

# ***100 Magic Item Curses***

***"\$#@&!"***

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***5E compatible***

Work in Progress

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#### **Version Control**

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## Introduction

A mere copper per curse...

Curses can be applied to any magic item to make them more interesting to your players (ok, fine, it's really for the DMs enjoyment).

Curses should be a significant drawback, while still leaving the magic item enticing enough for the player to want to continue using it.

It's possible for a magic item to have more than one curse, but this will make it less likely that a player will want to voluntarily keep it. Generally, the more powerful the item, the more curses you can get away with.

In general, cursed items should not be distinguishable from their non-cursed counterparts.

Curses should not be detected or known about until they come into play (including after attunement or identify).

Even then, try to keep the player's guessing for as long as possible as to what is causing things to happen.

## Attunement

### **Magic Items: Non-attunement**

These items can be discarded at any time should a user decide the curse is more trouble than the magic item's worth.

### **Magic Items: Attunement**

Since a player character has formed a bond with these types of magic items, when they are cursed, they are not so easy to discard or remove. The Dungeon Master should select on or more of the options below for how difficult it is to remove a cursed magic item or its effects.

1. This magic item is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the magic item, keeping it within reach at all times.
2. Once you attune to this cursed magic item, you can only end the attunement if you are targeted by the remove curse spell or similar magic.
3. This magic item is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing or discarding the magic item fails to end the curse on you.

## **NOTES**

In addition to using these curses as part of a magic item, feel free to use them on their own to inflict upon a character, such as being hexed by the dying breath of a witch or hag, or defiling the altar of a deity until a remove curse and/or atonement is cast upon them or some other criteria is met to lift the curse (story quest...)

## 100 Magic Item Curses

**Table 1: 100 Magic Item Curses (roll d100)**

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24	Energy Vulnerability	49	Physical Vulnerability	74		99
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## Ability Reduction

**Curse:** Select an ability score for this magic item's curse (Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma). Whenever a magic item is activated or daily at dawn if always on, roll a d6, on a 1 or 2, a specific ability score is set to 8 for 1 hour if activated, or for 24 hours if always on. If your ability is already at 8, then there is no effect, and if lower, then this curse is actually a slight benefit as your ability score increases to 8.

## Altered Allegiances

**Curse:** Select an alignment for this magic item's curse (Lawful Good, Lawful Neutral, Lawful Evil, Neutral Good, Neutral, Neutral Evil, Chaotic Good, Chaotic Neutral or Chaotic Evil). The curse changes the user's alignment to that specific alignment. The user will now worship an appropriate deity associated with that item's history.

## Animated Animosity

Should this curse be triggered, the animated object will have a bonus to hit equal to the proficiency bonus and strength bonus (or dexterity bonus if a finesse or ranged weapon) of its owner, as well as any magical bonus it has to hit or for AC. It will attack its owner for the next 5 rounds, after which, it will cease its attack and de-animate, ready to be used again normally. If it reaches 0 hit points before the 5 rounds is up, it ceases to be animated, but is not destroyed. The owner can spend an action to do a DC 15 persuasion or intimidation check to regain control of the magic item and stop its attacks sooner.

## Animated Animosity - Armor

**Curse:** If your opponent rolls a natural 20 on an attack roll to hit you, all damage from the critical hit is nullified, but the armor or shield breaks apart and falls to the ground, leaving you without its AC. At the beginning of your next turn, the armor or shield will reform and animate to gain the stats of Animated Armor or a Flying Sword for a shield (but doing bludgeoning damage). Putting the armor or shield back on takes the normal time to don.

## Animated Animosity - Object

**Curse:** Each time this item is first activated or used, roll a d20, on a natural 1, the object will not work. Instead, at the beginning of your next turn, it will animate and gain the stats of either a Flying Sword (doing bludgeoning damage; e.g. rods, staff) or as a Rug of Smothering (e.g. cloak, mantle, robe, rope, or rug).

## Animated Animosity - Weapon

**Curse:** When you roll a natural 1 on an attack roll, the attack still hits the intended target, but you automatically drop your weapon. At the beginning of your next turn, the weapon will animate and gain the stats of a Flying Sword, except the damage will be of the weapons type, including any magical properties. For ranged weapons with ammunition, 5 pieces of non-magical ammunition will also

animate, and the weapon will attack you from a distance within 60 ft (limit of its blindsight).

