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Sample file





Thank You

Wow—here we are again! This book marks our third Kickstarter project, and we're beyond grateful for the incredible support from this amazing community. From the bottom of our hearts, thank you for helping us bring our wild ideas to life and create books that inspire unforgettable adventures!

To the game masters who craft thrilling narratives and the players who bring those stories to life—this book is for you. Whether it's a sword that hungers for blood, a pendant that whispers forgotten secrets, or a relic that tests your willpower, we hope these cursed curiosities bring excitement, drama, and memorable twists to your campaigns.

Your support means the world to us. It's your passion for storytelling and world-building that keeps us inspired to create. Here's to many more adventures together!

Foreword

Cursed items are more than just hazards; they're pieces of a larger story—tools to create drama, tension, and mystery in your games. They can be the spark that ignites a quest, the consequence of a risky decision, or the temptation that players just can't resist.

This book is filled with **cursed curiosities** designed to inspire both game masters and players. From corrupted weapons and haunted relics to strange trinkets with unpredictable effects, each item is crafted to add intrigue and complexity to your campaigns.

These objects aren't just about penalties or drawbacks, they're opportunities. Opportunities to weave new narratives, create moral dilemmas, and surprise your players with unexpected twists. Whether they're uncovered in an ancient ruin, won in a dangerous gamble, or gifted by a mysterious stranger, we hope these items become unforgettable parts of your stories.

Thank you for trusting us to be part of your adventures!

Sample file

Armors

Armor tells a story. Every dent, scratch, and stain is a reminder of battles fought, victories won, and sacrifices made. But cursed armor sometimes tells a different tale—one of whispered bargains, desperate gambles, and the high cost of power.

These are not ordinary suits of plate and chain. They are relics of tragic heroes, vengeful spirits, and forgotten gods. Some were forged in blood and fire, imbued with protective magic that came at a terrible price. Others were ordinary pieces, twisted and corrupted by forces beyond comprehension.

Wearing cursed armor is more than a physical burden; it's a test of will. Do you dare to don the armor that hums with dark energy? Will you risk the whispers in your mind for the sake of unmatched protection? Or will you seek to break its curse, unraveling the secrets of its origin?

Choose wisely. The weight of cursed armor is more than it's metal and leather; it's the weight of every decision that follows.



Sample file

Armor of Infinite Pockets



Armor of Infinite Pockets

Armor (studded leather), uncommon (requires attunement)

A seemingly ordinary set of leather armor, it is covered in many small, stitched pockets of varying sizes.

While attuned to this armor, you can use the pockets similarly to a Bag of Holding, but only for small items that fit in your hand. Only the attuned wearer can retrieve items—anyone else will find the pockets empty. The pockets are all interconnected, allowing you to retrieve any stored item from any pocket. If the armor's maximum capacity of 500 pounds is reached, attempting to store another item will cause random item(s) to be expelled from a different pocket.

Curse. Each time you fail a Dexterity (Acrobatics) or Strength (Athletics) check, roll a DC 12 Dexterity saving throw:

On a failure, the most valuable nonmagical item (determined by the GM) falls to the ground within 5 feet of you in a random direction (roll a d4: 1 = north, 2 = south, 3 = east, 4 = west).

The attunement to this armor can only be broken with a Remove Curse spell. This is an intentional safeguard put in place by its creator to prevent theft. Removing the curse expels all stored items from the pockets, scattering them chaotically around the wearer.

Armor of Shattered Defenses

Armor (plate), very rare (requires attunement)

Beautifully crafted, this armor glimmers with a supernatural sheen, its surface etched with delicate runes of protection. To the untrained eye, it appears to be a magical artifact of unparalleled craftsmanship, radiating strength and resilience.

You gain a +3 bonus to AC while wearing this armor.

Curse. This armor is cursed, and attuning to it binds the curse to you. While cursed this way, you become vulnerable to all physical damage (magical and nonmagical bludgeoning, piercing, and slashing damage). This vulnerability overrides any resistances or immunities you may have to such damage.

Armor of Shattered Defenses



Sample file

Armor of the Clumsy Knight

Armor (plate), legendary (requires attunement)

An oversized plate armor, gleaming too brightly, with exaggerated pauldrons and gold inlays that appear comically grand. Each step jingles with decorative chains, while its squeaky joints betray its impracticality. More parade piece than war gear, it feels like a walking trophy rather than true protection. However, despite its design, it is enchanted with magic, granting it unique abilities.

While wearing this armor, you have resistance to bludgeoning damage. Additionally, when you roll a natural 20 on an attack roll, you may choose to immediately attempt a second attack as a free action.

Curse. The armor is cursed with profound clumsiness, and attuning to it binds the curse to you. Whenever you roll a 1 or 2 on any attack roll, ability check, or saving throw, you must roll on the **Clumsy Mishap Table** below:

Clumsy Mishap Table (Roll 1d4)

Result	Action
1	**Trip Over Nothing:** You fall prone and drop any items you're holding.
2	**Helmet Twist:** Your helmet spins backward, blinding you until you use an action to fix it.
3	**Weapon Fumble:** Your weapon slips from your hand and lands 15 feet to the east.
4	**Unintentional Dance:** You involuntarily perform a ridiculous dance, granting advantage on all attack rolls against you until the start of your next turn.

The curse cannot be removed through normal means, including Remove Curse. Only a Wish spell can lift it outright. Alternatively, the curse can be broken if you successfully trigger all four mishaps from the table within 30 seconds while fighting a powerful enemy (an enemy with a CR higher than your level).



Armor of the Clumsy Knight

Sample File

Armor of the Laughing Shadows

Armor (leather armor), common (requires attunement)

Dark red and eerily fluid, this leather armor seems to shift subtly in dim light, playing tricks on the eye. The matching jesterlike helmet, with its curling, tattered horns, wears a permanent, eerie grin. Its hollow eye sockets seem to flicker faintly, though with what, it's hard to say. When worn, faint laughter drifts at the edge of hearing, never loud, never clear, just a lingering presence.

While wearing this armor, you have advantage on saving throws against being frightened.

Curse. The armor whispers unsettling jokes and taunts directly into your mind, causing fits of uncontrollable laughter. At the start of each combat encounter, you must succeed on a DC 14 Wisdom saving throw or spend your first turn incapacitated as you double over in laughter.

Additionally, you have disadvantage on Wisdom (Perception) checks as the whispers distract you with poorly timed punchlines.

Until the curse is broken by making at least 10 creatures laugh out loud during a public performance, you are cursed with uncontrollable bursts of laughter at inconvenient moments.

Armor of the Laughing Shadows



Armor of the Silent Scream

Armor (studded leather), rare (requires attunement)

Armor of the Silent Scream is a supple leather armor that appears to be crafted from the hide of a creature unknown, its surface smooth yet unsettlingly cold to the touch. Upon closer inspection, faint, shifting symbols seem to writhe just beneath the surface, as though the armor is alive, watching.

You gain a +1 bonus to AC while wearing this armor.

Curse. This armor is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with Remove Curse or similar magic, you cannot speak above a whisper, as your voice is stolen by the curse. Additionally, you suffer disadvantage on all Charisma-based skill checks.

Armor of the Silent Scream



Sample file