



## HOLY SYMBOL OF RAVENKIND

*Requires attunement by a cleric or paladin of good alignment*

A platinum amulet shaped like the sun with a large crystal embedded in the center. When worn during use of Channel Divinity, it erupts in a *Light* spell until the end of your next turn.

**Charges:** 10, regain 1d6+4 at dawn.

**Current Charges**

**Turn Undead (3 charges):** During Turn Undead/Unholy, expend charges to force disadvantage on save.

**Hold Vampires (1 charge):** As action, present symbol to cause it to flare in 30' radius. Any vampires in area must make DC15 Wisdom save or paralyzed 1 minute, save at end of each turn to cancel effect.

**Sunlight (5 charges):** As action, present symbol to make it shed sunlight in 30' radius, dim light another 30'. Lasts 10 minutes or until you cancel it (no action needed).



## ICON OF RAVENLOFT

*Requires attunement by a good creature*

A 12" tall statuette of pure silver, weighing 10 pounds. While within 30' of the icon, a creature is under the effect of *Protection from Evil and Good* against fiends and undead. Only an attuned creature can use the other properties.

**Augury.** Use an action to cast *Augury* with no material components. Cannot use again until next dawn.

**Bane of the Undead.** Use this as a holy symbol to Turn Undead/Unholy; if so, add +2 to the save DC.

**Cure Wounds.** Use an action to heal a creature you can see in 30' for 3d8+3 hit points, unless an undead, construct, or fiend. Cannot use again until next dawn.

## BLOOD SPEAR



*Requires attunement*

A magical spear eternally stained with blood. Its first wielder, Kavan, was a ruthless chieftain of a tribe from the Balinok Mountains, long before Strahd. Although living, he hunted at night and drank the blood of his prey.

*When you reduce a target to 0 hit points using a melee attack with the spear, you gain 2d6 temporary hit points.*

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## GULTHIAS STAFF



*Requires attunement*

A spongy black length of wood that makes beasts visibly uncomfortable within 30'. Staff has 10 charges, recharging 1d6+4 at dusk. Acts as magical quarterstaff.

**Vampiric Strike.** Spend 1 charge upon a hit to heal equal to damage done. Each use causes the staff to ooze red blood, DC12 Wisdom save or short-term madness.

**Blight Bane.** Evil plant creatures and blights are not hostile unless you harm them.

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## ST. MARKOVIA'S THIGHBONE

*Requires attunement*

A relic of a true servant of the Morninglord who challenged Strahd and his minions, it can be wielded as a mace. Against fiends or undead, it deals an extra 2d6 radiant damage, and targets with 25 or fewer hit points must succeed on a DC 15 Wisdom save or be destroyed. Those that save are *frightened* of you until the end of your next turn. If the weapon hits a vampire, it crumbles to dust at the battle's conclusion.

# THE SUNSWORD



*Requires attunement*

A re-forged crystal blade with platinum hilt and guard. The blade glows with a dim blue light that changes to brilliant blue if the sword knows it is within sensory range of a vampire. It is a sentient weapon and if conflicted in alignment or purpose, may challenge the wielder (DMG p216). It is surprisingly light-weighted (3 lbs.) and can be wielded as a *finesse* weapon if proficient in short or long sword.

**Bonding Ritual complete:** +1 magical weapon.

**Fires of Day** (once per long rest, action): Raise blade above head and say “*Lumina zile!*” Creates a 10’ radius globe of daylight centered on you. Any good character can expand the globe by 10’ each round as a bonus action, up to a 60’ globe. If a round passes where the globe is not expanded, it persists in that size for one minute then vanishes.

**Vampire Bane.** Deals 1d6 extra radiant damage to vampires. If the wielder is good-aligned, add another 1d6 bonus damage, and *Fires of Day* is renewed upon a short or long rest.