this check. Creatures that become frightened as a result also take a -2 circumstance penalty to Survival checks to avoid getting

lost for 1 minute. This use of Demoralize doesn't have the visual trait. Each target is temporarily immune for 1 minute.

FLAWLESS DIRECTION

FEAT 14

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

Your sense of direction is now unnatural, allowing you to find in the world without flaw. But while you find your place in the material plane, your mind wanders eternally.

Gift You automatically critically succeeds at Survival checks to avoid becoming lost or to find your way, including those from the maze spell.

Stain Your dreams become filled with visions of mazes and tunnels. If you sleep without a solid roof over your head, you wake up fatigued. The condition lasts until you've had a full night's rest underground or in a stone construction.

ASTERION'S MANIA

FEAT 16

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

Your mind is completely lost to the maze and rage consumes you.

Gift The bonus to damage from your rage increases to 12. You gain a +1 circumstance bonus on attack rolls against frightened creatures and your Speed increases by 5 feet.

Stain Your rage becomes permanent; as long as you are conscious, you are under the effect of Asterion's rage. You can no longer Fight the Curse.

Fey-Touched

A misstep into a circle while lost in a forest, the partaking of a feast with masked figures, the signing of your name on a glittering contract; one way or another, the fey have laid claim to you and want what's due. This may start with honeyed words and granted powers, but eventually you will begin to lose your grip on yourself and the material plane. Would that be so bad though? Everyone in the fey realm seems so happy...

FEY-TOUCHED DEDICATION

FEAT 2

RARE ARCHETYPE CONSUMING CURSE DEDICATION

Prerequisites You have had a prolonged exposure to magic from the fey realm, or had an encounter with a fey.

Fight the Curse Will (very hard DC of your level)

With the link to the fey realm established, you are granted a small amount of its powers.

Gift You gain the fey trait, in addition to other traits you have. Choose one cantrip from the primal spell list. You can cast this and *dancing lights* as primal innate spells at will. A cantrip is heightened to a spell level equal to half your level rounded up. You can change your chosen

cantrip to a different one from the same list once per day by meditating to align yourself with the fey realms; this is a 10-minute activity that has the concentrate trait. If you change your cantrip in this way you must Fight the Curse.

Stain Your vision begins to drift to the fey realms making it harder to notice as you start to see things drifting in and out, the finer details in the material plane harder to distinguish. You take a -1 status penalty to Perception checks.

Manifestation You become a conduit of the fey realm allowing it to bleed out into the material through you. Your Manifestation acts as a beacon to the fey, summoning two creatures with the fey trait adjacent to you. These creatures must be at least two levels lower than your own. When your Manifestation ends these summoned fey return to the fey realm. All of your attacks are considered magical and critical hits with your Strikes also cause your targets to gain the sickened 1 condition with the DC to remove it being equal to your Fight the Curse DC. Additionally you radiate a fey aura out to 20 feet. Creatures caught in this aura must make a will save using your Fight the Curse DC or become Frightened 2.

CURSE OF IRON FEAT 4

RARE CONSUMING CURSE

Prerequisites Fey-Touched Dedication

As your connection to the fey realm strengthens, you become more fey yourself and begin to share their resistances and weaknesses.

Gift You gain a +1 status bonus to AC and Saving Throws against spells. In addition you gain resistance to physical attacks (except from magical or cold iron weapons) equal to the amount of feats you have from the Fey-touched consuming curse.

Stain You gain weakness to cold iron equal to your level and a -2 status penalty to your Fortitude saves as your body begins to weaken, becoming more fey-like.

FEY STEP FEAT 6

RARE CONSUMING CURSE

Prerequisites Fey-Touched Dedication

As the pull of the fey realm gets stronger, your grip on reality begins to slip and you shift erratically between planes.

Gift You gain the Fey-Step reaction; **Trigger** You are the target of a Strike that you are aware of; **Effect** You allow yourself to get pulled ever so slightly into the fey realms making you harder to be hit. You gain concealment to the attack and a +2 circumstance bonus to the triggering attack.

Once per day, you can use Fey Step as a free action. If you do, once the encounter is over you must make a Will save against your Fight the Curse DC or Manifest.

Stain Whenever an ally targets you with a spell, they must succeed at a DC 5 flat check or the spell is lost. Additionally, while manifested your actions with the move trait no longer trigger reactions and you gain concealment.

SEELIE POWERS FEAT 8

RARE CONSUMING CURSE

Prerequisites Fey-Touched Dedication

You step further into the fey realm to draw superior powers from its essence, gaining some innate fey magic.

Gift The power of the fey allows you to cast spells. Choose two 2nd level primal spells, you may now cast these spells twice per day as innate spells. If you are at least 10th level, you become an expert in primal spell casting rolls and DCs.

Stain Your aura begins to radiate with a seelie energy which can be felt even by those who can't see it. You gain a 20-foot emanation aura. This aura is always active and can only be suppressed for a minute at a time by making a Will save against your Fight the Curse DC. Creatures without the fey or the beast traits treat their attitude towards you as step closer to hostile while in the aura. Additionally, you take a -2 circumstance penalty to Diplomacy based skill checks.

