

# 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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