

A woman in a green coat and hat sits on a flying carpet, holding a golden ring. The carpet is flying over a city. The text "101 CURSES" is written in large white letters with a black outline, and "FOR MAGIC ITEMS" is written in smaller white letters with a black outline below it.

101 CURSES

FOR MAGIC ITEMS

A compendium of creative curses for the world's greatest roleplaying game.



INTRODUCTION

The world is full of marvellous adventures, and one of the key reasons adventurers set out on them is to gain marvellous treasures. However, many nefarious types seem hell-bent on ruining the fun by imbuing their loot with horrible curses. In this supplement, you'll find a wealth of such curses to inflict on players.

WHY USE CURSES?

Before diving into the curses in the supplement, you might consider what their function is in the game. Different DMs will have different opinions on curses, and some might not use them at all. However, even if you've never used curses before, you might consider introducing them for any of the following reasons:

- To give a magic item further narrative depth. If you start off by thinking, "I want this greatsword to have some kind of demon-related curse on it", then you are instantly providing a more interesting and unique backstory to that item compared to a simple *+1 greatsword*. Who cursed the item? And why? Answering these questions will fill out the narrative layers of the item.
- To mitigate 'power creep'. The balance system of D&D 5E was not designed to *require* magic items, so providing such items to players will invariably give them an edge that can sometimes become overpowered. By adding downsides to these items through the use of curses, you can help to mitigate this instant increase in player power.
- To surprise your players. This is perhaps the most important reason - players might not enjoy discovering that their recently acquired *boots of water walking* come with the downside of having a petrified left arm, but they will certainly enjoy the narrative twist and new challenges it sets them.

TYPES OF CURSES

In this supplement, curses are separated into six distinct categories, as follows:

Origins. These curses are related to who or what made the item. As such, they often confer disadvantages to creatures unrelated to the original creator.

Banes. These curses are specifically created to disadvantage a particular race, sense, ability, skill, and so on.

Enmities. These curses draw the ire of a particular type of creature, who wants to obtain the item at all costs.

Personalities. These curses grant the item a form of sentient expression, although this may be limited in scope.

Goals. These curses grant the item a form of goal-orientated sentience which compels the wielder to complete a task.

Properties. These are the most common and numerous types of curses. 'Properties' covers anything that affects the wielder of the item that isn't covered by the other categories.

The reason for this categorisation is partly for readability and partly for ease of synchronicity. For example, it would work well for a longsword that had the *orcish* origin to also have the *elfsbane* bane, as orcs famously hate elves.

USING THIS SUPPLEMENT

There are two main ways you may wish to use this supplement: adding curses to magic items after the item has been created, or using curses as an inspiration for new magic items.

The former is relatively easy. Take any magic item in the *Dungeon Master's Handbook* or of your own creation, and you are sure to find a wealth of suitable curses to add to said item within these pages. For example, you might take a *dancing sword* and make it *demonic* in origin, with an added *dwarfsbane* curse. Now you have a gnarled, obsidian sword that flies around, looking for dwarven heads to decapitate.

And the latter can be even more helpful. Take any of the curses in this supplement - the origin curses can be particularly inspirational - and use them as a basis for a new magic item. This can help you think about what benefits the item might confer, in relation to its curse. Perhaps you want an item that has the *chaosbound* goal curse. This might work especially well as a *+1 maul* with the ability to cast *suggestion* once per day. In this way, you can make the form of the item and its special abilities narratively concurrent with the curse.

CREATING CURSES

The curses detailed here are not exhaustive. Some draw inspiration from the *Dungeon Master's Guide* or from expansions on curses in other products. Some are terrifying, some hilarious, some repetitive, some unique. All of them are designed primarily to do one thing: to provide you with inspiration to create your own curses. Many effects from other areas of the game - such as the sorcerer's Wild Magic Surge table - would work excellently as a basis for new and interesting curses. The separation into categories that this supplement makes may also aid you in creation. So go forth, prosper, and curse!

WHAT TYPE OF CURSE TO USE?

If you are spoilt for choice in which curse to use, simply roll on the table below.

CHOOSING A CURSE

1d6	Curse Type	Subsequent Roll
1	Goal	1d12
2	Enmity	1d12
3	Bane	1d12
4	Origin	1d20
5	Property	2d20
6	Personality	1d10

CURSES

Here, in all their random-table-goodness, are the 101 curses (with a few extra thrown in for good measure). Roll randomly to determine the curse the item holds, or choose one or more that you consider appropriate.

