

# BAROVIAN THINGS

BY OLIVER DARKSHIRE

ITEMS. BUT SPOOKY. AND SAD.



Designer: Oliver Darkshire  
Art: Fonts and graphics licensed through Adobe, Creative Market, GraphicRiver and privately, with particular thanks to A-Ravlik, via graphicriver extended commercial licensing.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast. ©2020 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK



**WELCOME**  
the name's bildrath  
i sell items and stuff  
yea some are a bit used  
no traders come this way, see  
no refunds. sold as seen.

BAROVIAN ITEMS is a bit of an unusual book of objects for D&D 5e. Designed for the Ravenloft campaign book *Curse of Strahd*, it replaces the generic item stocklists in Barovian stores, such as Bildrath's Mercantile, providing instead a catalogue of strange, mundane and plot-adjacent items that you might actually expect to find in Barovia.

These items are not particularly magical or powerful (though some of them certainly have peculiar abilities). Instead, I've done my best to tie items into plot threads around Barovia, whilst also providing a little grim humour to fit the tone of the setting as I see it.

The items are priced in Platinum (not always present), Gold, Silver and Copper coins respectively.

An item card for 'Ugly Boots'. The card has a brown, parchment-like background with a decorative border. At the top, the title 'UGLY BOOTS' is written in a bold, black, serif font. Below the title is an illustration of a pair of dark brown, sturdy-looking boots with laces. At the bottom of the card, there is a text box containing the item's description and a note. Below the text box are three small icons representing the item's price: a gold coin for 4g, a silver coin for 5s, and a copper coin for 2c.

**UGLY BOOTS**

Ugly Boots are impervious to water damage, don't leak, and are very comfy. If you die, a Barovian peasant will likely try to steal them from your corpse.

*A pair of sturdy boots can last a Barovian peasant their entire life. This may be due to the hardness of the boots, or the short life expectancy of Barovians.*

4g 5s 2c

# ARGYNIAN PLATE

HALF PLATE



In the moonlight, the armor glows very faintly with white light, depicting the engraved pattern of a silver dragon in flight along hidden grooves.

*Flesh decays and bones gather dust,  
but steel remembers the oath.*

9<sub>p</sub> 3<sub>g</sub> 8<sub>s</sub> 8<sub>c</sub>

# BAD MUSHROOMS



Consuming these mushrooms causes you to have terrible, meaningful nightmares.

*They taste bad. And do bad things to you.  
Bad mushrooms.*

0<sub>p</sub> 1<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

## BALINOK HORN



Blowing this horn produces a distinctive groaning cry that can be heard up to 100 feet away, and distresses animals.

*This horn was carved from the horn of a mountain goat. The noise it makes almost sounds like a name... "Sangzor"?*

0<sub>p</sub> 0<sub>g</sub> 7<sub>s</sub> 3<sub>c</sub>

## BLACK SILVER



3 lb of silver which can be forged into equipment, though there may be unanticipated side effects.

*Ordinary silver can be used to make potent weapons against the dead. This oily dark silver, however, doesn't fill you with confidence.*

0<sub>p</sub> 0<sub>g</sub> 0<sub>s</sub> 3<sub>c</sub>

# BLESSED VIAL

HOLY WATER

HOLY SYMBOL



A cleric or paladin can use a holy symbol as a spellcasting focus.

*Saint Markovia is a local legend that still strikes fear into creatures of darkness. When you hold the vial, you fancy you can feel her presence, like an unspoken prayer fluttering in your heart.*

1p 3g 0s 0c

# BLIGHTSEED

DRUIDIC FOCUS



A druid can use Blightseed as a spellcasting focus.

*The seeds in this bag rustle with aboreal unrest. They wish to be sown.*

4p 2g 0s 0c

# BLOODRIVER QUIVER

QUIVER



*This quiver was crafted from the skin of a rather unpleasant beast, which retains the power to communicate with you through emotions when you touch it. It has perfected (over the many years of indignity) about 50 different flavours of impotent rage.*

1p

8g

2s

0c

# BOX OF ROCKS



There are 5d20 fist sized rocks inside this crate.

