**Cloak of Protection**

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

*Wondrous item, uncommon (requires attunement)*

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**Icon of Ravenloft**

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**

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

*Weapon (mace), rare (requires attunement)*
### +2 Shield

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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### Alchemy Jug

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

**Wondrous item, uncommon**

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### Helm of Brilliance

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)
Deck of Illusions

Curse of Strahd™

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

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)

Luck Blade

Curse of Strahd™

Reference the Dungeon Master’s Guide for this item’s description.
Weapon (sword), legendary (requires attunement)
+2 Plate Armor

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

Bag of Tricks (Grey)

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

Ring of Warmth

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

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PIPES OF HAUNTING

Curse of Strahd

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

Wondrous item, uncommon
Stone of Good Luck

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

Gulthias Staff

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)

Wand of Secrets

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

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**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)

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**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)
**TOME OF UNDERSTANDING**

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

Wondrous item, very rare

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**EWER**

Reference the adventure for this item’s description.

Wondrous item, very rare

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**BLOOD SPEAR OF KAVAN**

Reference the adventure for this item’s description.

Weapon (spear), uncommon (requires attunement)
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)*

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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.

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

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