ORIGINS

These curses were laid by the original creators of the item. They affect how the item looks and feels, as well as what form it takes. Such a curse often puts creatures unrelated to the creators at a disadvantage, making it practically useless except by those it was made for.

ORIGINS

1d20	Curse	Rarity	Description
1	Goblinoid	<i>Uncommon</i>	The item was made by goblinoids. Such items are predominantly green and red in colour, and are decorated with the symbols of double-headed axes and severed heads. Goblinoids have advantage on attack rolls made against the wielder, unless the wielder is themselves a goblinoid.
2	Orcish	<i>Uncommon</i>	The item was made by orcs. Such items are mainly black and dark blue, etched with images of eyes, white hands, or red fangs. Orcs have advantage on attack rolls made against the wielder, unless the wielder has orcish heritage.
3	Drow	<i>Uncommon</i>	The item was made by drow. Such items are always a shimmering black, and they might sizzle like fire in direct sunlight. The wielder has disadvantage on saving throws against the spells and abilities of drow, unless they are a drow themselves.
4	Necromatic	<i>Uncommon</i>	The item was made by servants to Orcus. These items are often black and red, and might be made of ancient, rotted materials. Undead have advantage on attack rolls made against the wielder, unless the wielder is themselves undead.
5	Gnollish	<i>Uncommon</i>	The item was made by gnolls. Such items are usually made of bone and wood, and may hold clumps of dried blood and hair. Gnolls have advantage on attack rolls made against the wielder, unless the wielder is themselves a gnoll.
6	Reptilian	<i>Uncommon</i>	The item was made by lizardfolk. These items are various shades of green and yellow, and are often decorated with scales, gold, or gems. Lizardfolk have advantage on attack rolls made against the wielder, unless the wielder is themselves one of the lizardfolk.
7	Kenkuan	<i>Uncommon</i>	The item was made by kenku. Such items are usually small but dazzling to behold, decorated with worthless faux gems and silver. Kenku have advantage on attack rolls made against the wielder, unless the wielder is themselves a kenku.
8	Koboldian	<i>Uncommon</i>	The item was made by kobolds. These items are usually small and made with a seemingly random collection of materials. Kobolds have advantage on attack rolls made against the wielder, unless the wielder is themselves a kobold.
9	Giant	<i>Rare</i>	The item was made by giants. These items are larger than normal and have decorative aspects related to the type of giant that made them. Giants have advantage on attack rolls made against the wielder, unless the wielder has giant heritage.
10	Elemental	<i>Rare</i>	The item was made by elementals. Such items take a form and appearance appropriate to the element they were created from. The wielder has disadvantage on saving throws against the spells and abilities of elementals, unless they have elemental heritage.
11	Draconic	<i>Rare</i>	The item was made by dragons. These items are often larger than normal and will be of a colour and metal reflective of the type of dragon that created them. The wielder has disadvantage on saving throws against the spells and abilities of dragons, unless they have draconic heritage.
12	Celestial	<i>Rare</i>	The item was made by angels. Such items are usually white and gold, and often glow with divine radiance. The wielder has disadvantage on saving throws against the spells and abilities of angels, unless they have angelic heritage.
13	Demonic	<i>Rare</i>	The item was made by demons. Such items are often black and gnarled with wavy or jagged decorations. The wielder has disadvantage on saving throws against the spells and abilities of demons, unless they have demonic heritage.
14	Devilish	<i>Rare</i>	The item was made by devils. These items are often red and black, and are usually designed with straight lines and sharp angles. The wielder has disadvantage on saving throws against the spells and abilities of devils, unless they have devilish heritage.
15	Sylvan	<i>Rare</i>	The item was made by fey. These items are usually green, blue and brown, and may have plants or other natural phenomena growing on them. The wielder has disadvantage on saving throws against the spells and abilities of fey, unless they have sylvan heritage.

ORIGINS (CONT.)