*This is a box, inside which rocks have been placed.  
There's a certain elegance to its simplicity.*

0p

0g

2s

1c

## CHAMELEON RING



This ring turns invisible when you put it on.

*In a world where people will kill you for your boots, discreet jewellery holds special value.*

0<sub>p</sub> 9<sub>g</sub> 0<sub>s</sub> 2<sub>c</sub>

## CRACKED STONE

ARCANE FOCUS



When you use this focus to cast a spell, there is a 1 in 20 chance that the focus sends the spell haywire, triggering a wild magic surge and dealing 1d4 force damage to you

*Dangerous is just another way to say "has a lot of potential"*

0<sub>p</sub> 0<sub>g</sub> 0<sub>s</sub> 8<sub>c</sub>

## CROOKED TEETH



These teeth are considered a valid material component for the *augury* spell.

*There are good faeries, and there are bad faeries. Most would agree that the kind of fairy who bribes children for their teeth falls into the latter camp, but Barovia is a place of orthodontal nuance.*

O<sub>g</sub>

2<sub>s</sub>

2<sub>c</sub>

## CRUMBLING SKULL



*This skull is said to have belonged to the architect of Castle Ravenloft. It attracts an unusual number of ravens, which like to perch atop it and give you disapproving stares.*

O<sub>p</sub>

1<sub>g</sub>

O<sub>s</sub>

O<sub>c</sub>



## DEAD HERRING



Studying this skeleton for 1 hour allows an enterprising spellcaster to use the *find familiar* spell to summon an undead **quipper** familiar that swims through air as if it were water.

*According to the shopkeeper, this unnatural looking fish was hooked by an angler near Lake Balinok.*

0<sub>p</sub> 2<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

## DECADENT BRACER



Whilst wearing this bracer, you can understand Infernal. There's a note inside the little finger that reads "*reminder: book club, dusk, the Wachterhaus*".

*No-one who speaks to a devil walks away untainted.*

8<sub>p</sub> 7<sub>g</sub> 9<sub>s</sub> 0<sub>c</sub>

# DISCARDED ORB

ORB



*Sometimes you catch a glimpse of someone pale and interesting looking back at you from the glass.  
The bloody scarf belonged to the last owner.*

9<sub>p</sub> 7<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

# DISTRACTION

SMOKE BOMB



*Barovian children are taught at a young age the simplest truth of life in their blighted land - never go anywhere without an exit strategy.*

7<sub>p</sub> 0<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

## DULL AMBER



This shard of amber pulses with malign intelligence. It may offer you secrets.

*Amber is a renowned sympathetic spellcasting component for enchantments of imprisonment and binding.*

1g

3s

3c

## EMBER

LONGSWORD



This sword snaps when it scores a critical hit, and explodes as per a *fireball* spell [DC15].

*This once magical sword was snapped in two. Some well-meaning but overly ambitious artificer has attempted to mend it with string.*

0p

0g

1s

3c

## EXPLODING PINE CONE



As an action, a character can throw the pine cone at a point up to 60 feet away. Each creature within 20 feet of an exploding pine cone must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

*The architect of an exploding pine cone is unlikely to be a stable personality.*

6<sub>p</sub> 2<sub>g</sub> 2<sub>s</sub> 0<sub>c</sub>

## FANCY BOOTS



These fancy boots increase your movement speed by 10 feet. They jingle slightly when you take a step.

*These were found on the body of a bard who was caught spreading seditious rumour against the count. They should make you run faster. Not fast enough, clearly, but faster.*

8<sub>g</sub> 9<sub>s</sub> 3<sub>c</sub>

## FERAL PUMPKIN



A feral pumpkin has the statistics of an awakened shrub. It can be bonded as a familiar, or trained as a ranger companion.

*Pumpkins grown near the Balinok mountains often develop carnivorous tendencies, but with training they can become loyal pets and ferocious guardians.*

7g 2s 0c

## GRAPPLING HOOK



This hook is attached to 90 feet of rope. Near the base of the hook, someone has scratched *Property of Rudolph van Richten*.

*Some people are too cool for stairs.*

0p 0g 8s 0c

## HEAVY ANVIL



This anvil weighs 500 pounds.  
It comes with a free smithing hammer.

