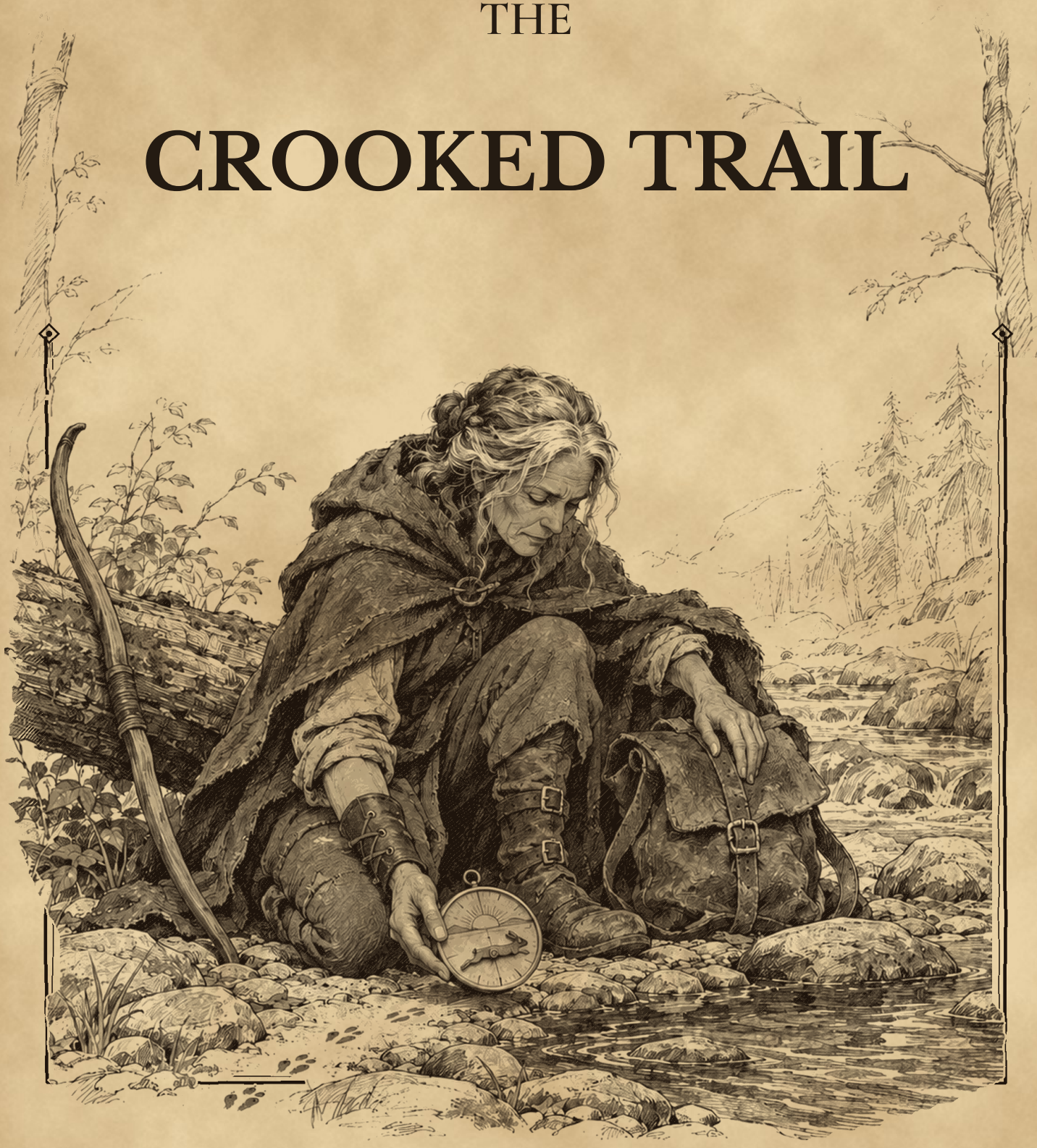
THE

CROOKED TRAIL



50 CURSED RANGER ITEMS · 2024 FIFTH EDITION

SYNCOPATED GAMES

ITEM TABLE

Fifty cursed Ranger items for the 2024 fifth edition

Orange light crawls across a brass hunting dial. A wet stocking leaves a dry footprint. A gray cloak hangs smooth across a full pack.

