

BAROVIAN THINGS

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ITEMS. BUT SPOOKY. AND SAD.



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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.



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.



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_p 3_g 8_s 8_c

BAD MUSHROOMS



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

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

0_p 1_g 0_s 0_c

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"?

Op Og 7s 3c

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.

Op Og Os 3c

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.

Op 9g Os 2c

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"

Op Og Os 8c

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_g

2_s

2_c

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_p

1_g

O_s

O_c

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.

Op 2g Os Oc

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.

8p 7g 9s Oc

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_p 7_g 0_s 0_c

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_p 0_g 0_s 0_c

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

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...

7_g

5_s

1_c

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.

0_p

7_g

0_s

7_c

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