













attuned to a different element: air, earth, fire, or water.

### **Fiery Sword**

Whether blazing with the holy flame of justice or searing with the black fires of hell, many sorcerers over the years have sought to create blades that burn with magic. When drawn forth, a fiery sword blazes with mystic fire—whether the owner wants it to or not. This flame sheds light like a lantern. The blade grants its wielder +2 on Fighting rolls and damage rolls, or +4 damage against creatures that are specifically vulnerable to fire. Any creature struck by a fiery sword has a chance of catching fire (*SWDE* 88).

### **Hand of Glory**

A hand of glory is made from the left hand of a hanged man, dipped in wax to make a macabre candle. When lit, the fingertips burn with an eerie black flame that blinds the sight of onlookers.

The hand of glory hold the *invisibility* power and 20 Power Points with which to use it. The owner can use Knowledge (Occult) rather than Spellcasting to activate the hand.

### **Hunter's Bow**

Made from the heartwood of a century-old tree felled by a thunderstorm, this “primitive” bow is more powerful than many firearms. In addition to the normal statistics for a hunting bow, this weapon gains Armor Piercing 2. Additionally, its fine craftsmanship grants a +2 bonus on Shooting rolls and damage rolls.

### **Jade Chime**

Carved from green or red jade and inscribed with symbols of peace and healing, this chime’s pleasant tones are painful to the undead. As an action, the holder of the chime can ring it to make a Test of Wills against all undead within a range of 10”. An undead creature that fails this test reveals its true nature (by flinching, screaming, or

changing back into its true form) in addition to any other effects of failure. The wielder uses Spirit for this Test of Wills, opposed by Spirit. If the chime is struck more than once in an hour, it shatters.

### **Knife of Time**

This dagger’s crystal blade seems to be filled with sand. When wielded in a life-threatening situation, it grants its owner superlative speed—almost as though time was standing still for him. The knife’s owner treats running as a free action and gains the Quick Edge, allowing him to discard and redraw initiative cards of five or lower.

### **Magic Bane Ring**

When placed on a wearer’s finger, this iron ring pinches painfully into the skin and cannot be removed. While worn, the owner gains +4 Armor against damage-causing arcane powers and adds +4 to any roll to resist an opposed power. Allies attempting to cast beneficial spells on the wearer suffer a -4 penalty on their casting roll. If the wearer is a spellcaster, he suffers -4 on his casting roll for any power he attempts to cast.

The ring can only be removed by a successful casting of the *dispel* power (including the -4 penalty) or by cutting off the finger on which it rests.

### **Nightmare Box**

Wrought of iron and black wood, this box can hold a single candle to cast strange shadows on the walls. When a candle is lit and placed in the box next to the owner’s bed, his dreams are filled with horror—but so are those of his foes. The owner must name his foe as he falls asleep, and it must be someone he knows and has met (though he need not know their real name). The box’s owner and the target make opposed Spirit rolls. If the owner succeeds, the target suffers a level of Fatigue that does not disappear until he has a night of peaceful sleep.

Regardless of success or failure, the owner also suffers a level of Fatigue that does not go away until he has a night of peaceful sleep.

### **Seer's Mirror**

Made of black glass or obsidian, this mirror shows only cloudy reflections—until blood is spilled on its surface. Then it shows a seeker visions of the past, present, and future. These visions seem clear until the trance breaks, and then the see can only remember the most relevant pieces of information.

The owner of a seer's mirror can suffer a level of Fatigue and spend one minute gazing into the mirror's depths to use the *divination* power, with his Spirit as the casting ability. Consulting with the mirror also grants the owner a +2 bonus on Knowledge rolls, as long as he has the time to study the mirror and consider its answers (which generally takes ten minutes or so).

### **Summoner's Censer**

This metal censer on a chain is covered in mystic runes. When held by a spellcaster, the coals within smolder and give off sweet-smelling smoke. This relic contains 20 Power Points that can only be used to cast *banish*, *summon ally*, or *teleport*, or to fuel a summoning ritual. The relic does not give a caster knowledge of these powers if he does not know them.

## **Artifacts of Dread**

The following objects are magic items of great and terrible power and consequence. Some of them have appeared in the pages of *Ravenloft* before, while others are making their first appearance here—outside of your nightmares, that is. Use these dreadful items only with the greatest of caution.

Generally, an artifact bonds with its wielder in some way. Perhaps he cannot bear to part with it, stroking it and calling it “my

precious.” Maybe it literally can't be gotten rid of—any effort to simply throw it away winds up with the damned thing right back in the owner's possession. A few only stay with an owner long enough to get him in serious trouble.

If a person is convinced that an artifact is no good for him after it has bonded to him, a successful casting of *dispel* at -2 to -6 might let the artifact leave his possession long enough to go into a vault—or to pick a new master.

### **The Apparatus**

This immense machine stands well over thirty feet tall, comprised of a series of crystal globes as big as a man, spinning disks and rings of metal, and a network of metal cables. Lightning energizes the Apparatus, giving it the power to work its dark magic.

This contraption can be used to perform a number of monstrous and misguided tasks by placing living people inside the globes of its body. It can exchange the minds of two subjects; all mental attributes go with the psyche, while physical ones remain with the body. A character keeps all of his trained skills, though skills in excess of his new body's physical Attributes are reduced accordingly. A character's Edges transfer with him as well, though any Edges whose prerequisites he no longer meets stop working. Mental Hindrances transfer, while physical ones stay with the original body.

The second function of the Apparatus allows a single person to be split into two separate beings, each with aspects of the original person's psyche. This can create “good” and “evil” twins, or two people who represent different paths the individual might have taken in life. The Apparatus can also recombine such split personalities into a single individual (though one or both of the “new” people might not wish to be rejoined).