## Bad Back

**Curse:** Your carrying capacity is halved.

## Bad Luck

**Curse:** You have been cursed with bad luck. Any critical success may turn to ashes. Whenever you roll a natural 20 on an attack roll, ability check, or saving throw, roll again. You must use the new result.

## Berserk

**Curse:** Whenever a hostile creature damages you while this magic item is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

## Best Friends Forever

**Curse:** This magic item is your favorite to use in combat. You have disadvantage on attack rolls with weapons other than this one.

## Betrayed

**Curse:** A non-player character of the GM's choice becomes hostile toward you as they desire to possess the magic item themselves. The identity of your new enemy isn't known until the NPC or someone else reveals it. The NPC's hostility toward you will only end once the curse is lifted and you no longer have the magic item in your possession.

## Blind as a Bat

**Curse:** You are now blind. However, you gain the blindsight ability using echolocation like a bat. You can perceive your surroundings without relying on sight, within a 15 foot radius. You can no longer perceive color. Any ranged attack is at advantage to hit you if coming from outside the range of your blindsight and you are at disadvantage on ranged attacks to hit anything outside that range. The deafness condition or if you are within an area of a silence spell will cancel out your blindsight ability.

## Blind Spot

**Curse:** You no longer notice the dangers around you. Enemies are able to exploit your defenses whenever you move. Any movement you make within reach of an opponent will trigger an attack of opportunity, even if the movement would not normally allow an attack of opportunity (e.g. disengaging or entering an opponent's square).

## Blood Magic

**Curse:** This item was created using blood magic and requires the blood of its owner to function. Each time this item is activated or used (or hits a target if a weapon), the owner will bleed from their orifices (e.g. ears, eyes, etc...), taking 1 point of necrotic damage each round until you can make a DC 15 Constitution saving throw to end the effect. Alternatively, the bleeding user, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check to also end the bleeding effect. The bleeding damage does not stack due to multiple activations or successful hits. This bleeding damage can be regained only through a short or long rest, rather than by magic, or any other means.

## Bloodlust

**Curse:** You have a lust for blood in combat. You always go for the kill shot. You are unable to have your damage knock your opponents out to take prisoners.

## Brawler

**Curse:** You like it up close and personal. You are at disadvantage if you attack from range.

## Brute

**Curse:** This magic item grants advantage with any intimidation check, but imposes disadvantage with any deception, performance or persuasion checks.

## Butterfingers

**Curse:** You have butterfingers. Once per day, at the GM's discretion, you must make a DC 15 Dexterity saving throw or have an item you are holding slip from your grasp. This takes up your action and ends your turn. Roll 1d6-2 to determine the number of 5 foot squares the object will fling from you. A result of 0 means it drops to your feet. If the distance is 5 feet or more, then roll a d8 for direction. If an object should land in an occupied square, then roll to hit. If you hit, the object will do 1d4 bludgeoning damage to the target or if a weapon, its normal weapon damage. This can occur during combat or a social encounter.

## Clueless

**Curse:** This magic item imposes disadvantage with any perception and insight checks.

## Clumsy

**Curse:** This magic item imposes disadvantage with any Dexterity (skill) check including acrobatics, sleight of hand and stealth checks.

## Concentrate...

**Curse:** Any magical effect from this magic item, unless instantaneous, requires concentration to maintain beyond that initial round. If concentration is not maintained for

the duration, or is lost before the effect ends, the magical effect will go out of control. Losing control can result in:

- A summoned or created creature acting as per the *confusion* spell (a roll of 9-10 indicates the creature(s) will behave according to the last legitimate instructions)
- An ongoing area of effect spell moving randomly (roll 1d8 to determine direction, and 1d6 for number of 5 foot squares it moves)

It takes an action and a successful DC 15 saving throw vs INT, WIS or CHA to regain concentration and control.

## Coward

**Curse:** Close combat scares you. You are at disadvantage if you attack while in melee combat (i.e. within 5 feet of an opponent).

## Damage Vulnerability

**Curse:** Select a damage type for this magic item's curse (Force, Necrotic, Poison, Psychic, or Radiant). The user takes double damage from the selected damage type.

## Diseased

**Curse:** This magic item is contaminated with a specific disease of the GM's choice (e.g. Cackle Fever, Sewer Plague or Sight Rot). Possessing the magic item for 24 hours will cause you to become infected with the disease. Even if cured, the infection will reoccur each week so long as you are still in possession of the magic item. You are not contagious and cannot affect others.