D100	ITEM	RARITY	BOOK PAGE
01-02	Sunspoor Dial	Uncommon	4
03-04	Ravine Peg	Uncommon	4
05-06	Dreamdrover's Sleeping Cap	Uncommon	5
07-08	Backdriving Arrow Collar	Uncommon	5
09-10	Cellar-Eye Ground Glass	Rare	6
11-12	Two-Brother Tally	Uncommon	6
13-14	Homeward Heel Plates	Uncommon	7
15-16	Questioner's Whittling Knife	Uncommon	7
17-18	Elder's Trail Comb	Uncommon	8
19-20	Deathless Wick Case	Rare	8
21-22	Dryprint Stockings	Uncommon	9
23-24	Miner's Listening Kneepad	Uncommon	9
25-26	Branch-Bender's Cord	Uncommon	10
27-28	Appraiser's Seed Purse	Uncommon	10
29-30	Shoulder-Swap Baldric	Uncommon	11
31-32	Far-Sister Ribbon	Uncommon	11
33-34	Borrower's Pack Yoke	Uncommon	12
35-36	Camp-Parley Salt Cellar	Uncommon	12
37-38	Smoke-Swallowing Ruff	Uncommon	13
39-40	Reed-Heart Field Flask	Uncommon	13
41-42	Present-Path Dividers	Uncommon	14
43-44	Silver Watchman's Tooth	Uncommon	14
45-46	Condemned Archer's Fingerstall	Rare	15
47-48	Underhide Surveyor's Awl	Uncommon	15
49-50	Lost Child's Acorn Bell	Uncommon	16
51-52	Comrade's Hauling Belt	Uncommon	16

ITEM TABLE

D100	ITEM	RARITY	BOOK PAGE
53-54	Last-Inch Measuring Chain	Rare	17
55-56	Quiet-Mile Pace Beads	Uncommon	17
57-58	Pilgrim's Bread Board	Uncommon	18
59-60	Aunt's Stout Tent Peg	Uncommon	18
61-62	Smooth-Shouldered Cloak	Uncommon	19
63-64	Woodcraft Speaker's Whistle	Uncommon	19
65-66	Approach-Warden's Horseshoe	Uncommon	20
67-68	Stiff-Breath Gorget	Rare	20
69-70	Old Summer's Pollen Tin	Uncommon	21
71-72	Misfortune Fletching Pouch	Rare	21
73-74	Good-Name Bark Tag	Uncommon	22
75-76	Burden-Reader's Carrying Hook	Uncommon	22
77-78	Gallows-Branch Bow Tassel	Rare	23
79-80	Sweet-Counsel Honey Pot	Uncommon	23
81-82	Guest-Reader's Mud Bowl	Uncommon	24
83-84	Hunt-Captain's Red Pennon	Rare	24
85-86	Ballad-Keeper's Arrow Tube	Uncommon	25
87-88	Narrow-Escape Boot Buckle	Rare	25
89-90	Circling Hunt Spindle	Very Rare	26
91-92	Self-Praising Horn	Uncommon	26
93-94	Hungry Hound's Feed Spoon	Rare	27
95-96	Shrinefinder's Thorn Crown	Rare	27
97-98	Still-Chorus Bird Cage	Very Rare	28
99-100	Meeting-Purse Pathfinder's Token	Rare	28

CREDITS AND LICENSING

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SUNSPOOR DIAL

Wondrous Item, Uncommon (Requires Attunement by a Ranger)

A flat brass dial has a sunset scratched across its face and a bent needle shaped like a running hare.