THE FEY REALMS AWAIT FEAT 10

RARE CONSUMING CURSE

Prerequisites Fey-Touched Dedication

You know the time has come to leave behind your world and join the fey. Your continued existence here is simply the whim of your fey masters and you exist as an instrument of their will and as a loyal servant of the fey.

Gift Once per day you can cast *charm* as an innate primal spell using your Fight the Curse DC. This casting of *charm* does not take a penalty for being Cast in combat. Additionally, creatures who fail their Saving Throws against your innate *charm* spells also become afflicted with the fey-touched consuming curse.

Stain You can no longer deny any request made by a creature with the fey trait if its level is higher than your own. There is no hiding your fey nature anymore, your appearance is now a strange and alien version of your own. Every day you must Fight the Curse, on a critical failure you are pulled into the fey realms, as if you had used the plane shift spell.

Werebeast

They had asked you to hunt the creature, a wolf of unusual size and stature. You found the beast, put it down, got the job done. Beast got a few licks in though; left you slightly injured. Nothing you haven't dealt with before. Your injuries have already healed, faster than ever. But you can feel that you've changed. Your senses are sharper, your eyes better in the dark, and your sense of smell, better than it's ever been. That's a good thing... right?

You have been afflicted with the curse of the Werebeast. This will lead you down a path giving you powerful animal-like abilities; sharp claws, increased speed, and powerful resistances. But everything comes at a cost...

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LYCANTHROPY OR WEREBEAST?

Though many refer to the curse bestowed by a werebeast as “lycanthropy”, it is known by those learned in the subject to be a misnomer, as this term specifically refers to werewolves. However, the terms lycanthropy and lycanthrope have become common use among people, even when their assailants are wererats, weretigers, or one of the numerous other variants.

Established communities of werebeasts can find this generic term insulting and a basis for grievances against common folk who still use the incorrect term. Despite efforts to resolve this specificity, no real headway has been made.

WEREBEAST CURSE DEDICATION

FEAT 2

UNCOMMON ARCHETYPE CONSUMING CURSE DEDICATION

Prerequisites you were exposed to a werebeast’s curse
Fight the Curse Fortitude (very hard DC of your level)

You acquired the curse of the werebeast. You gain a hybrid form, usually the same one as the creature you contracted the curse from (refer to Table C-1: Hybrid Form on page 26). Your new nature has sharpened your senses, beginning your transformation.

Gift You gain low-light vision and scent (imprecise) 15 feet. If you already have low-light vision from your ancestry, you gain darkvision instead.

Stain Your heightened senses make you hyper focused. You suffer a -2 circumstance penalty against effects that would make you fascinated. Additionally, under the light of the full moon your curse manifests.

Manifestation You turn into your hybrid form. You gain the unarmed attacks associated with your hybrid form and fast healing 15. You become large and your base reach increases by 5 feet. Your scent becomes a precise sense and your speed increases by 5 feet. Your alignment changes to chaotic evil and you are consumed with the desire to spread your curse to others.

HYBRID FORM

FEAT 4

UNCOMMON ARCHETYPE CONCENTRATE CURSE POLYMORPH PRIMAL
TRANSMUTATION

Prerequisites Werebeast Curse Dedication

The hybrid form, so characteristic of werebeasts, tells the story of how deep the curse runs within you, blurring the line of where you end and the beast begins.

Gift You gain the hybrid form action. You change shape into your hybrid form. While in hybrid form, your scent increases to 30 feet and you gain unarmed attacks listed in Table C-1.

Stain You gain weakness to silver equal to half your level.

Reverting to your humanoid form requires a Will save with a DC equal to your Fight the Curse DC +2.

Critical Success You shape change into your humanoid form.

Success As critical success but retain some form of animalistic traits of your hybrid form until the next dawn.

Failure You remain in your hybrid form until the next dawn.

Critical Failure Your curse manifests.

BLOODHUNT

FEAT 6

UNCOMMON ARCHETYPE CURSE

Prerequisites Werebeast Curse Dedication

The smell of your prey is particularly pungent to you, making them easier to hunt.

Gift You gain the Hunt Prey action. If you already have Hunt Prey, your scent becomes precise against the designated creature.

Stain The smell of blood makes you shiver with excitement and your sense of smell becomes one of your primary senses. You might catch a drift in air and follow it unconsciously, or smell the air before opening your eyes in the morning. When you use the Hunt Prey action you become automatically fascinated by the designated target when they are within range of your scent. The fascinated condition can end as usual.

WEREBEAST HIDE

FEAT 8

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

Your skin thickens unnaturally, becoming hide and blows are more likely to

Table C-1: Hybrid Form

Abilities in parenthesis refer to abilities and damage increases that are gained upon gaining the Feral Weaponry Feat.