## Easily Surprised

**Curse:** At the beginning of each combat, make a DC 15 Wisdom saving throw. Failure indicates you are surprised and you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends.

## Enemy of Fate

**Curse:** The fates have it in for you now. Whenever an opponent rolls a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

## Energy Vulnerability

**Curse:** Select an energy type for this magic item's curse (Acid, Cold, Fire, Lightning, or Thunder). The user takes double damage from the selected energy type.

## Envy

**Curse:** You must always have the best and display your wealth so as to be better than everyone else. Everything you purchase is double the cost (e.g. gilded armor or weapons, gem encrusted weapons, finest silk clothing, the most noble steed, etc....)

## Fatal Attraction

**Curse:** Whenever a ranged weapon attack is made against a target within 10 feet of you, the curse causes you to become the target instead.

## Fear the Reaper

**Curse:** Many previous owners of this magic item have met an untimely death. You get disadvantage on death saves.

## Feedback

**Curse:** Select a damage type for this magic item's curse (Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder). Whenever this item is activated (e.g. charge used, hitting a target), the wielder takes 1 point of the corresponding damage type for every die of the damage type released.

## Fish out of Water

**Curse:** While climbing or swimming, each foot of movement costs 2 extra feet (4 extra feet in difficult terrain).

## Foolish

**Curse:** You get disadvantage on intelligence saving throws.

## Gluttony

**Curse:** You require ten times the rations of a normal person. Failure to consume this amount each day will add one level of exhaustion for each day missed.

## Greed

**Curse:** You have the heart of a dragon and an uncontrollable compulsion to hoard your coins. If given a choice, you will always take your share of treasure in the form of coins. Spending or giving up your coins requires a WIS saving throw as per the following table.

WIS Save DC	Coins to be spent
DC 5	1 cp or more
DC 8	1 sp or more
DC 10	1 gp or more
DC 12	10 gp or more
DC 15	100 gp or more
DC 17	1,000 gp or more
DC 20	10,000 gp or more
DC 25	50,000 gp or more
DC 30	100,000 gp or more

## Healing Resistance

**Curse:** Magical healing may not work for you. You must make a DC 15 CON save for healing magic (potions, spells, etc...) to affect you. You still heal naturally through short and long rests.

## Human Vision

**Curse:** Your eyesight is only as good as a normal human. Any dark vision you possess no longer works while you are cursed by this magic item.

## Inept

**Curse:** You get disadvantage on dexterity saving throws.

## Insanity

**Curse:** Whenever you are required to make a deception, intimidation, performance or persuasion check in a social situation for the first time, make a DC 15 Charisma saving throw due to the stress. Failure indicates you are afflicted with short-term madness and are now subject to a random effect from the Short-Term Madness table for 1d10 minutes. You can make a new saving throw each minute to end the affliction sooner. A *calm emotions* or *lesser restoration* spell will automatically end this occurrence of madness.

### Short-Term Madness

d100	Effect (lasts 1d10 minutes)
01–20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21–30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31–40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41–50	The character begins babbling and is incapable of normal speech or spellcasting.
51–60	The character must use his or her action each round to attack the nearest creature.
61–70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71–75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76–80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81–90	The character is stunned.
91–100	The character falls unconscious.

## Jack of no Trade

**Curse:** You've lost your skills. You no longer apply a proficiency bonus to your skills.

## Jinx

**Curse:** Whenever anyone within 30 feet of you receives the help action, other than yourself, the recipient gets disadvantage instead of advantage. You, of course, continue to gain advantage when others help you. Thus, this curse may be tricky to trace back to you, since another person could provide the help and the disadvantage if within range of you.



## Life Drain

**Curse:** You appear gaunt and hallow. This item requires a bit of your life force to function. You take -1 hit point/character level to your hit point maximum while this magic item is in your possession.

## Lust

**Curse:** When interacting socially with a member of society to whom you would naturally be attracted to (e.g. potential love interest, powerful individual), you are at a disadvantage on any opposed ability (skill checks) due to your unnatural attraction and desire to be with them or to impress them.

## Magic School Susceptibility

**Curse:** Select a school of magic for this magic item's curse (Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy or Transmutation). You have disadvantage on saving throws for that specific school of magic.

## Meek

**Curse:** You get disadvantage on charisma saving throws.

## Monster Bait

**Curse:** Select a specific monster type or humanoid subtype. That creature type is aware of your presence if within 120 feet of you, but it does not learn your exact direction or distance.

