

BLOODCASTER'S CURSE

The ring now has a +3 bonus to damage, healing, save DC, and to hit (if applicable). When you cast that spell, you take 1d4+1 necrotic damage.

The ring's ability is no longer an optional ability that can be activated as a bonus action. Instead, it is always active. Whenever the wearer casts a spell, the relevant bonus is applied and the wearer takes the corresponding amount of damage.