*This is a heavy and highly impractical adventuring asset. Why anyone would buy this, I don't know. Perhaps you do.*

9<sub>p</sub> 7<sub>g</sub> 5<sub>s</sub> 6<sub>c</sub>

## HEIRLOOM BLADE



This blade is so blunt that it functions as a  
**club** instead.

*With age comes perspective, wisdom, and  
(very occasionally) a streamlining of purpose.*

0<sub>p</sub> 0<sub>g</sub> 7<sub>s</sub> 0<sub>c</sub>

## ICON OF SPRING



Touching this stone briefly conjures the smell of flowers inside the mind of the bearer.

*A reminder that all winters must someday end.*



## INERT RING



*This ring of cheap metal is studded with a dark green gemstone. Something about it gives you pause, as if the stone has a deeper truth to it - a faint and distant warmth hidden in its core.*



## JANKY CROSSBOW



This weapon has the statistics of a light crossbow, but deals 1d10 damage instead. On a critical hit, this weapon breaks in two.

*The person who made this clearly had a vague idea how crossbows work, but it seems they improvised in more than a few places. It fires bolts with impressive force, but the ominous creaking as it does so gives you room for pause.*

5g 0s 2c

## JAR OF EYES



The eyes attempt to signal frantically whenever they are within 100 feet of an invisible or ethereal creature.

*A ghastly selection of eyes floating in a teal liquid. Sometimes they move about of their own accord, as if trying to warn you about something.*

5g 9s 2c



# KHAZAN'S BRACELET



This bracelet grants the bearer resistance to lightning damage.

*This band is marked with runes reading "Khazan" on the underside. It might be an expletive.*

9<sub>p</sub> 5<sub>g</sub> 1<sub>s</sub> 1<sub>c</sub>

# LABYRINTH

## HANDAXE



This axe has been inscribed with a mazelike pattern which almost resembles a vast network of interlocking tombs. Perhaps there is more to it than meets the eye.

*Never trust a map if you don't know who wrote it.*

0<sub>p</sub> 5<sub>g</sub> 2<sub>s</sub> 2<sub>c</sub>

## LILAC DOUBLET



While wearing this doublet, you can use a bonus action to make it gently sparkle.

*A courageous colour for a bold soul.*

0<sub>p</sub> 0<sub>g</sub> 7<sub>s</sub> 0<sub>c</sub>

## LIVING EYE



This eyeball retains the fleshy (and rather wet) texture of a living eyeball. When placed on the floor, it slowly wriggles to an unknown destination.

*Enchanted for some fell purpose, this eye is determined to get back to its rightful owner.*

1<sub>p</sub> 5<sub>g</sub> 2<sub>s</sub> 0<sub>c</sub>

## LUCKY BOX



Sometimes, when this box is opened, you find trinkets inside it. It may be a monster in disguise.

*The mists of Barovia ebb and flow like an invisible sea, carrying castaways into the unknown and discarding flotsam in their wake.*

8<sub>p</sub> 0<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

## LOGSPLITTER

BATTLEAXE



*Trees have thoughts and personalities, just like we do. They recognize things old enemies from the past, and grant them names in the tongue of scarred bark and twisting root, names of fear and hatred.*

0<sub>p</sub> 7<sub>g</sub> 0<sub>s</sub> 7<sub>c</sub>

# MAGPIE

## DAGGER



*Barovia is a land of ravens.  
What happened to the other birds?  
Rumour has it they shed their colours in grief at the  
death of Ravenovia, and took on mourning colours  
which they wear to this day.*

0<sub>p</sub> 2<sub>g</sub> 7<sub>s</sub> 0<sub>c</sub>

# MALODOROUS TUNIC



*This tunic reeks of something unholy, and  
creatures relying on a keen sense of smell are  
unable to discern the bearer from a particularly  
pungent corpse.*

*Barovians bathe only when strictly necessary.  
You never know what might be in the water.*

0<sub>p</sub> 0<sub>g</sub> 1<sub>s</sub> 3<sub>c</sub>

# MANDRAKE



The mandrake comes bedded in a small plant pot full of earth. If removed from the pot it screams, unleashing a *power word kill* spell at the nearest living humanoid creature within 10 feet, then dies.