## Morlock

**Curse:** Your facial features take on the appearance of a humanoid mole. Your ground speed is reduced to 10 feet per round. However, you now have a burrowing speed of 10 feet per round. You can use that speed to move through sand, earth, mud, or ice for however long you as can hold your breath. The tunnel collapses around you, so you cannot bring others with you. You can't burrow through solid rock.

## Mystic Damper

**Curse:** This magic item is stealing some of your mystic might to power its own magical abilities. Your spells receive a -1 to spell save DCs when cast so long as this magic item is in your possession. If you do not have the ability to cast spells, this magic item will not work.

## Mystic Drain

**Curse:** This magic item is stealing some of your mystic might to power its own magical abilities. You lose one spell slot from the highest level spell level you can cast so long as this magic item is in your possession. If you do not have the ability to cast spells, this magic item will not work.

## Patient Zero

**Curse:** This magic item is contaminated with a specific disease of the GM's choice (e.g. Cackle Fever, Sewer Plague or Sight Rot). You become immune to that specific disease. However, anyone you touch can become infected by the disease as per that specific disease's infection rules.

## Phylactery

**Curse:** This magic item is the phylactery of a powerful entity (e.g. celestial, elemental, fey, fiend, or undead). When the phylactery is empty, the curse is dormant. When the entity is banished back inside the phylactery, the magic item becomes sentient. The GM will need to determine the entity's abilities as per the rules for sentient magic items. The entity will attempt to get the owner to do its bidding to achieve its goals, such as being released from the phylactery. This could result in conflicts with or attempts to control the user if they don't comply with the entity's wishes.

## Physical Vulnerability

**Curse:** Select a physical damage type for this magic item's curse (bludgeoning, piercing or slashing). The user is then cursed with the corresponding condition:

- brittle bones – double damage from bludgeoning attacks
- frail organs – double damage from piercing attacks
- profuse bleeder – double damage from slashing attacks

## Predator

**Curse:** If more than one creature is summoned or created at a time from the magic of this item, the stronger creature will prey upon and attack the weaker creature. The weaker creature will flee from the stronger creature and attempt to hide behind a random being in the hope that the stronger creature will attack that being instead, which it will do to go through and reach its target. Assume a stronger creature has the higher hit points. In the event of a tie and both creatures are the same, they will ferociously attack each other until one of them is dead. If either of the creatures is killed, the other one will act as a normally summoned creature again.

## Pride

**Curse:** You pride yourself on your independence. You do not gain advantage if someone uses the help action to assist you.

## Quagmire

**Curse:** Your feet feel as though you are sloshing through thick mud. Your speed is halved when you are in combat, as if moving through difficult terrain. If you are already in difficult terrain, your speed is not reduced further.

### Reckless Defence

**Curse:** You are not as careful as you should be in combat resulting in a -1 to your Armor Class.

### Scaredy Cat

**Curse:** Should someone roll a natural 20 on their save to resist the effects of this magic item, then you must make a DC 15 Wisdom save or become frightened of that super brave and confident opponent instead for up to 5 rounds. A new save is allowed each turn to remove the frightened effect on you. It's possible to be frightened of more than one opponent at a time.

### Shadow Magic

**Curse:** This item was created using shadow magic and needs to be in shadows to function. The magic of the item will only work in dim light or total darkness. Any magic properties will not work in an area of bright light.

### Sickly

**Curse:** You get disadvantage on constitution saving throws.

### Sloth

**Curse:** You require an extra 4 hours of sleep each day to gain the benefits of a long rest. Failure to get this extra rest will add one level of exhaustion for each day missed.

### Slow to Act

**Curse:** Your reflexes betray you and you freeze at the start of combat. You have disadvantage on initiative rolls.

### Slow to React

**Curse:** Opportune moments pass you by. You are unable to take a reaction during combat.

### Submissive

**Curse:** Select a creature type for this magic item's curse. The user of this item has disadvantage on attack rolls against that creature type and on saving throws against their spells and special abilities.

### Sunlight Sensitivity

**Curse:** While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Sunny Days

**Curse:** The magic of the item will only work in bright light. Any magic properties will not work in an area of dim light or total darkness.

### The Shakes

**Curse:** Your hands tremble and need an extra moment to steady. Interacting with an object or feature of the environment will always take an action.