1d20 Curse	Rarity	Description
16 Lycanthropic	<i>Rare</i>	The item was made by lycanthropes. Such items are always bestial in design and may have decorations related to the type of lycanthrope that created them. Lycanthropes have advantage on attack rolls made against the wielder, unless the wielder is themselves a lycanthrope.
17 Vampiric	<i>Rare</i>	The item was made by vampires. Such items are extravagant in design and may permanently be tainted with blood. The wielder has disadvantage on saving throws against the spells and abilities of vampires, unless they are one themselves.
18 Haggish	<i>Rare</i>	The item was made by hags. These items are often gruesome in design and their decorations will reflect the type of hag or coven that created them. The wielder has disadvantage on saving throws against the spells and abilities of hags, unless they are one themselves.
19 Monstrous	<i>Very rare</i>	The item was made by a monstrosity. These items will be terrifying to behold, and their decorations will reflect the creature that designed them. The wielder has disadvantage on saving throws against the spells and abilities of monstrosities.
20 Alien	<i>Very rare</i>	The item was made by aberrations. Such items are totally alien in design and will be decorated in relation to the creature that made them. The wielder has disadvantage on saving throws against the spells and abilities of aberrations.

HOW COULD A GOBLIN MAKE A CURSED WEAPON?

Like everything else in D&D, the presence and frequency of magic and cursed items is entirely up to the DM. It may be that, in your games, there is no way that creatures like goblins, kobolds and kenku could even come close to the magical power necessary to create a cursed item. On the other hand, you might decide that paganistic rituals or sacrifices to divine powers are enough for even the lowliest of creatures to bring about a curse on an item. Omit origin curses that don't fit the tone of your campaign.

BANES

These curses were woven into the item to negatively affect a particular skill, ability, race, sense, and so on. Sometimes this may have been to bolster the wielder's ability to kill certain types of creatures, or as a trap to ward off would-be thieves.

BANES

1d12 Curse	Rarity	Description
1 Eyebane	<i>Common</i>	If you move more than 10 ft. away from the item, you are blinded.
2 Earbane	<i>Common</i>	If you move more than 10 ft. away from the item, you are deafened.
3 Nosebane	<i>Common</i>	Whilst the item is on your person, you cannot smell anything.
4 Tonguesbane	<i>Common</i>	Whilst the item is on your person, you cannot taste anything.
5 Elementbane	<i>Uncommon</i>	Whilst the item is on your person, you are vulnerable to one of the following types of damage (DM's choice): fire, cold, acid, poison, lightning, thunder, or force.
6 Metalbane	<i>Uncommon</i>	Whilst the item is on your person, you take 2 psychic damage each time you touch metal.
7 Woodbane	<i>Uncommon</i>	Whilst the item is on your person, you take 2 psychic damage each time you touch wood.
8 Elfsbane	<i>Rare</i>	The item was made to help kill elves. You have a +2 bonus on attack and damage rolls against elves, but a -4 penalty on attack rolls against any other creature.
9 Dwarfsbane	<i>Rare</i>	The item was made to help kill dwarves. You have a +2 bonus on attack and damage rolls against dwarves, but a -4 penalty on attack rolls against any other creature.
10 Humansbane	<i>Very rare</i>	The item was made to help kill humans. You have a +2 bonus on attack and damage rolls against humans, but a -4 penalty on attack rolls against any other creature.
11 Rangebane	<i>Very rare</i>	Whilst the item is on your person, you cannot have proficiency in any ranged weapons and you have disadvantage on ranged weapon and spell attack rolls.
12 Meleebane	<i>Very rare</i>	Whilst the item is on your person, you cannot have proficiency in any melee weapons and you have disadvantage on melee weapon and spell attack rolls.

CURSES & CONVENIENCES

The 'bane' curses are perhaps the best depiction of how one man's convenience is another man's curse. An *elfsbane longbow* might have been hugely useful to an orc archer when the Black Horde roamed across the land - now, though, the benefit is rather outweighed by the downside. Such items commingle advantages and disadvantages in an interesting and narrative-focused way. Consider including such balance in your own curses.

ENMITIES

These curses make the item a conduit for a certain type of creature, drawing a powerful monster to try to claim the item. This may have been done to try and trap such a creature, or as a safety mechanism to ward against thieves.