While holding the dial, when a creature affected by your Hunter's Mark moves while within 120 feet of you, each space it leaves bears an orange footprint for 6 seconds, including underwater. The prints show its direction of travel and are visible only to you, even in Darkness, when you have an unobstructed view of them. They shed no light. Teleportation leaves prints only at departure and arrival. Prints already created remain visible for their duration if you stow the dial.

Curse. Seeing one of the dial's magical prints curses you. While cursed, your movement leaves the same prints for 6 seconds, visible to every creature with an unobstructed view, even in Darkness. They show your direction and most recent position, including while you are Invisible, and appear even when you aren't carrying the dial. You cannot voluntarily end Attunement. Remove Curse ends the curse on you and your Attunement.



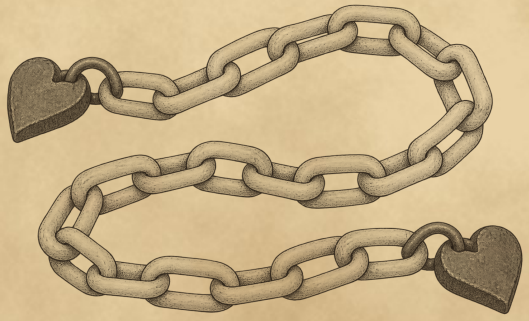
MINER'S LISTENING KNEEPAD

Wondrous Item, Uncommon (Requires Attunement by a Ranger)

An iron cup fits over one knee. Loose gravel rattles inside its sealed rim.

As a Magic action while kneeling on natural ground, listen through the kneepad. You learn how many Medium or larger creatures are moving along the same continuous ground within 30 feet, including burrowing creatures. You learn no locations or identities. Creatures motionless throughout the action are excluded. Once used, this property is unavailable until the next dawn.

Curse. Hearing a creature through the kneepad curses you. While cursed, standing from the Prone condition costs movement equal to your Speed. You cannot voluntarily end Attunement. Remove Curse ends the curse on you and your Attunement.



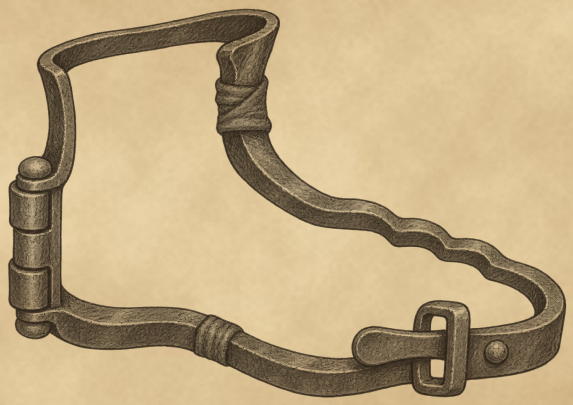
LAST-INCH MEASURING CHAIN

Wondrous Item, Rare (Requires Attunement by a Ranger)

A short surveying chain has white bone links and a small iron heart at each end.

When a creature you can see within 30 feet fails a Death Saving Throw, you can take a Reaction while holding the chain to turn that failed save into a successful save. A roll of 1 becomes one success, and the creature gains no failures from that roll. Once used, this property is unavailable until the next dawn.

Curse. Changing the save curses you. While cursed, each time you regain Hit Points while you have 0 Hit Points, subtract your Proficiency Bonus from the amount regained, to a minimum of 1 Hit Point regained. You cannot voluntarily end Attunement. Remove Curse ends the curse on you and your Attunement.



NARROW-ESCAPE BOOT BUCKLE

Wondrous Item, Rare (Requires Attunement by a Ranger)

A small iron boot buckle has a hinge that closes around an empty space shaped like a foot.

When a creature hits you with an Opportunity Attack while you wear the buckle, you can take a Reaction to become Small until the end of the current turn, if you are Medium. Your equipment changes size with you. The triggering attack resolves normally. This change can let you pass through smaller spaces during your remaining movement. Once used, this property is unavailable until the next dawn.

Curse. Changing size curses you. While cursed, your carrying capacity is halved. You cannot voluntarily end Attunement. Remove Curse ends the curse on you and your Attunement.