### Thirst

**Curse:** You have an unquenchable thirst. You need to drink two gallons of water per day, or four gallons per day if the weather is hot (a normal person consumes half that in a day). If you drink less water, you automatically suffer one level of exhaustion at the end of the day. If you already have one or more levels of exhaustion, you take two levels instead.

### True Love

**Curse:** The next time you see a creature within 10 minutes after using the magic item for the first time that day, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed.

### Unnatural Aura

**Curse:** You give off bad vibes to those around you. You have disadvantage on animal handling and persuasion checks.

### Weak Will

**Curse:** You get disadvantage on wisdom saving throws.

### Wimpy

**Curse:** You get disadvantage on strength saving throws.

### Withering

**Curse:** Whenever the magic item is used, the owner must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

### Wrath

**Curse:** The first person to strike you in combat will incur your wrath and you must attack that target above all others. This obsession lasts until the target is down or 10 rounds have passed. Once felled, either by you or another, you must use an attack action (melee or ranged) to take one final blow; just to be sure they are down. If you attack any other target while the object of your wrath still lives, your attack will be at disadvantage.

## Example Cursed Magic Items

### Belt of Dwarven Kind (Altered Allegiances)

*Wondrous item, rare (requires attunement)*

While wearing this belt, you gain the following benefits:

- Your Constitution score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with dwarves.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one. If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

- You have advantage on saving throws against poison, and you have resistance against poison damage.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Dwarvish.

**Curse:** This magic item is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing or discarding the magic item fails to end the curse on you. The user's alignment is changed to Lawful Good and they will now worship the Dwarven deity of the forge.

### Broom of Flying (Animated Animosity)

*Wondrous item, uncommon*

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land. You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

**Curse:** Each time the Broom of Flying is first activated, roll a d20, on a natural 1, it will not work. Instead, at the beginning of your next turn, it will animate and gain the stats of a Flying Sword (doing bludgeoning damage).

The Broom of Flying will have a bonus to hit equal to the proficiency bonus and strength bonus of its owner. It will attack its owner for the next 5 rounds, after which, it will cease its attack and de-animate, ready to be used again normally. If it reaches 0 hit points before the 5 rounds is up, it ceases to be animated, but is not destroyed.

The owner can spend an action to do a DC 15 persuasion check (There's a nice dusty floor for you to sweep) or an intimidation check (Bad Broom, Bad!) to regain control of the Broom of Flying and stop its attacks sooner.

The cursed Broom of Flying can be discarded at any time, along with its curse.

### Gauntlets of Ogre Power (Brute)

*Wondrous item, uncommon (requires attunement)*

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

**Curse:** This magic item is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the magic item, keeping it within reach at all times. This cursed Gauntlets of Ogre Power grants advantage with any intimidation check, but imposes disadvantage with any deception, performance or persuasion checks.

### Headband of Intellect (Clueless)

*Wondrous item, uncommon (requires attunement)*

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher.

**Curse:** This magic item is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the magic item, keeping it within reach at all times. This cursed Headband of Intellect imposes disadvantage with any perception and insight checks.

### Pipes of Haunting (Scaredy Cat)

*Wondrous item, uncommon*

You must be proficient with wind instruments to use these pipes. They have 3 charges. You can use an action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these pipes for 24 hours. The pipes regain 1d3 expended charges daily at dawn.

**Curse:** Should someone roll a natural 20 on their save to resist the effects of this magic item, then you must make a DC 15 Wisdom save or become frightened of that super brave and confident opponent instead for up to 5 rounds. A new save is allowed each turn to remove the frightened effect on you. It's possible to be frightened of more than one opponent at a time.

The cursed Pipes of Haunting can be discarded at any time, along with its curse.

### Potion of Giant Strength (Ability Reduction)

*Potion, rarity varies*

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The *potion of frost giant strength* and the *potion of stone giant strength* have the same effect.

Type of Giant	Strength	Rarity
Hill giant	21	Uncommon
Frost/stone giant	23	Rare
Fire giant	25	Rare
Cloud giant	27	Very rare
Storm giant	29	Legendary

**Curse:** Whenever you drink this potion, roll a d6, on a 1 or 2, your Strength score is set to 8 for 1 hour instead of the increased giant strength score. If your strength is already at 8, then there is no effect, and if lower, then this curse is actually a slight benefit as your strength increases to 8.

A cursed Potion of Giant Strength can be discarded or given away at any time before it is drunk.