ENMITIES

1d12 Curse	Rarity	Description
1 Orcsought	Uncommon	A powerful orc seeks the item. The wielder becomes hunted by an orc war chief who wishes to reclaim the item (but not necessarily kill the wielder).
2 Goblinsought	Uncommon	A powerful goblinoid seeks the item. The wielder becomes hunted by a hobgoblin warlord who wishes to reclaim the item (but not necessarily kill the wielder).
3 Drowsought	Rare	A powerful drow seeks the item. The wielder becomes hunted by a priestess of Lolth who wishes to reclaim the item (but not necessarily kill the wielder).
4 Gnollsought	Rare	A powerful gnoll seeks the item. The wielder becomes hunted by a flind who wishes to reclaim the item (but not necessarily kill the wielder).
5 Djinsought	Very rare	A powerful elemental seeks the item. The wielder becomes hunted by a djinni who wishes to reclaim the item (but not necessarily kill the wielder).
6 Sylvansought	Very rare	A powerful fey creature seeks the item. The wielder becomes hunted by a bheur hag who wishes to reclaim the item (but not necessarily kill the wielder).
7 Giantsought	Very rare	A powerful giant seeks the item. The wielder becomes hunted by a storm giant quintessent who wishes to reclaim the item (but not necessarily kill the wielder).
8 Deathsought	Very rare	A powerful undead creature seeks the item. The wielder becomes hunted by a death knight who wishes to reclaim the item (but not necessarily kill the wielder).
9 Devilsought	Very rare	A powerful devil seeks the item. The wielder becomes hunted by a pit fiend who wishes to reclaim the item (but not necessarily kill the wielder).
10 Demonsought	Very rare	A powerful demon seeks the item. The wielder becomes hunted by a balor who wishes to reclaim the item (but not necessarily kill the wielder).
11 Dragonsought	Very rare	A powerful dragon seeks the item. The wielder becomes hunted by an ancient red dragon who wishes to reclaim the item (but not necessarily kill the wielder).
12 Angelsought	Very rare	A powerful angel seeks the item. The wielder becomes hunted by a solar who wishes to reclaim the item (but not necessarily kill the wielder).

HELP! I'M LEVEL 2 AND A BALOR IS AFTER ME!

The purpose of an 'enmity' curse is not always to build in a way to guarantee a thief's gruesome death at the hands of a powerful creature. A wizard may have made a necklace with a *djinsought* curse for the exact purpose of drawing the creature into a *magic circle*, or a cleric might have formed an *angelsought* medallion to force a meeting with her god. As such, it is better to view an enmity curse as a chance for an interesting roleplay situation rather than an almost impossible combat encounter. How the players will navigate the dogged treasure-hunting of an ancient red dragon will be more fun to watch than seeing them burnt to a crisp.

PERSONALITIES

These curses imbue the item with a form of limited sentience primarily based around expressing itself. This might be an after-effect of a botched ritual, or an intentional design to annoy thieves.

PERSONALITIES

1d10 Curse	Rarity	Description
1 Talkative	Common	Whilst the item is on your person, the item never stops talking aloud.
2 Snide	Common	Whilst the item is on your person, it constantly makes sarcastic comments about you.
3 Divisive	Common	Whilst the item is on your person, it telepathically sows doubt in your mind about your allies and their choices on a regular basis.
4 Moaning	Common	Whilst the item is on your person, it regularly asks other creatures to take it from you, complaining about how you mistreat it.
5 Joking	Common	Whilst the item is on your person, it regularly makes light-hearted puns about the current situation.
6 Prophetic	Uncommon	Whilst the item is on your person, it occasionally makes prophetic statements. There is a 50% chance that the statement will come to pass.

PERSONALITIES (CONT.)

1d10 Curse	Rarity	Description
7 Damning	<i>Uncommon</i>	Whilst the item is on your person, it occasionally curses someone aloud. There is a 25% chance that this curse will become real.
8 Persuasive	<i>Uncommon</i>	Whilst the item is on your person, it occasionally tries to telepathically persuade a nearby NPC to do something. There is a 25% chance of success.
9 Intimidating	<i>Rare</i>	Whilst the item is on your person, it occasionally tries to telepathically intimidate a nearby NPC into running away. There is a 25% chance of success.
10 Imitative	<i>Rare</i>	Whilst the item is on your person, it occasionally speaks aloud in your own voice in an attempt to subvert you. Other creatures need to succeed on a DC 12 Wisdom (Insight) check to realise the voice is not your own.

ROLEPLAYING SENTIENT ITEMS

Items with a 'personality' curse don't have sentience in the true definition, but they do maintain a certain kind of voice, tone, and attitude. When deciding how this item might express itself, consider its origin and what it was made for. A *wand of secrets* made by a powerful illusionist might speak in whispers that constantly change voices; a set of *demonic armour* might intone its order with a commanding, hissing voice.

GOALS

These curses imbue the item with a focused form of sentience, forcing the wielder to satisfy the item's demand for its more beneficial properties to be used.

