

# 18 Cursed Magic Items

CURSED

COPPER  
BEST  
SELLER

Boots of the Swamp, My Little Teacup, The  
Mighty Dagger, That's My Baby and many  
more!



Jeff C. Stevens

# Cursed Magic Items & Trinkets

This work includes descriptions of eighteen cursed items ranging from trinkets to magical weapons and armor. Some are just fun little additions to your campaign, while others could be a hindrance to your adventuring party.

Every once in a while, it's fun to have your adventurers come across a cursed item. Perhaps one is found in a treasure trove, on a rotting body, sitting on a dusty shelf in a merchant's shop, or found lying in the road. Cursed items can add a lot of fun to the adventure, change the character's actions, or foil a plan.

Included: Bag of Not-So Holding, The Gibberish Amulet, Beauty of My Eye, Boots of the Swamp, Sheepskin Boots, The Key to Something, The Magic Magnifier, My Little Teacup, The Hello World Shield, The Happy Shield, Bracers of Gestures, Thieves Can't Armor, The Mighty Dagger, The Slippery Weapon, The Sword of Self-Deprecation, Hold Your Orcs Bow, The Birthday Robe, That's My Baby

by Jeff C. Stevens



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Included in this compendium are several fun cursed items, and a few that are a little more harmful. You may not want to reveal the curse, but rather let the player figure out what is causing them to take damage or act a certain way. The Identify spell does not reveal that an item is cursed.

I've created most of these items with a 'no save' curse. You may add a save if you wish. If you do, I suggest a DC 15 Wisdom save or higher.

I've added my personal thoughts and suggestions in these white boxes.

## Cursed Items

### **Bag of Not-So Holding**

*Wondrous item, uncommon*

*A clever thief had three off these bags created.*

#### ***This bag appears to be a Bag of Holding.***

This bag appears to be a bag of holding and will resemble one if the Identify spell is cast on it. In fact, the bag holds a portal that leads to another location. Anything placed in this bag is instantly teleported to the thief's stronghold and is not retrievable.

Since it is not a true bag of holding, a creature may enter the bag and pass through the portal and be teleported to the thief's stronghold. If a creature does this, the thief will have the statistics of the Assassin found on page 343 of the *5<sup>th</sup> Edition Monster Manual*. Feel free to add other creatures to the mix that are found at the stronghold.

While holding this bag, you are compelled to place all of the treasure the party finds in this bag. In addition, the bag is always in your possession and you will not want to give it away, sell it, or leave it. The curse remains in effect until you are targeted by the remove curse spell or similar magic.

### **The Gibberish Amulet**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

***This is a medium sized gold amulet with an onyx gemstone in the center.***

While attuned to this amulet, you gain a +1 bonus to spell attack rolls.

**Curse:** This amulet is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. You are able to remove the amulet once the curse is lifted.

While wearing this amulet, you are unable to speak clearly to a humanoid of the opposite sex. Your words come out garbled and only somewhat comprehensible. Any verbal spell attacks against a humanoid of the opposite sex are made with disadvantage.

### **Beauty of My Eye Ring**

*Ring, Wondrous item, uncommon*

#### ***A white gold band holding a large opal.***

The ring's size adjusts to fit the wearer.

**Curse:** This ring has to be put on the wearer by another creature. Whoever places the ring on the target's finger appears as the target's dream mate. Anyone else will see the creature in its true form. You will not believe what others tell you about the other creature.

Once donned, this ring may not be removed. The curse remains in effect until you are targeted by the remove curse spell or similar magic. You are able to remove the ring once the curse is lifted.

Mikal had too much ale the night before and was flirting with several women. He wakes the next morning and finds himself resting next to a beautiful woman (said woman placed this ring on Mikal's finger during his stupor). He and she walk downstairs to meet the rest of the party for breakfast. The party watches in awe as Mikal and a wretched creature hold hands and smooch.

### **Boots of the Swamp**

*Wondrous item, uncommon (requires attunement)*

***These well-crafted boots are made from alligator hide and they look very durable and waterproof.***

You gain a +5 bonus to speed while wearing these boots. In addition, difficult terrain doesn't slow your movement when traveling through a swamp. These boots are also waterproof.

**Curse:** These boots are cursed. Attuning to them curses you until you are targeted by the remove curse spell or similar magic. The boots may be removed once the curse is lifted.