*Well, it's not quite a plant, and it's not quite an animal. It screams all the time, though, which makes it rather relatable.*

9g

3s

3c

# MARINA'S TEARS

HOLY WATER



Whilst holding this vial of water, you can use an action to cast the *light* cantrip on it. Wisdom is your spellcasting ability for this spell.

*Water from the Luna river, which wends a grief-stricken path through the eastern swamplands.*

4p

2g

0s

0c

## ORNATE PENDANT



This pendant must have belonged to someone important once. Perhaps if they are still alive, they would part with a great sum of money for it.

*This pendant set with dark amber is monogrammed with a fancy W on the rear.*

0<sub>p</sub> 5<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

## PIDLWICK'S BELLS

INSTRUMENT



This tiny rod was made to fit the hand of a halfling, or a small child. It contains hidden bells that jangle when you wave it.

*The name 'Pidlwick' is engraved on the haft.  
Hidden bells jangle when you wave it.*

3<sub>p</sub> 0<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

## RED CARBUNCLE RING



This ring glows with dim red light in a 5 foot radius when worn by any creature suffering from a disease.

*Carbuncles are typically characterised by red and painful swelling, which makes it a rather unattractive name for a precious stone.*

Op 8g 1s 0c

## RITUAL OF LIFE

SPELL SCROLL



This is a spell scroll of *raise dead*. It is fashioned as a prayer to the Morninglord.

*The sun sets only at the appointed time.  
You are not yet given leave to die.  
Awaken.*

Op 2g 7s 0c

## SCRATCHED SHIELD



This shield grants a +3 bonus to your armor class (instead of its usual +2) against any attack made with claws or teeth.

*This shield looks like a wolf got to it.  
You have to hope it was a wolf, because the alternative is worrisome.*



## SKULL COIN



*This coin is minted from a dark, umbral silver. On the back the word "Exethanter" is marked, as if scratched by a sharp claw.*





# SKULL FACED CADUCEUS

WAND



This wand has been 'upgraded' by the addition of a horned skull, strapped to it with cord. It may frighten children, if you wave it ferociously.

*Necromancy is as much a performance art as a science.*

0<sub>p</sub> 2<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

# SKULLFACE SHIELD



This shield grants the bearer advantage on Charisma (Intimidation) checks. If a creature scores a critical hit against you whilst you are wearing it, the skull shatters and it becomes a normal shield.

*A skull and a shield, all in one package.  
Just like your mother always wanted for you.*

7<sub>g</sub> 5<sub>s</sub> 6<sub>c</sub>

## SLEEPYTIME TINCTURE



A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

*This should probably have a warning label.*

0<sub>p</sub> 7<sub>g</sub> 2<sub>s</sub> 0<sub>c</sub>

## SPIKED WRISTGUARD



Any damage you deal with an unarmed strike can deal piercing damage instead of bludgeoning damage at your discretion.

*If you're not going to fight fair,  
you'd best make sure you win.*

1<sub>p</sub> 2<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

## SPIKED MACE



Proficiency with a mace allows you to add your proficiency bonus to the attack roll for any attack you make with it. You can have fun with it either way, though.

*If you plan to walk home at night in Barovia, it's expected that you bring a mace.*

9g

7s

9c

## STAKE MALLET



This wooden hammer is expertly designed for driving stakes into the ground. Or into other things.