GOALS

1d12 Curse	Rarity	Description
1 Lustful	<i>Rare</i>	The item lusts after a particular person. You must find and sleep with this person immediately to continue to use the item's properties.
2 Proudful	<i>Rare</i>	The item believes itself to be superior to all others. You must continually destroy any other magic item you see to continue to use the item's properties.
3 Greedy	<i>Rare</i>	The item desires to accrue wealth. You must immediately collect and deposit in one container the equivalent of 10,000 gp to continue to use the item's properties.
4 Gluttonous	<i>Rare</i>	The item is hungry for magic. You must feed the item one non-consumable magic item of any rarity once per day to continue to use the item's properties.
5 Keepseeker	<i>Rare</i>	The item desires to own a keep or fortress it knows of. You must find and take over this place immediately to continue to use the item's properties.
6 Cavedweller	<i>Rare</i>	The item desires to own a cave system it knows of. You must find and take over this place immediately to continue to use the item's properties.
7 Wrathful	<i>Very rare</i>	The item churns with anger. You must attack a creature every hour (apart from when you sleep) to continue to use the item's properties.
8 Murderous	<i>Very rare</i>	The item desires the death of a particular person. You must find and kill this person immediately to continue to use the item's properties.
9 Chaosbound	<i>Very rare</i>	The item desires chaos. Your alignment becomes Chaotic, and you must subvert laws wherever possible or take 1d10 psychic damage when you do not.
10 Lawbound	<i>Very rare</i>	The item desires order. Your alignment becomes Lawful, and you must uphold laws wherever possible or take 1d10 psychic damage when you do not.
11 Disinterested	<i>Very rare</i>	The item has no strong feelings either way. Your alignment becomes True Neutral, and you take 1d10 psychic damage whenever you do something for someone else.
12 Evil	<i>Very rare</i>	The item wants to bring about evil. Your alignment becomes Evil, and you must conduct evil actions wherever possible or take 1d10 psychic damage when you do not.

WHAT DOES "CONTINUE TO USE THE PROPERTIES" MEAN?

When items have a 'goal' curse, there needs to be some kind of punishment that the item can deal out if its wielder fails to follow its desires. Some of these curses, like the *chaosbound* curse, incur mental damage when the item is defied. Others state that the item's properties become unusable if the wielder do not do as it wishes. This could mean the item's magic is repressed until the wielder returns to the task it set, or that the item stops working for that person altogether, or that the item is magically able to remove itself from the wielder's possession. Use a punishment that you feel is fair and suits your play style.

PROPERTIES

These curses could refer to a variety of effects. 'Properties' is a catch-all term to refer to anything not covered by the other curse categories.

PROPERTIES

2d20 Curse	Rarity	Description
2 Binding	<i>Common</i>	You are unwilling to part with the item, keeping it on you at all times. If the item is weapon, you have disadvantage on attacks with all other weapons. If the item is armour, you gain no benefit to your AC from any other kind of armour. If the item is a piece of jewellery, you gain no benefits from any other jewellery you wear.
3 Devaluing	<i>Common</i>	Whilst the item is on your person, any gem, jewel or art object you touch halves in value (only for that specific object).
4 Stinking	<i>Common</i>	Whilst the item is on your person, you emit a foul stench up to 10 ft. away. You have disadvantage on Charisma (Persuasion) checks.
5 Repulsive	<i>Common</i>	Whilst the item is on your person, your appearance is repulsive. You have disadvantage on Charisma (Persuasion) checks.
6 Cute	<i>Common</i>	Whilst the item is on your person, you appear harmless. You have disadvantage on Charisma (Intimidation) checks.
7 Suspicious	<i>Common</i>	Whilst the item is on your person, you seem suspicious to others. You have disadvantage on Charisma (Deception) checks.
8 Darkening	<i>Common</i>	Whilst the item is on your person, non-magical flames within 15 ft. of you automatically go out.
9 Lightening	<i>Common</i>	Whilst the item is on your person, constructed objects designed to hold fires (e.g. torches, braziers, campfires, etc.) within 15 ft. of you automatically catch fire.
10 Lonely	<i>Common</i>	Whilst the item is on your person, no other creature within 300 ft. of you can benefit from a short or long rest.
11 Unnatural	<i>Common</i>	Whilst the item is on your person, any Tiny- to Medium-sized plant you touch that isn't a creature dies.
12 Fearful	<i>Common</i>	Whilst the item is on your person, you gain an irrational fear to one of the following (DM's choice): the dark, spiders, heights, being underground, small spaces, bats, fire, or the sea.
13 Reckless	<i>Common</i>	Whilst the item is on your person, you gain an ill-founded sense of bravery regarding one of the following (DM's choice): fighting things larger than yourself, jumping from high places, attempting to dominate figures of authority, fighting with weapons or tactics not normally suited to you, or attempting to dominate cultures other than your own.
14 Colourblind	<i>Common</i>	Whilst the item is on your person, you can only see in black and white.
15 Nightmarish	<i>Uncommon</i>	Whilst the item is on your person, you are constantly plagued by nightmares of your greatest fears. This does not affect your ability to complete a long rest.
16 Tonguetied	<i>Uncommon</i>	Whilst the item is on your person, you cannot speak.
17 Genderblind	<i>Uncommon</i>	Whilst the item is on your person, everyone looks to be one of the following (DM's choice): male, female, or sexless. You still recall what other sexes looked like before the change.
18 Lovestruck	<i>Uncommon</i>	Whilst the item is on your person, you feel pure love and desire for one of the following (DM's choice): goblins, bugbears, orcs, gnolls, kobolds, kenku, or lizardfolk.
19 Tinkling	<i>Uncommon</i>	Whilst the item is on your person, it makes a faint tinkling sound whenever you move. You have disadvantage on Dexterity (Stealth) checks to move silently.
20 Tearful	<i>Uncommon</i>	Whilst the item is on your person, you cry at inopportune moments. When you do, you cry blood, although this has no negative effects on your physiology.