These boots emit a horrific stench when they are worn. You are unaware and unaffected by the stench. Any creature that starts its turn within 5 feet of you must succeed on a DC12 Constitution saving throw or be poisoned (disadvantage on attack rolls and ability checks) until the start of its next turn. On a successful saving throw, the creature is immune to the stench for 24 hours.

### **Sheepskin Boots**

*Wondrous item, uncommon (requires attunement)*

**These boots are beautifully crafted from sheepskin and they look extremely cozy and comfortable.**

You gain a +5 bonus to speed while wearing these boots.

**Curse:** These boots are cursed. Attuning to them curses you until you are targeted by the remove curse spell or similar magic. The boots may be removed once the curse is lifted.

Once per day, the first time you make a melee attack, you must succeed on a DC15 Wisdom check. On a success, nothing happens and the boots will not require another save check for the remainder of the day. A failed save results in you becoming frightened for 1d4 turns. During this time, your base speed is halved and you have disadvantage on ability checks and attack rolls.

### **The Birthday Robe**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

**A comfortable deep blue robe made from a thick luxurious material.**

You gain a +1 bonus to AC while wearing this robe. In addition, the robe is waterproof.

**Curse:** This robe is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Whatever you are wearing under

the robe disappears and is lost forever. Only other magical items, spell components, and spellbooks are not affected.

## **Cursed Trinkets**

### **The Key to Something**

*Wondrous item, uncommon*

**Curse:** Whoever touches this key will be cursed. You will believe that this key opens a lock and you will be obsessed with finding the lock that it operates. Anytime you are near a keyhole you will attempt to use the key to see if it operates the lock. You will keep this key in your possession until you find the lock that it operates.

In addition, the key is always in your possession and you will not want to give it away, sell it, or leave it. The curse remains in effect until you are targeted by the remove curse spell or similar magic.

This is one of my favorites! While in a meeting with an important political figure (or whoever) the adventurer feels he must take out his key and try it on all of the locks in the room.

### **The Magic Magnifier**

*Wondrous item, uncommon*

**A six-inch diameter magnifying glass held in a ring of brass attached to a six-inch wooden handle.**

**Curse:** Whoever touches this magnifying glass will be cursed. You will believe that this magnifying glass helps you locate clues and secret passages. Whenever you perform a Perception or Investigation check you will always bring the magnifying glass to your eye. Failure to do so gives you disadvantage on the roll.

In addition, the magnifying glass is always in your possession and you will not want to give it away, sell it, or leave it. The curse remains in effect until you are targeted by the remove curse spell or similar magic.

### **My Little Teacup**

*Wondrous item, rare*

**This is a beautifully crafted pink porcelain teacup with white decorative scroll work along the rim.**

**Curse:** Whoever picks up this teacup is immediately cursed.

You will be adamant that you use your teacup whenever you drink. If the teacup happens to break, you will attempt to fix the teacup and use it to drink. You consider it a very prized possession.

In addition, the teacup is always in your possession and you will not want to give it away, sell it, or leave it. The curse remains in effect until you are targeted by the remove curse spell or similar magic.

Can you imagine the mighty fighter in the party insisting that he pour the water from his flask into his teacup before he drinks? Or going to a tavern and insisting that he use his teacup?

### **That's My Baby**

*Wondrous item, uncommon*

**A polished six-inch long, five-inch diameter egg carved out of lapis lazuli.**



**Curse:** Whoever touches this carved egg must succeed on a DC 18 Wisdom save or be cursed. You believe that this egg holds a great magical creature and that someday, if you give it the care that it needs, it will hatch. You will protect it at all costs. Should you lose possession of the egg, you will spend 1d4 days searching for it. After this time the curse will be lifted.

In addition, the egg is always in your possession and you will not want to give it away, sell it, or leave it. The curse remains in effect until it breaks or you are targeted by the remove curse spell or similar magic – or – until it hatches.

The egg has an AC of 10 and 15 hit points. If the egg is broken, the curse is lifted after 5 rounds.

The egg's value is 200 GP and can be sold after the curse is removed.

## **Cursed Armor**

### **The Hello World Shield**

*Shield (any), uncommon (requires attunement)*

**The face of this shield is adorned with hundreds of stars of various sizes.**

While attuned to this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

**Curse:** This shield is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. You will always have the shield within 20 feet of you. In addition, whenever you make an attack roll with any weapon, you must roll a d20 and apply the below effects.

