

Fourth talent (3) grants +0.1 Cursed Aura mastery.

Fourth and eighth (8) grant +1 level of the relevant curse.

Fifth talent (4) passively boosts capstone power of the curse.

None of the talents are hidden. That's a gimmick.

Cursed/Corpses (Cold/Light)

Penalty: Fear of Death: -x% resistance against damage from the undead.

Power 1+: Power over Death: +x% damage against the undead.

Power 2+: -x Luck, +x Strength, +x Magic

Power 3+: Corpse Light: Each death you cause leaves behind a trace of itself, an eerie light of radius x.

Power 4+: Reprieve from Death: Humanoids you slay have an x% chance to rise to fight beside you as ghouls for 6 turns.

1-Shroud of Death: Sustain. Can be used on self or foe. When self used, grants undead resistances and air, up to no-breath at level 5. When foe used, forces them to save vs mindpower each turn or take (cold/light?) damage.

1-Arctic Shroud: Active. Self target for a cold damage PBAoE, enemy target is a weapon attack.

2-Ghostlights: Duration de/buff. Improves your lite radius/senses. deals light damage and might blind foes.

3-The Way Home: Deal cold/light damage in an aoe around you each turn. Deals % damage. At 5th rank, grants +0.1 Cursed Aura mastery.

4-Burial Shroud: Passively increases likelihood of Reprieve from Death occurring. Enemy target lowers resists, self target raises yours. Sustain or buff.

6-Grave Nova: Large cold/light aoe. Raise ghouls for all those slain.

6-Hunger of the Dead: Sustain grants life leech.

8-Shroud of Resurrection: Sustain or buff. Self target makes you resurrect on death. Enemy target makes them resurrect and join your faction on death for X turns.

Cursed/Shrouds (Darkness/Temporal)

Penalty: Shroud of Weakness: Small chance of becoming enveloped in a Shroud of Weakness (reduces damage dealt by x%) for 4 turns.

Power 1+: Nightwalker: +x Darkness Resistance, +x% Max Darkness Resistance, +x See Invisible

Power 2+: -x Luck, +dx Constitution

Power 3+: Shroud of Passing: Your form seems to fade as you move, reducing all damage taken by x% for 1 turn after movement.

Power 4+: Shroud of Death: The power of every kill seems to envelop you like a shroud, reducing all damage taken by x% for 3 turns.

1-Immovable Shroud: self target grants resistances. enemy target reduces speed heavily

1-Void Shrouded: Project a weapon attack as temporal/darkness in a cone, or self target to nuke adjacent targets.

2-Shadow Shroud: Self target is Hide In Plain Sight. Enemy target causes them to emit a darkness aoe for a few turns.

3-Aeon Shroud: Global speed de/buff. Boosts self or lowers foes.

4-Speed Passing: Passively increases damage reduction of Shroud of Death. De/buff. Self cast boosts damage, enemy cast lowers theirs.

6-Accelerate: Beam of high temporal damage, or self target for a temporal death dance.

6-Victory Shroud: Sustain. Shroud of Death also grants +X% damage done.

8-Astral Presence: become (nearly?) invulnerable for short duration.

Cursed/Madness (Physical/Lightning)

Penalty: Fractured Sanity: -x% Mind Resistance, -x% Confusion Immunity

Power 1+: Unleashed: +x critical damage, +x% off-hand weapon damage

Power 2+: -x Luck, +x Dexterity

Power 3+: Conspirator: When you are confused, any foe that hits you or that you hit in melee becomes confused.

Power 4+: Mania: Any time you lose more than x% of your life over a single turn, the remaining cooldown of one of your talents is reduced by 1.

1-Furious Whirl: Beam of weapon damage, moving you to the end of it, or self target for a lightning AoE.

1-Erratic Strikes: Chain Lightning, or self target to weapon attack two random adjacent foes.

2-Thrash: If self:canbe(confuse) then OP death dance, then confuse self. Otherwise just a normal death dance.

3-Dynamo: +X% lightning damage, and project lightning damage on weapon attacks. Does NOT have a coefficient function. Sustain.

4-Shroud of Storms: Passively lowers required life threshold for Mania. Foe target gives chance to daze each round. Self target gives lightning on-hit and when-hit. de/buff

6-Chaotic Frenzy: Randomly attack several foes for (high) weapon damage.

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8-Impatience: Your cooldowns are reduced by X%, or, if that's hell to code, you get casting/mind/phys speed.

Cursed/Nightmares (Mind/Blight)

Penalty: Plagued by Visions: Your mental save has a 20% chance to be reduced by x% when tested.

Power 1+: Removed from Reality: +x Physical Resistance, +x Maximum Physical Resistance

Power 2+: -x Luck, +x Willpower

Power 3+: Suffocate: Your touch instills a horror that suffocates any weak, non-elite foe that hits you or that you hit in melee. At 3 levels below yours they lose x air and an additional x air for each level below that.

Power 4+: Nightmare: Each time you are damaged by a foe there is a chance (currently x% of triggering a radius x nightmare (slow effects, hateful whispers, and summoned Terrors) for 8 turns. This chance grows each time you are struck but fades over time.

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Cursed/Misfortune (Fire/Acid)

Penalty: Lost Fortune: You seem to find less gold in your journeys.

Power 1+: Missed Opportunities: +x Defense, +x Ranged Defense

Power 2+: -x Luck, +x Cunning

Power 3+: Devious Mind: You have an affinity for seeing the devious plans of others (+x% chance to avoid traps).

Power 4+: Unfortunate End: There is a x% chance that the damage you deal will increase by x% if the increase would be enough to kill your opponent.

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Cursed/Curse Fuelled (high level)

1: Shroud of Power. Self use grants damage on hit of a curses elements. Enemy use causes dot of it.

2: Curse familiarity: (curse) damage resistance and resistance cap. Plus luck? mitigate curse weaknesses?

3: Unluck: PBAoE deals (curse) damage to nearby foes and lowers their luck. You gain luck per target hit.

4: Hexmaster: +damage and resist pen with your curse's elements.