WHIP OF WARNING

Curse of Strahd*

This whip is fashioned from a length of rotting, thorn-covered vine set into a handle made of an unusual purple wood.

The pommel is a large chunk of unpolished amber with a moving eyeball trapped within.

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

Weapon (whip), uncommon (requires attunement)

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WOLFSKIN CAP (HAT OF DISGUISE)

Curse of Strahd

This thick and fuzzy hat is actually a *hat of disguise*, and looks incredibly comfortable. Reference the *Dungeon Master's Guide or* the adventure for this item's description. *Wondrous item, uncommon (requires attunement)*

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Eyes of Charming

Curse of Strahd*

These glasses sport lenses of brilliant amber with slender slivers of green glass resembling the vertical pupils of a serpent's eyes.

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

Wondrous item, uncommon (requires attunement)

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WIND FAN

Curse of Strahd*

This fan is made of thin, brittle parchment glued over sharpened iron tines.

When used, the wind issuing from this fan is bone-chillingly cold and carries the sickly-sweet stench of rotting flesh.

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

Wondrous Item, uncommon

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Boots of Elvenkind

Curse of Strahd

These light boots are made of supple, green leather and accented with dead leaves.

They are constantly covered in muck as if the wearer had been walking through ankle-deep, bloody gore.

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

Wondrous item, uncommon

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CAPE OF THE MOUNTEBANK

Curse of Strahd*

This long cape is made of light-grey silk trimmed in coarse, black fur. Although it is obviously of high quality, it appears tattered and worn. Instead of smoke, a cloud of stale dust is left behind when the wearer disappears.

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

Wondrous item, rare

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RING OF SPELL STORING

Curse of Strahd™

The ring it appears to be a plain gold band, though tarnished and chipped.

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

Ring, rare (requires attunement)

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GLAMOURED STUDDED LEATHER

Curse of Strahd*

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

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WAND OF BINDING

Curse of Strahd*

This wand it made of a piece of amber carved to look like strands of rope entwined around a skeletal hand with the index finger outstretched.

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

Wand, rare, (requires attunement by a spellcaster)

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DRIFTGLOBE

Curse of Strahd*

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

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DAGGER OF VENOM

Curse of Strahd*

This dagger is forged to appear as a knot of vipers, their tails becoming the pointed blade and heads agape forming the hilt and guard.

Reference the adventure for this item's description.

Weapon (dagger), rare

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GEMSTONE NECKLACE

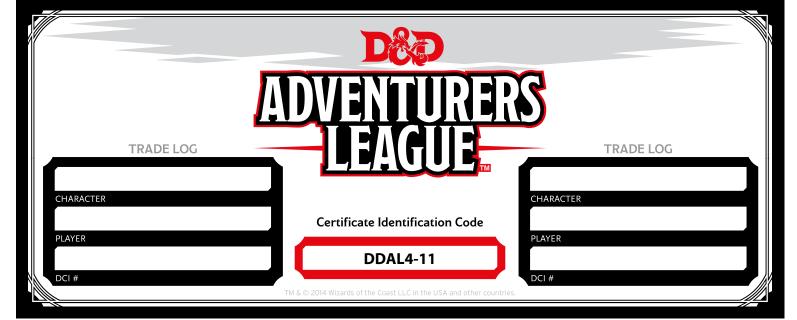
Curse of Strahd*

Reference the adventure for this item's description. *Trinket, common*

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Bonds of Fear (Dimensional Shackles)

Curse of Strahd™

These chains are etched with twisted screaming faces and clouds of fog.

Reference the adventure for this item's description.

Wondrous item, rare

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RING OF ANIMAL INFLUENCE

Curse of Strahd*

This ring is decorated with canid and raptor symbols. The wearer feels predatory urges and desires a diet of fresh meat.

Reference the adventure for this item's description.

Ring, rare

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Bracers of Defense

Curse of Strahd*

These leather bracers are stitched with a symbol of an open hand, bloodlessly pierced through the palm with a heart shaped hole.

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

Wondrous Item, rare (requires attunement)

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