Werebeast	Attack	Damage	Traits
Arouathrope (Rat)	Jaws	1d6 (1d8) P	Agile, (deadly d10), finesse, unarmed
Gatathrope (Cat)	Claw	1d6 (1d8) S	Agile, finesse, unarmed
Tigrithrope (Tiger)	Claw	1d6 (1d8) S	Agile, finesse, unarmed
Arkoudathrope (Bear)	Jaws	1d8 P	unarmed
	Claw	1d4 (1d6) S	Agile, (shove), unarmed
Kaprothrope (Boar)	Tusk	1d6 (1d8) P	(Deadly d10), shove, unarmed
Lycanthrope (Wolf)	Jaws	1d6 (1d8) P	(Trip), unarmed
	Claw	1d4 S	Agile, unarmed

glance off your skin. Your added bulk makes it hard to wear armor and your skin is irritated by its presence.

Gift Your hide grants you a +2 item bonus to AC and a Dex cap of +3. The item bonus is cumulative with those from *bracers of armor*, *mage armor*, or runes etched into armors in the unarmored category (such as explorer's clothing). However, you can not benefit from more than one of these at the same time.

Stain Your hide-like skin becomes thick and durable, but your form shifts too much and too often to wear anything sturdy. You can no longer wear light, medium, or heavy armor.

FERAL WEAPONRY

FEAT 10

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

Growing fangs and claws, you gain natural weapons to bite and tear at your victims.

Gift You gain the unarmed attacks of your hybrid form as according to Table C-1, even when you are in humanoid form. While in hybrid form, use the damage in parentheses listed in the table and add any traits in parentheses to their respective attacks.

Stain Your nails and teeth become harder and more sharp as your hands start to warp more into paws. This makes simple tasks using manual dexterity like wielding a weapon or opening a door much more difficult. You take a -1 status penalty to attack rolls with weapons. In addition, at the GM's discretion, some tasks such as counting coins or opening doors might become more difficult, require more time, or become simply impossible.

Special There is no more hiding the stains of your curse. Your hybrid form is leaving permanent changes on your body, and not only observers can tell you are cursed, but most could guess which beast your curse relates to. Even if you somehow escape the curse, these cosmetic changes remain—you are forever marked by the beast within you.

SILVER ALLERGY

FEAT 12

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

The curse flowing through you has altered your body; your skin becomes hide but you now feel the sting of silver like never before.

Gift You gain resistance to all physical damage (except silver) equal to the number of Werebeast Curse archetype feats you have.

Stain The presence of silver makes you uncomfortable. You can not bear to touch it, let alone wear it, or wield a silver weapon. Your weakness to silver is now equal to your level. Additionally, you take a -1 status penalty to Will saves at night. The penalty is -2 if you are in an area of moonlight, or -3 if the moon is full, regardless of exposure to moonlight.

STRIKES OF THE ACCURSED

FEAT 14

UNCOMMON ARCHETYPE CURSE

Prerequisite Feral Weaponry, Werebeast Curse Dedication

Your hunger for the fresh kill drives your strikes to strip flesh from bone and every bite and claw can now be a source of infection.

Gift When you Critical Success with a Strike from an unarmed attack granted by your consuming curse, it does an additional 1d4 persistent bleed damage for each weapon damage die.

Stain The circumstance penalty from feral weaponry increases to -2 when wielding a weapon, and you no longer add your Strength modifier to damage rolls made with melee weapons.

Special Your unarmed attacks now carry your curse. Your unarmed attacks gain the Curse trait, and when you deal damage to a creature with them, the creature must attempt a Fortitude save against your Fight the Curse DC. On a failure, they become afflicted by the Werebeast Consuming Curse.

BESTIAL STRIDE

FEAT 16

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

The muscles and sinew of your legs change and they become digitigrade, allowing for rapid animalistic strides.

Gift Your Speed increases by 10 feet. In your hybrid form you can use the High Jump and Long Jump activities as a single action. If you do, you don't perform the initial Stride and you don't automatically fail if you do not Stride at least 10 feet.

Stain Your legs and feet are now permanently warped, making it hard to hide their twisted nature and difficult to wear footwear. When you wear shoes or boots, including magic items with the worn shoes usage, you become clumsy 2 and suffer a -20-foot penalty to your speed.

BESTIAL MIGHT

FEAT 18

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

The strength that your curse provides surges through your fangs and claws, enabling you to rend the flesh of your victims.

Gift When in your hybrid form, you gain the Rend creature ability using the attacks granted by that form, if you have more than one attack that you could rend with, use the attack that has the smallest weapon damage die size. Your unarmed attacks gain a +2 status bonus to damage.

Stain Your body becomes completely feral. Your hands and feet lose all signs of what they were before, replaced by bestial appendages. You gain a -3 status penalty to strikes made with a weapon.

ACCURSED BEAST

FEAT 20

UNCOMMON ARCHETYPE CURSE

Prerequisite hybrid form

Whatever you once were is now gone. Your name is spoken with fear, a cautionary tale synonymous with the curse itself. Wherever you go, the curse is left in your wake, people become beasts and wildlife goes feral.

Gift Your hybrid form becomes permanent. You become size Huge. You gain a +4 status bonus to melee damage and your base reach becomes 15 feet. You gain fast healing 10.

Stain You are little more than a beast, a creature of violence and instinct. Something inside of you may long to escape the curse, but without help, you never will. You cannot Fight the Curse anymore.

