

# CLOAK OF PROTECTION

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Wondrous item, uncommon (requires attunement)*

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# ICON OF RAVENLOFT

*Curse of Strahd™*

The Icon of Ravenloft is a 12-inch-tall statuette made of the purest silver.  
It depicts a cleric kneeling in supplication.  
Reference the adventure for this item's description.  
*Wondrous item, legendary (requires attunement by a creature of good alignment)*

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# MACE OF TERROR

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Weapon (mace), rare (requires attunement)*

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# +2 SHIELD

*Curse of Strahd™*

A shield emblazoned with a stylized silver dragon that is the emblem of the Order of the Silver Dragon. Reference the *Dungeon Master's Guide* for this item's description.

*Armor (shield), rare*

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DM SIGNATURE

# ALCHEMY JUG

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* or this item's description.  
*Wondrous item, uncommon*

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# HELM OF BRILLIANCE

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Wondrous item, very rare (requires attunement)*

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# +1 ROD OF THE PACT KEEPER

*Curse of Strahd™*

This rod is always covered in a thin layer of slippery, foul—smelling slime, whenever it is drawn or picked up, the creature doing so must succeed on a DC 10 Dexterity saving throw or drop it.

Reference the *Dungeon Master's Guide* for this item's description.

Rod, uncommon

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# +1 SHORTSWORD

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* or the *adventure* for this item's description.

*Magic (shortsword), uncommon*

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# SAINT MARKOVIA'S THIGHBONE

*Curse of Strahd™*

The essence of Markovia's saintliness passed partly into her bones as the rest of her body decomposed.

Her remaining thighbone is imbued with power that inflicts grievous injury on the undead.

Reference the *adventure* for this item's description.

*Weapon (mace), rare (requires attunement)*

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# DECK OF ILLUSIONS

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Wondrous item, uncommon*

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DM SIGNATURE

# STAFF OF POWER

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)*

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# LUCK BLADE

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Weapon (sword), legendary (requires attunement)*

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# +2 PLATE ARMOR

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Armor (plate), very rare*

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# BAG OF TRICKS (GREY)

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Wondrous item, uncommon*

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DUNGEON MASTER DCI #

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# RING OF WARMTH

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Ring, uncommon (requires attunement)*

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# +2 GREATSWORD

*Curse of Strahd™*

This greatsword's hilt is sculpted to resemble silver dragon wings and a pommel shaped like a silver dragon's head clutching a black opal between its teeth.

Reference the *Dungeon Master's Guide* for this item's description.

*Magic (greatsword), very rare*

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DM SIGNATURE

# STATUETTE OF ST. MARKOVIA

*Curse of Strahd™*

The golden statuette depicts Saint Markovia  
Reference the adventure for this item's description.

*Wondrous item, uncommon (requires attunement by a creature of good alignment)*

CHARACTER

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DM SIGNATURE

# PIPES OF HAUNTING

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.

*Wondrous item, uncommon*

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# STONE OF GOOD LUCK

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Wondrous item, uncommon (requires attunement)*

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# GULTHIAS STAFF

*Curse of Strahd™*

Made from the branch of a Gulthias tree, a Gulthias staff is a spongy, black length of wood.  
Reference the adventure for this item's description.  
*Staff, rare (requires attunement)*

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# WAND OF SECRETS

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Wand, uncommon*

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# ROBE OF USEFUL ITEMS

*Curse of Strahd™*

This robe has cloth patches of various shapes and colors covering it.  
Reference the *Dungeon Master's Guide* or this adventure for this item's description.  
*Wondrous item, uncommon*

CHARACTER

PLAYER

PLAYER DCI #

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DM SIGNATURE

# SHIELD GUARDIAN AMULET

*Curse of Strahd™*

A gold amulet shaped like an upside-down V.  
Reference the *Monster Manual* or this adventure for this item's description.  
*Wondrous item, rare (requires attunement)*

CHARACTER

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DM SIGNATURE

# STAFF OF FROST

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)*

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# TOME OF UNDERSTANDING

*Curse of Strahd™*

Reference the *Dungeon Master's Guide* for this item's description.  
*Wondrous item, very rare*

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DM SIGNATURE

# EWER

*Curse of Strahd™*

Any poisonous liquid poured into the ewer is instantly transformed into an equal amount of sweet wine.  
Reference the adventure for this item's description.  
*Wondrous item, very rare*

CHARACTER

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DM SIGNATURE

# BLOOD SPEAR OF KAVAN

*Curse of Strahd™*

Reference the adventure for this item's description.  
*Weapon (spear), uncommon (requires attunement)*

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# HOLY SYMBOL OF RAVENKIND

*Lost Mine of Phandelver™*

The holy symbol is a platinum amulet shaped like the sun, with a large crystal embedded in its center.  
Reference the adventure for this item's description.

*Wondrous item, legendary (requires attunement by a cleric or paladin of good alignment)*

CHARACTER

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# SUNSWORD

*Lost Mine of Phandelver™*

The Sunsword has a platinum hilt and guard, it once had a thin crystal blade as strong as steel, which has long since been destroyed. It has, however, gained the properties of a sun blade.

Reference the adventure for this item's description.

*Weapon (longsword), legendary (requires attunement)*

CHARACTER

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DM SIGNATURE

# VOID

CHARACTER

PLAYER

PLAYER DCI #

DUNGEON MASTER

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