

THE DEVIL'S FOOTLOCKER

A COLLECTION OF CURSED TRINKETS

A LANTERN FUELED BY THE shadows of those it illuminates. A rose that convinces people it is a person. A sticky-fingered tapestry. Use the cursed objects in this collection to keep your players on their toes and inject some chaos into your game. These items are perfect for vexing low-level characters, but can also be scaled up to challenge high-level characters.



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AZURELIGHT LANTERN

Wondrous item, very rare

This iron hooded lantern lacks a fuel reservoir and is only about the size of a pint glass. The lantern emits dim pale-blue light in a 60-foot radius, and does not need fuel to burn and cannot be blown out as long as it is held by a living creature. While holding the lantern you can cast dancing lights as an action.

Curse. The *azurelight lantern* feeds off the shadows of creatures around it. Whenever the lantern illuminates a creature it gains a charge. It cannot gain a second charge from a creature it has already illuminated until dawn of the next day.

When the lantern has more charges than the Strength score of any creatures it illuminates, the lantern animates the shadows of those creatures. Animated **shadows** immediately attack their former bodies. The lantern loses all of its charges when it creates shadows this way.

A creature that loses its shadow to the lantern cannot regain hit points from magic and is vulnerable to necrotic damage. Shadowless creatures do not trigger the lantern's ability to create new shadows. *Lesser restoration* reattaches a shadow to its owner if the two are adjacent to each other. If a creature's shadow is destroyed, only a *remove curse* spell or greater magic can restore it.

The Shadelord's Lantern

A long-forgotten lich once possessed an *azurelight lantern* that he empowered over the course of centuries. You can attune to the *Shadelord's Lantern* to gain access to the following enhancements:

Potent. A *greater restoration* or *wish* spell is required to restore the shadow of a creature whose shadow was animated by this lantern.

Withering Light. Living creatures within

Level Considerations

Since most of these items are “defeated” with *remove curse*, they become mere speed bumps once your players have easy access to that spell. Remember that clerics, warlocks, and wizards gain access to *remove curse* at 5th level; a party without one of those classes will be challenged by the items in this article for longer.

You can easily scale these items for higher-level groups by substituting *remove curse* with *greater restoration* or *wish*. Keep in mind that bards, clerics, and druids get access to *greater restoration* at 9th level. *Wish* is only accessible by 17th-level sorcerers and wizards, and has inherent drawbacks when cast, making it a significant roadblock at any level.

the lantern's illumination gain vulnerability to necrotic damage.

Master of Shadows. While the lantern is lit, shadows obey your command. In addition, shadows lose their daylight weakness ability within the radius of the lantern's light.

Destroying the Lantern. The lantern is normally unbreakable, but can be destroyed while within the radius of *daylight*.

BREATHLESS PIPE

Wondrous item, very rare

This meerschaum pipe has an attractive sepia color and is carved in the shape of a whale. When you smoke from the pipe, its smoke cloys around you unnaturally. While smoking the pipe, and for 1 hour afterward, you do not need to breathe.

Curse. A long-forgotten wizard named Helesia created this prototype breathless pipe—the only one that exists. When a creature smokes the pipe for the first time, Helesia's ghost appears and demands to know if the person smoking her

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pipe knows who she is. A creature that makes a DC 27 Intelligence (Arcana) check recognizes the apparition as Helesia Sefrenos. Helesia resents her lack of legacy and immediately dislikes anyone who does not recognize her.

Helesia can manifest as a ghost within 120 feet of her pipe or anyone who has smoked from her pipe within the last year. When Helesia decides she doesn't like someone, she devotes her existence to tormenting that person. At first, Helesia will not directly harm the target of her ire, but she will use her horrifying visage and possession abilities to hinder that person whenever she finds it amusing to do so. If a creature destroys Helesia's ghost, Helesia reappears within her pipe 1d4 days later. If Helesia already disliked the creature that destroyed her, she ceases her petty harassment and instead makes an all-out attack against the creature the next time it is engaged with a potentially deadly foe.

Remove curse breaks Helesia's link to a creature, preventing Helesia from manifesting near that creature anymore. Helesia's spirit rests when she reads a book of history that contains a reference to her life.

Neither *identify* nor *legend lore* reveal that the pipe is haunted, but the latter reveals the pipe is the greatest creation of an unknown wizard named Helesia Sefrenos.

DICE OF THE DEN LORD

Wondrous item, very rare

This pair of dice is made of ivory and painted with bright-blue pips. When you roll the dice and ask aloud for a specific result, the dice roll that number.

Gambler's Luck (Requires Attunement). When you fail any d20 roll while the *dice of the den lord* are in your possession, you may re-roll the roll but you must use the new result. You cannot use this ability again until you complete a long rest.

Curse. The dice's curse triggers when you use the dice to cheat a game of chance, or when you

use gambler's luck and roll a result that is less than your initial roll.

When the curse triggers, everyone within 60 feet must make a DC 13 Wisdom saving throw. Creatures that fail the saving throw are partially polymorphed—their heads are transformed into the heads of beasts.

Polymorphed creatures cannot speak, and their senses and mental ability scores become those of the animal whose head they now possess. Transformed creatures retain their memories and personalities. The type of animal head each creature gains is determined randomly by rolling on the Random Animal Heads table.

Attuning to the dice reveals the Gambler's Luck power, but does not reveal the curse. Casting *identify* or *legend lore* reveals all of the dice's powers.