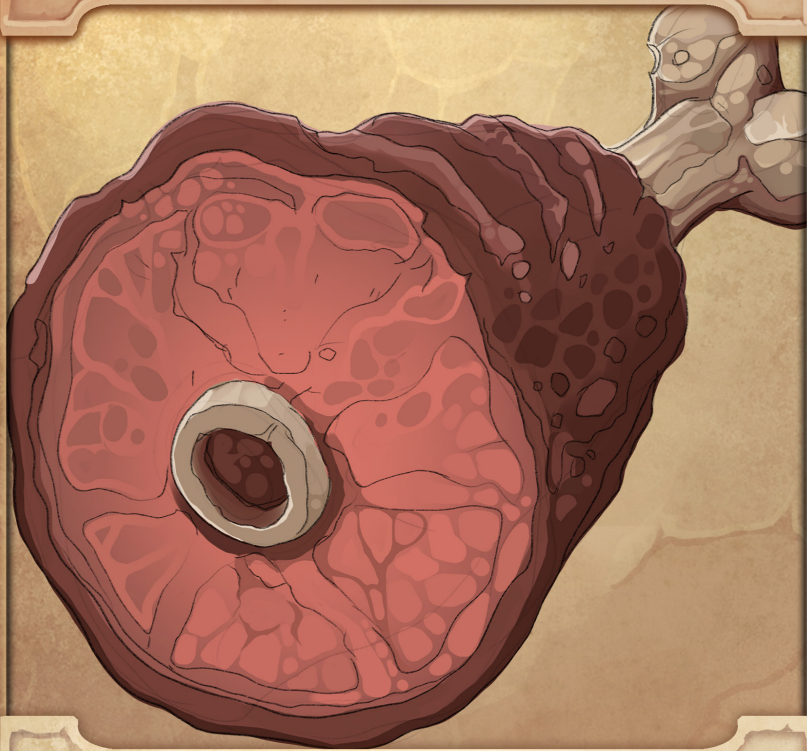
*Sometimes it's not about simply having the right gear. It's about doing your work in style.*

3g

1s

3c

## SUSPICIOUS MEAT



This meat is particularly attractive to necrophages such as ghouls, who will eagerly chase after it and devour it.

*Everyone loves meat.  
Good for the body, good for the soul.  
Does it even matter where it came from?*

0g

2s

8c

## SVALICH LOG



This is a sturdy log. It could be used as a seat, or for throwing. Maybe burning.

*Everyone knows not to go logging in the svalich woods.  
The trees have long memories, and longer claws.*

0p

0g

0s

3c

## SVALICH MASK



When you wear this mask, you are invisible to plant creatures.

*If a tree falls in the forest, and no-one is around to hear it, can anyone hear you scream?*

0<sub>p</sub> 3<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

## THE DEEDS



*This contract gives the bearer sole ownership of a townhouse in the village of Vallaki, in perpetuity. It stands to be quite valuable, in theory, which leads you to wonder why people would pass the deeds around rather than living in it.*

0<sub>p</sub> 5<sub>g</sub> 0<sub>s</sub> 0<sub>c</sub>

## THE RED POTION



*The Vistani are said to have many ways of traversing the sinister mists that surround Barovia.*

*This potion is (allegedly) one of them.*

2g

3s

2c

## UGLY BOOTS



Ugly Boots are impervious to water damage, don't leak, and are very comfy. If you die, a Barovian peasant will likely try to steal them from your corpse.

*A pair of sturdy boots can last a Barovian peasant their entire life. This may be due to the hardiness of the boots, or the short life expectancy of Barovians.*

4g

5s

2c

## WITCH'S SPELLBOOK



This book has the following Wizard spells inscribed: *ray of sickness, sleep, Tasha's hideous laughter, alter self, invisibility*

*This raggedy old spellbook smells of musty cats, waking up at 3am, and the faint suspicion that your goats have escaped.*

8g

0s

0c

## WOLF'S HEAD ROD

ROD



The blue glass eyes in this rod glow when you come within 10 feet of a wolf or a werewolf.

*Grandma, what big eyes you have.*

9p

6g

0s

2c

## WONKY BROOM



This broom is not a *broom of flying*. Not until someone says the magic word, anyway.

*This broom is weathered and wizened, as if someone had been frequently using it outdoors. Furthermore, that same person attached a travelling satchel to it, which makes very little sense for a cleaning implement. Unless...*

7g 5s 1c

## YRRGARIAN SHARD

HANDAXE



When you touch the haft of this axe, you feel the amber stone set in the blade calling silently to a secret deep in the mountains.

*Occasionally it blinks. Or winks. Both are equally unsettling, and there's no way to tell them apart.*

0p 7g 0s 7c



# IF YOU LIKED THIS YOU MAY LIKE...