THE BENEFIT OF BINDING

The 'binding' property curse can be extremely useful for ensuring players are forced to deal with the negative effects of the curse immediately. As such, it can be considered a 'base' curse that may well be useful to attach to most other curses. For a less punishing version of the curse, omit the effects that repress the use of any other magic item the player is wearing or wielding.

PROPERTIES (CONT.)

2d20 Curse	Rarity	Description
21 Handtied	Rare	Whilst the item is on your person, you can only use your non-dominant hand.
22 Nightbound	Rare	Whilst the item is on your person, you have disadvantage on all attacks, skill checks and saving throws between 7am and 7pm, no matter where you are.
23 Lightbound	Rare	Whilst the item is on your person, you have disadvantage on all attacks, skill checks and saving throws unless you are in bright light.
24 Earthbound	Rare	Whilst the item is on your person, you have disadvantage on all attacks, skill checks and saving throws unless you are in contact with the ground.
25 Skybound	Rare	Whilst the item is on your person, you have disadvantage on all attacks, skill checks and saving throws unless you are levitating or flying.
26 Waterbound	Rare	Whilst the item is on your person, you have disadvantage on all attacks, skill checks and saving throws unless you are submerged in water.
27 Slowing	Rare	Whilst the item is on your person, your movement speed is halved.
28 Incurable	Rare	Whilst the item is on your person, only short or long rests can increase your Hit Points.
29 Mournful	Rare	Whilst the item is on your person, you feel deep regret whenever you kill. Every time you reduce a creature to 0 Hit Points, you must immediately spend 1 minute mourning it.
30 Thinskinned	Rare	Whilst the item is on your person, every time you take slashing or piercing damage, you take an extra 2 points of damage of the same type.
31 Aging	Rare	Whilst the item is on your person, you age twice as fast.
32 Deepsleeping	Rare	Whilst the item is on your person, you cannot benefit from short rests. You may still benefit from long rests.
33 Lycanthropic	Very rare	Whilst the item is on your person, you have a 5% chance of turning into a random lycanthropic animal (rat, boar, wolf, tiger or bear) for 6 hours each night at midnight.
34 Vampiric	Very rare	Whilst the item is on your person, you have a 5% chance of turning into a vampire for 6 hours each night at midnight.
35 Doppler	Very rare	Whenever you use a property of this item, there is a 10% chance your appearance will randomly change (as per the <i>alter self</i> spell) for 6 hours.
36 Maddening	Very rare	Whilst the item is on your person, you are afflicted by madness.
37 Heightened	Very rare	Whilst the item is on your person, all damage from your weapon attacks is doubled, but you are vulnerable to all types of damage.
38 Solitary	Very rare	Whilst the item is on your person, all your other equipment, weapons, armour and items disappear into a pocket dimension. They reappear once the item is removed.
39 Cowardly	Very rare	Whilst the item is on your person, you must roll 1d20 every time you see a new danger. On a roll of 1-4, you become frightened of the source of danger.
40 Unfortunate	Very rare	Whilst the item is on your person, your saving throws must be made with 2d8 instead of 1d20.



