THE

CROOKED ALIBI



50 CURSED ROGUE ITEMS · 2024 FIFTH EDITION

SYNCOPATED GAMES

PREVIEW

ITEM TABLE

Fifty cursed rogue items for the 2024 fifth edition

A latch clicks, a silver mark blooms, and the way out grows quiet.

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CREDITS AND LICENSING

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TENANT'S SPARE KEY

Wondrous Item, Rare (Requires Attunement by a Rogue)

The teeth of this iron key change when it is hidden inside a sleeve. A paper label reads "previous occupant."

While holding the key against a nonmagical lock, you can take a Magic action to learn whether that lock has been unlocked in the last 24 hours. If it has, you also learn how long ago it was last unlocked, to the nearest hour. If a creature unlocked it, you learn whether the creature was Small, Medium, or another size; otherwise, you learn that no creature unlocked it. The key has three uses of this property, and expended uses are restored at dawn.

Curse. Using the key's property curses you. While cursed, subtract 1d4 from Dexterity checks you make with Thieves' Tools to unlock a lock you have previously unlocked. While you aren't cursed by this item, you can voluntarily end your Attunement to it. While cursed by this item, you cannot voluntarily end that Attunement, and the curse persists if Attunement ends another way. *Remove Curse* cast on you ends the curse and your Attunement to this item.



DIVIDED-LIKENESS LOCKET

Wondrous Item, Rare (Requires Attunement by a Rogue)

Two portraits fit beneath the locket's cloudy crystal. Both faces turn away from the clasp.

While holding the open locket, take a Magic action to touch a willing creature of your size, other than yourself, whose face you can see. For 1 hour, you perfectly recall its appearance and your face looks like its face as it appeared when touched. Your body and equipment are unchanged. Touching your face reveals your real features. You have Advantage on Charisma (Deception) checks to impersonate that creature. Using the locket again ends the effect. The locket has three uses of this property, and expended uses are restored at dawn.

Curse. Taking a likeness curses you. While cursed, your reflection shows the face of the last creature whose likeness you took, as it looked when touched. The reflection moves with you and doesn't change your actual appearance. You have Disadvantage on Charisma checks made to establish your true identity with a creature that can see your reflection. While you aren't cursed by this item, you can voluntarily end your Attunement to it. While cursed by this item, you cannot voluntarily end that Attunement, and the curse persists if Attunement ends another way. *Remove Curse* cast on you ends the curse and your Attunement to this item.



GOOSE-DOWN SMUGGLER'S POUCH

Wondrous Item, Rare (Requires Attunement by a Rogue)

The lining of this yellow pouch is soft as down. Something inside gives a muffled peck whenever the drawstring is tightened.

The pouch holds one nonliving object no larger than a 3-inch Cube and weighing no more than 1 pound. While holding the closed pouch with an object inside, you can take a Magic action to conceal its contents. For 8 hours, the pouch appears empty to sight and touch, and its contents can't be removed. You can't activate this property again while the effect lasts. You can take a Magic action while holding it to end the effect early. The object becomes accessible when the effect ends. It remains in the pouch and isn't protected from damage; destroying the pouch ends the effect. The pouch has three uses of this property, and expended uses are restored at dawn.

Curse. Concealing an object curses you. While cursed, you have Disadvantage on Dexterity (Sleight of Hand) checks to conceal an object on your person. While you aren't cursed by this item, you can voluntarily end your Attunement to it. While cursed by this item, you cannot voluntarily end that Attunement, and the curse persists if Attunement ends another way. *Remove Curse* cast on you ends the curse and your Attunement to this item.



COLD-SUPPER BUTTON

Wondrous Item, Uncommon (Requires Attunement by a Rogue)

A pewter button shows a plate under a domed cover. It is cool even against warm skin.

While wearing the button, when you finish a Short Rest during which you shared a meal with another creature, you can choose one creature that shared the meal. For 1 hour, you have Advantage on Wisdom (Insight) and Charisma (Persuasion) checks directed at that creature. The button has three uses of this property, and expended uses are restored at dawn.

Curse. Choosing a creature with the button curses you. While cursed, you have Disadvantage on Wisdom (Perception) checks while eating or drinking and for 10 minutes afterward. While you aren't cursed by this item, you can voluntarily end your Attunement to it. While cursed by this item, you cannot voluntarily end that Attunement, and the curse persists if Attunement ends another way. *Remove Curse* cast on you ends the curse and your Attunement to this item.