Finally, the machine can physically combine two living beings into a single creature combining aspects of their bodies



and minds. For simple beasts, this can create strange chimerical monsters, while thinking creatures so joined become bizarre amalgams of the two people involved. Such fusions are rarely perfect and often possess horrific (even fatal) flaws in their nature or physique. Theoretically, the Apparatus could split apart beings that had been joined in this manner, but doing so requires a level of precision few users possess.

Using the Apparatus requires a Weird Science skill roll, with a penalty ranging from -2 to -6 depending on the precision of the act undertaken. A failure acts as a malfunction with a Weird Science device, while a roll of snake eyes causes a catastrophic explosion that generally levels whatever structure the Apparatus is housed in. The Apparatus itself might seem destroyed, but it always turns up again later.

**Destruction:** Destroying the Apparatus temporarily is easy enough—though enough damage to break it always makes it explode as well. No one has yet found a way to permanently destroy this infernal machine.

### **Blacker's Hook**

Forged by a man who sought to learn everything and master every skill, the creator of Blacker's Hook eventually fell victim to his own vainglory and pride. This object appears to be a docker's hook forged from a single piece of fine steel, carved with images of oceanic life.

When used as a weapon, Blacker's Hook acts as a knife that grants +2 on Fighting and damage rolls, but which cannot be thrown. If the wielder uses this weapon in a grappling attempt, his Strength is increased by two steps for purposes of the opposed rolls.

Unfortunately, the wielder finds rage and fear strangely mingled together, leaving him angry and paranoid. When the wielder fails a Fear check, rather than the usual effects, he gains the Berserk Edge and immediately enters a rage. This rage only ends when all foes are dead or when the wielder does

nothing for one full round and succeeds on a Smarts roll at -2. The wielder loses the Berserk Edge when the rage ends.

The wielder feels the need to constantly remind others of his greatness and gains the Big Mouth Hindrance.

**Destruction:** Blacker's Hook can be melted down in a forge by a craftsman who feels no pride in his work. At the moment of its destruction, anyone close enough to inhale the vapors released must make a Fear check at -8.

### **The Fang of the Nosferatu**

The blade of this dagger is made of hardened steel, with strange flowing symbols etched into the surface. The grooves of the lettering have been filled with ruby dust, giving it the appearance of having been written in blood.

Legend says this knife was once the possession of a skilled assassin who betrayed his master. The assassin's master imprisoned him and killed him so slowly it took him three years to die, tormenting him with his own favored blade the whole time. The knife went missing after the assassin died, only to resurface from time to time since then, always in the hands of a sadistic killer.

The knife grants a +4 bonus on Fighting and damage rolls, and any creature Shaken or wounded by the blade must attempt a Vigor roll at -4 or suffer a level of Fatigue as the Fang drains their blood away. The Fang of the Nosferatu also holds 30 Power Points, allowing its owner to use the *shape change* power, using Spirit as the casting trait, but only to become a wolf or bat.

The most potent power of the Fang is its ability to grant its owner a form of immortality. By committing six ritual murders on six consecutive nights, the knife's owner ceases to age for thirteen years, as well as gaining the Invulnerability monstrous ability. During this period, the Fang's owner can be Shaken by mundane weapons but cannot be wounded or killed save by magic.

A drawback of the knife is that it acts as a conduit for its victims' pain and fear. Each time it is used to kill an intelligent creature, the owner must make a Fear check at -4. Success on this roll, even once, permanently gives the owner the **Bloodthirsty Hindrance** but also immunizes him to future Fear checks from using the Fang to kill.

The Fang lusts for the blood of the innocent. Once per month, it must be used to kill an intelligent being; if not, the wielder suffers a level of Fatigue each week that cannot be removed until the knife has been sated. An owner who is Incapacitated in this way lingers near death for a few days before the Fang steals his life as well—then seeks a new wielder.

**Destruction:** Legend says that the Fang of the Nosferatu could be destroyed by a man who has never shed blood—neither his own nor another's—by plunging it into his own heart.

### **Hourglass of Klorr**

The artificer known as Klorr made many wondrous objects in his years of crafting. This particular piece is made from lead crystal with a platinum stand, filled with shimmering quartz sand. The whole hourglass stands perhaps two feet tall, mounted on a central axle with words of power inscribed on either base.

Activating the Hourglass of Klorr is as simple as rotating the crystal vessel while speaking aloud the words inscribed on the base. Once turned, the sands take 24 hours to run out, and the Hourglass will not move itself for any mortal force.

From the user's perspective, time slows down to an impossible crawl, making the day last a whole year. With great concentration, he can slow himself down enough to interact with other creatures, but he still seems incredibly fast. He can run as a free action, as well as doubling his base Pace. The character draws two cards for initiative and acts on both of them; the higher card always acts first in the round, unless an opponent draws a Joker. Outside of combat, the character effectively has an entire year to do tasks he can perform alone, such as research, building and crafting projects, and so on.

The downside of the Hourglass of Klorr is primarily that its owner ages one year in one day each time it is used.

Additionally, tampering with time can cause a backlash that strips away a character's speed. After the Hourglass of Klorr's power is expended, the character must make a Spirit roll at -2. If he fails, then for the next week he discards and redraws initiative cards higher than 10 (except Jokers), as well as suffering a multi-action penalty if he wants to move and act in the same round. Using the Hourglass of Klorr again during this period ages the character a year and ends the slowness effect, but does not grant the usual benefits.

**Destruction:** Despite its fragile appearance, the Hourglass of Klorr is invulnerable to any known force. Legend says that it could be destroyed by a time traveler, or by taking it to a point in time before its own creation and shattering it.