### Staff of the Python (Concentrate...)

*Staff, uncommon (requires attunement by a cleric, druid, or warlock)*

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you, and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

**Curse:** Once you attune to this cursed magic item, you can only end the attunement if you are targeted by the

remove curse spell or similar magic. Once transformed, the giant constrictor snake requires concentration to maintain control of it beyond that initial round. If concentration is not maintained for the duration, or is lost before the effect ends, the giant constrictor snake will go out of control and you cannot use a bonus action to revert the snake back to staff form. After 5 rounds, the out of control giant constrictor snake will automatically revert to staff form.

Losing control will result in the giant constrictor snake acting as per the *confusion* spell (a roll of 9-10 indicates the giant snake will behave according to the last legitimate instructions).

It takes an action and a successful DC 15 saving throw vs INT, WIS or CHA to regain concentration and control.

### Stone of Good Luck (Jinx)

*Wondrous item, uncommon (requires attunement)*

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

**Curse:** This magic item is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing or discarding the magic item fails to end the curse on you. All that good luck has to come from somewhere. Whenever anyone within 30 feet of you receives the help action, other than yourself, the recipient gets disadvantage instead of advantage. You, of course, continue to gain advantage when others help you.

### Wand of Lightning Bolts (Feedback)

*Wand, rare (requires attunement by a spellcaster)*

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

**Curse:** This magic item is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the magic item, keeping it within reach at all times. Whenever this item is used, the wielder takes 1 point of Lightning damage per dice of damage released. For example, using 2 charges to cast the 4th level version of the spell for 9d6 Lightning damage will also inflict 9 points of lightning damage on the wielder of the wand.

## Existing Cursed Items

If a cursed item has an opposite non-cursed item, the cursed item should look and feel like its opposite until the curse conditions are triggered.

1. **Armor of Vulnerability** (*Physical Vulnerability x2*) – opposite of Armor of Invulnerability
2. **Bag of Devouring** (*Animated Animosity – sort of ...*) – opposite of Bag of Holding
3. **Berserker Axe** (*Berserk, Best Friends Forever*) – kill everything, including friends
4. **Deck of Many Things** (*multiple curses*) – half of deck produces negative effects
5. **Demon Armor** (*Submissive*) – thrall to demons, difficult to resist them
6. **Dust of Sneezing and Choking** () – opposite of Dust of Disappearance
7. **Efreeti Bottle** () – chance of Efreeti attacking you
8. **Horn of Valhalla** () – summoned berserkers attack you if you don't meet horn's criteria
9. **Iron Flask** () – chance of the released creature attacking you after an hour
10. **Oathbow** (*Best Friends Forever*) - must use oathbow to kill enemy, while enemy alive disadvantage to hit with all other weapons
11. **Philter of Love** (*True Love*) - causes you to fall in love with a creature you see
12. **Potion of Poison** () - appears to be a Healing Potion or other beneficial potion
13. **Shield of Missile Attraction** (*Fatal Attraction*) – opposite of Arrow-Catching Shield
14. **Sphere of Annihilation** (*Concentrate...*) - failure on a control attempt could have sphere move towards and affect you instead

## Under development

### TBD

**Curse:** Your While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain),

### TBD

**Curse:** If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw.

On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

Poisoned

A poisoned creature has disadvantage on attack rolls and ability checks.

### TBD

**Curse:** When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The lesser restoration spell can also end the effect on a creature.

## Insanity 2

**Curse:** Whenever you are first take damage in combat make DC 15 Wisdom saving throw. Failure indicates you are afflicted with short-term madness and are now subject to a random effect from the Short-Term Madness table for 1d10 rounds. You can make a new saving throw each round to end the affliction sooner. A calm emotions or lesser restoration spell will automatically end this occurrence of madness.

## Conscience

**Curse:** You have developed a conscience and no longer have the desire to kill another living sentient being (i.e. Intelligence of 3 or more). This includes elementals, dragons, fey, giants and humanoids. Whenever you reduce one of these creature types to 0 hit points with a melee attack, the attack will always knock the creature out. If you find yourself amongst companions known for killing your opponents, you will fail to mention that you have only knocked them out. If a spell caster, you will use spells that are non-lethal in nature. Other monster types can be destroyed by you.

This magic item is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the magic item, keeping it within reach at all times.

Once you attune to this cursed magic item, you can only end the attunement if you are targeted by the remove curse spell or similar magic.

This magic item is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing or discarding the magic item fails to end the curse on you.