RANDOM ANIMAL HEADS

1d12	Head	1d12	Head
1	Rat	7	Bear
2	Boar	8	Weasel
3	Wolf	9	Cat
4	Deer	10	Badger
5	Mastiff	11	Lion
6	Goat	12	Mule

DRACONIC DIORAMA

Wondrous item, rare

This tiny diorama is contained within a cube-shaped box with 5-inch sides. The bottom is lead, and the rest made of transparent crystal. Inside the box there are several trees made of paper and wire, a treasure chest made of clay, and a 1½-inch dragon skeleton. The skeleton stands in a different position each time the box is examined but it does not move while being observed.

While you carry the *diorama*, you have advantage on saving throws against the frightful presence ability of dragons.

A successful DC 13 Intelligence (Arcana or Nature) check reveals the skeleton is an actual

dragon skeleton that has been shrunk to fit inside the box.

Curse. While carrying the diorama, you gain the Flaw: “I must amass more wealth.” As long as you have this flaw, you must succeed on a DC 13 Charisma saving throw to willingly part with the *diorama*, even temporarily.

Phylacteric Diorama

This version of the *draconic diorama* is also the phylactery of a dracolich. By putting a dragon corpse within its phylactery, the dracolich retains some of its sentience while its spirit is within the phylactery.

This diorama is lawful evil, with an Intelligence score of 16, Wisdom of 15, and Charisma of 19. It can speak, read, and write Draconic and can communicate telepathically with any creature that carries it. It has hearing and darkvision out to 120 feet.

The *diorama*’s only goal is come into contact with the corpse of a dragon so that it can become corporeal once again, and the bearer’s Flaw instead becomes “I must claim a dragon’s hoard for myself.”

EMERALD SNAPPER

Wondrous item, rare

Emeralds cover the shell of this turtle-shaped pendant, which hangs by its tail from a silver chain.

Curse. When you pick up the pendant, the turtle immediately bites you for 3 (1d6) piercing damage and latches on. The turtle will not release its grip until you place the pendant around your neck, or cast *remove curse* or greater on it.

When you put on the emerald snapper it immediately weighs you down. While worn, the necklace weighs 30 pounds and you have disadvantage on Strength (Athletics) checks to jump, climb, or swim.

The *pendant* can only be taken off if *remove curse* is cast on it first. If you try to remove it without casting *remove curse*, the turtle bites you, dealing 3 (1d6) piercing damage. If you attempt to lift the necklace off with an object, the turtle bites the object. If the object is nonmagical, it is destroyed.

Ravenous Snapper

If an *emerald snapper* is not activated for centuries, the dark magic that animates it intensifies and the pendant becomes a ravenous snapper.

A ravenous snapper deals 11 (3d6) piercing damage when it bites a creature and its bite will destroy magic items that are not artifacts. When the pendant initially bites a creature and latches on, that creature must succeed on a DC 15 Constitution saving throw or lose 1d4 fingers. If the creature fails the saving throw by 5 or more, it loses its entire hand instead. The hand regrows in 1d4 days, but it is scaled, and with long claws like a turtle’s paw.

LINEN LARCENIST

Cursed art object

This large tapestry portrays a horned devil squatting near a pit filled with treasure.

A creature that starts its turn within sight of the *tapestry* while holding something in its hands must succeed on a DC 13 Dexterity saving throw. On a failed save, the item the creature is holding disappears. Items that disappear this way appear within the tapestry. A creature can make a DC 13 Wisdom (Perception) check to notice that the item is now within the tapestry. The *tapestry* can be destroyed by casting *remove curse* on it.

When the tapestry is destroyed, the treasure held within the pit pours out. The GM can include as much or little treasure in the tapestry as is appropriate. As an example, the tapestry might contain 1,500 cp, 750 sp, 55 gp, 3 gems worth 10 gp each, 4 mundane weapons, and a *scroll of invisibility*.

Grand Larcenists

Some *linen larcenists* are created by night hags, who weave the true name of a horned devil into the tapestry's threads, trapping the devil within. These tapestries are indestructible and have a saving throw DC of 15. In addition, the horned devil can communicate telepathically with any creature that touches the tapestry.

These *tapestries* are useful for keeping dangerous artifacts hidden. Although the horned devil can choose to eject any item within the tapestry's hoard, the spiteful creature will almost never do so. If the head of the night hag that created the tapestry enters the tapestry, the horned devil and the tapestry's hoard are released.



ROSE OF FRIENDSHIP

Cursed art object

This long-stemmed, white rose is stored in a wooden case. The case is latched with a small bronze padlock that has a rose engraved faintly on its surface. The rose is cold, but in every other way seems to be a freshly cut rose.

A creature that picks up the rose barehanded must succeed on a DC 15 Charisma saving throw or gain the Bond: "Rose has always been there for me. She is my oldest friend, I trust her completely, and I will never let our friendship die." Any creature that has this Bond believes that the rose is a real person.

If the rose is destroyed, creatures affected by it believe that Rose was killed. The only way to remove the Bond created by a *rose of friendship* is to cast *remove curse* on the rose.

Using the Rose of Friendship

The *rose of friendship* requires some effort from the GM and a little buy-in from the players. However, if used well, players will be unsure if Rose is a real consciousness or just an enchantment.

If the player whose character is pricked by the rose enjoys role-playing his or her character's flaws, you can probably count on that player to roleplay the Bond with minimal guidance. Encourage the player to create false memories involving Rose, or create Rose's Ideal, Flaw, and Bond and let the player take it from there.

Alternatively, you can choose to roleplay Rose as if she were an NPC, using her to instigate minor party conflicts. She might demand an equal share of the treasure, or need to rest more often than the party might like.