**1-15:** The shield casts Faerie Fire (DC10) on you and all creatures within a 20-foot radius. The effect lasts for 1 minute. This effect occurs only once per day.

**16-20:** The shield does not cast Faerie Fire and will not attempt to cast the spell until the next day.

### **The Happy Shield**

*Shield (any), uncommon (requires attunement)*  
*(Introduced in **The Throne of Bone** module)*

**A smiling face of any race is engraved into the front of this shield.**

While holding this shield, you gain a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

**Curse:** This shield is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Whenever the holder makes an attack roll with any weapon, they must speak a witty or sarcastic comment or suffer 1D6 necrotic damage – no save.

### **Bracers of Gestures**

*Bracers, uncommon (requires attunement)*

While attuned to these bracers, you gain a +1 bonus to AC.

**Curse:** These bracers are cursed. Attuning to them curses you until you are targeted by the remove curse spell or similar magic. Whenever you speak, your hands constantly move to act out what you are saying.

### **Thieves Can't Armor**

*Armor (any), rare (requires attunement)*

**A faint, yet intricately embossed, face covers the chest plate of this armor. The face's eyes are closed and it wears a faint, peaceful smile. (DM may choose the race of the face).**

While wearing this armor, you gain a +1 bonus to AC.

**Curse:** This armor is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Whenever you make a Stealth or Sleight of Hand check, or if you become invisible, the face in the armor will animate. Its eyes will open wide and it will yell one of the below:

"Hey – look at me!"

"We've got a thief here!"

"Yoohoo!"

Imagine the player's face the first time he tries to Sleight of Hand while wearing this armor!

## **Cursed Weapons**

### **The Mighty Dagger**

*Dagger, rare (requires attunement)*

While attuned to this dagger, you gain a +2 bonus to attack and damage rolls.

**Curse:** This dagger is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. You believe that this is the greatest melee weapon ever created. Melee attacks you make must use this weapon as your primary weapon. You may use a different weapon in your off hand when two-weapon fighting.

### **The Slippery Weapon**

*Melee weapon (any), rare (requires attunement)*

While attuned to this weapon, you gain a +2 bonus to attack and damage rolls. In addition, all critical hits deal one extra damage die of that weapon's damage type.

**Curse:** This weapon is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. When making a melee attack, a natural die roll of 1, 2, or 3 results in a critical miss and the weapon slips from your hands and travels 15 feet in a straight line. You must spend all further actions trying to retrieve the weapon.

**Optional additional result:** Roll a d8 (with 1 being the square in front of you and continuing clockwise) to determine the path of the weapon. The first creature in this line must make a DC12 Dexterity save. On a failed save, the creature takes 1d6+your Strength modifier damage, or no damage on a successful save. If the first creature was successful, the next creature in that line must make a DC12 Dexterity save. Repeat as needed.

### **The Sword of Self-deprecation**

*Sword (any), rare (requires attunement)*

**An expertly crafted sword with hundreds of phrases in many different languages etched into the blade.**

"I'm too fat."

"I'll never be great."

"Nobody likes me."

While attuned to this weapon, you gain a +2 bonus to attack and damage rolls. In addition, on a successful hit, the sword deals an extra 1d6 necrotic damage.

**Curse:** This sword is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Whenever you make a melee attack using this weapon, you must make a self-deprecating comment or suffer 1d4 necrotic damage.

I see a villain using this weapon against your party. Imagine their faces when he's swinging away at them and yelling, "I'm too fat...My dog hates me...I have no friends!"

## ***The Hold Your Orcs Bow***

*Bow (any), rare (requires attunement)*

***A masterfully crafted black walnut bow with deep, rich grains.***

While attuned to this weapon, you gain a +1 bonus to attack and damage rolls.

**Curse:** This weapon is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Attacks made against Goblins, Orcs, and Ogres are made with disadvantage.

**I truly hope you enjoy the contents of this module! Please leave a rating and/or feedback on the DM's Guild. You have no idea how important that is in promoting my work.**

If you have any questions, please email me a [jcorvinsteven@yahoo.com](mailto:jcorvinsteven@yahoo.com).

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