EXAMPLE ITEMS

AMULET OF TRUESEEING

This amulet has a pendant in the image of an eye. Whilst attuned to this amulet, the wearer has *truesight* up to a distance of 10 ft.

Curse. The amulet has the *colourblind* and *eyebane* curses. Removing the curses makes the amulet non-magical and worthless.

ANTI-PLANT AMULET

This amulet has a pendant in the image of a tree being consumed by fire. Whilst attuned to the amulet, the wearer has advantage on Wisdom (Perception) checks to spot sentient plants, and can bypass a plant's *false appearance* ability.

Curse. The amulet has the *unnatural* and *lightening* curses.

BALOR'S WHIP

This large *+3 whip* was designed for a balor to use. On a hit, the whip deals an extra 1d12 lightning damage.

Curse. The weapon has the *demonic origin*, *demonsought* and *prideful* curses. Removing the curses changes the type of extra damage dealt to radiant.

BOOTS OF LEVITATION

These light blue boots make the wielder feel like they are walking on clouds. Once per day the wielder can click their heels together to cast *levitate* on themselves.

Curse. The boots have the *skybound* curse.

CLOAK OF LOLTH

This black cloak seems to suck out the light around it. Whilst attuned to the cloak, the wearer has advantage on Dexterity (Stealth) checks made to hide.

Curse. The cloak has the *drow origin* and *darkening* curses.

ELADRIN'S SCOURGE

This *+1 greataxe* was forged the last time the Black Horde swept across the land. Its hefty blade is edged with jagged red spikes and the shaft is painted with white hand marks. Once per day, the wielder can gain advantage on one attack roll with this weapon.

Curse. The weapon has the *orcish origin*, *elbsbane* and *orcsought* curses. Removing the curses turns the weapon into a non-magical *+1 greataxe*.

GRUESOME GAUNTLETS

These iron gauntlets have a sickening design comprised of tentacles and bulging eyes. Whilst attuned to the item, the wearer can cast *arms of hadar* once per day.

Curse. The gauntlets have the *alien origin* and *repulsive* curses. Removing the curses causes the gauntlets to melt away.

HERMIT'S HANDAXE

This *+1 handaxe* was made by a travelling hermit. Whilst attuned to the handaxe, if the wielder throws it, it teleports back into their open hand (or at their feet, if no hand is available) at the end of their turn.

Curse. The weapon has the *lonely* and *suspicious* curses. Removing the curses makes the weapon a non-magical *+1 handaxe*.

HOMESTEAD HAMMER

This *+1 warhammer* was designed for a hill giant's use to protect its homestead. Once per day the wielder can speak the hammer's command word to gain +2 AC for 1 minute.

Curse. The weapon has the *giant origin*, *giantsought* and *stinking* curses. Removing the curses turns the hammer into a non-magical *+1 warhammer*.

MAGPIE'S WEDDING RING

This ring is simple in design but has an alluring glint. Whilst attuned to it, the wearer has advantage on Charisma (Persuasion) checks with unmarried humanoids.

Curse. The ring has the *kenkuan origin* and *lovestruck* (*kenku*) curses. Removing the curses makes the ring non-magical and worthless.

QUICKDRAW AMULET

This amulet occasionally wobbles when danger is nearby. Whilst attuned to the amulet, the wearer's Initiative bonus is doubled.

Curse. The amulet has the *cowardly* curse. Removing the curse makes the amulet non-magical and worthless.

TRUE SHOT

This *+2 longbow* has arcane markings along the wood which burn blue when the bow is used. When the wielder scores a critical hit with the bow, they can choose to cast *zone of truth* or *speak with dead* on the target of the bow's attack. Once the bow is used in this way, it can't be shot again until the next dawn.

Curse. The amulet has the *meleebane* and *heightened* curses.

TYR'S LEFT HAND

This *+3 maul* is an aspect of Tyr's divine weapon, and as such is etched with his symbolism: an open eye on one side, and a golden scale on the other. Once per day the wielder can cast *sunbeam* using the maul.

Curse. The weapon has the *celestial origin* and *handtied* curses. Removing the curses causes the maul to disappear and return to Tyr's domain.

CREDITS

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