The items are, whenever it is easy to do so, directly adapted to 2nd edition. When it isn’t possible, but a fix is relatively easy, the description is the same than the one in 1st edition. When necessary, it is suggested the manual is consulted.

Pending: ring of spells, ring of multiple spells, ring of warding, ring of multiple warding, Wand of Absorption, energy jewel of power, the ‘Wizardry’ Helm enchantment.

For Protection Ring, the table for the arrow of slaying was used, in order to determine the creatures affected by it.

References to Dex, Cool and Leadership have been changed to Agi, WP and Fel, respectively. Initiative has also been changed to Agi.

When level 1, etc. spells are mentioned, we take it as difficulty magic TN, so for example up to TN 10 would be level 1, up to 15 level 2, up to 20 level 3 and 21 and up level 4.

1-10 Level 1

11-15 Level 2

16-20 Level 3

21+ Level 4

As for what constitutes battle magic, druidic magic, etc., in 2nd edition, I think it’s best to leave it to the GMs decision on a case-by-case basis.

I have tried my best to avoid absurdities and unnecessary reiterations but, due to the nature of a random generator, and my programming skill level, it is impossible to be 100% certain they can be avoided.

The Petty Magic spells can be found on the 2nd edition core (p. 146).

The Lesser Magic spells can be found either on the 2nd edition core (p. 148) or in the Tome of Corruption (p. 212).

The Lore of Magic spells can be found on Realm of Sorcery 2nd edition from page 138.

The spell references in items appearing on 1st edition are usually from that edition.

**CURSED POTIONS**

For cursed potions, I invented the damaging effects. The idea is for maluses (-10 to WS etc.) to last 1d6\*10 turns, just like beneficial potion effects do.

Backfire: the next spell the user casts within an hour will affect a random target or area of all those available. If it has a self or touch range, it can affect anyone within 6 yards. No effect if it’s not a magic user.

Baleful Illusion: for an hour, the user appears to be a member of the race/ type on the description.

Shining Skin: the user’s skin starts shining with an unearthly hue for an hour, giving enough light to see within 3 yards, and making stealthy movement impossible.

Mutation: the user must pass a Toughness test or gain a random mutation, as described in the Tome of Corruption.

**ARMOR**

Corrosion and Woodbane are described on The Restless Dead, page 98. If a nonmagical metal/ wooden weapon strikes that armor, it is destroyed without causing damage.

On the Weapon part, if a weapon appears I didn’t include the ‘Rune Weapon’ part from the Core 1 because I’m planning to include a table for the rune objects described on Realms of Sorcery 2nd edition.

Barony of the Damned, p. 35

Black Diamond Tiara

Academic Knowledge: Necromancy

Powers: All Zombies controlled by the wearer of the Black Diamond Tiara gain +1 Armour Point to all locations.

Blood Opal Brooch

Academic Knowledge: Magic

Powers: The wearer of the Blood Opal Brooch gains a +20% bonus to Will Power Tests made to resist spells and effects.

Gown of Tears

Academic Knowledge: History

Powers: Attacks against the wearer of the Gown of Tears gain no benefit from Ulric’s Fury.

Children of the Horned Rat:

82.

Amulet of the Horned One

Academic Knowledge: Magic

Powers: So long as the character wears the Amulet of the Horned One, he regains 1 Wound each hour. The user must continually wear the Amulet for an hour to gain its effects.

83.

Blade of Corruption

Academic Knowledge: Magic

Powers: The Blade of Corruption functions as a hand weapon. However, if the wielder inflicts a Wound with this weapon, his opponent must immediately make a Challenging (–10%) Toughness Test. On a failed test, the character takes an additional Damage 3 hit as the weapon’s poison courses through his veins. If used by a non-Skaven, the Blade of Corruption slowly poisons its wielder. The victim must succeed on a Challenging (–10%) Toughness Test each time he uses it in combat. On a failed test, he reduces his Toughness Characteristic by –1d10%. If the Blade of Corruption reduces his Toughness to 0%, he dissolves into a sticky mess of pestilential goo.

Cloak of Shadows

Academic Knowledge: Magic

Powers: While worn, any creatures that attack you using ranged weapons or magic missiles must first succeed on a Challenging (–10%) Will Power Test. On a failed test, the attacker must select a different target.

Dwarf-Slayer

Academic Knowledge: History

Powers: This hand weapon inflicts SB+3 Damage vs. Dwarfs. In addition, the Critical Value of any Critical Hits inflicted upon Dwarf targets is increased by +3. If used by a non-Skaven, Dwarf-Slayer devours the mind of the wielder. Each time the user touches this weapon, he must succeed on a Challenging (–10%) Will Power Test or gain 1 Insanity Point. If the wielder gains 6 Insanity Points from this weapon, he automatically gains a terrible hatred of Dwarfs and must henceforth attack these creatures on sight

Fellblade

Academic Knowledge: History

Powers: The Fellblade is a sword with the Impact Quality that inflicts SB+1 Damage. Any Skaven wielding the Fellblade has his Strength Characteristic increased by +20%. Each round that a character wields the Fellblade, he must succeed at a Hard (–20%) Toughness Test or take a Damage 3 hit regardless of armour or Toughness Bonus. Non-Skaven must succeed at a Very Hard (– 30%) Toughness Test or take a Damage 5 hit regardless of armour or Toughness Bonus.

The Foul Pendant

Academic Knowledge: Magic

Powers: Curls of green foul-smelling smoke rise from this blasphemous artefact, granting the wearer 2 Armour Points to all locations. The protection granted from this device overlaps with any armour worn.

Staff of the Horned One

Academic Knowledge: Magic

Powers: The wielder of the Staff of the Horned One may cast an additional Lesser Magic Spell of his choosing. Once selected, the wielder cannot change the Lesser Magic Spell invested in the Staff. If the item changes owners, the new possessor selects a new Lesser Magic Spell.

Night’s Dark Masters

122

Algrund’s Orrery A clockwork model of the nearby planets, as well as both moons and their orbits. Academic Knowledge: Astronomy Powers: Algrund’s Orrery gives a +20% bonus to Academic Knowledge (Astronomy) Tests, excepting rolls made to determine its function. It can also be used to create darkness in an area of ten square miles. The darkness has the appearance of true night; it is as if a black sheet is suddenly drawn across the sky making the sun vanish and the stars come out. This effect lasts for one hour and can be used once per day

Asp Bow Although ornate and intricately carved with serpent imagery, this bow seems utterly mundane. It reveals its true character when a wielder notches an arrow, at which point the arrowhead assumes the character and likeness of a hissing, venomous snake. Academic Knowledge: Magic Powers: Arrows fired with the Asp Bow deal Damage 4 and function as if poisoned. If the arrow causes at least 1 Wound, the target must succeed at a Toughness Test or lose an additional 2 Wounds. On a Ballistic Skill Test result of 96–00, the arrow turns and bites its owner on the hand. Resolve this as you would an ordinary attack from the bow (Vampires are immune to the poison).

Blood Chalice In a mockery of the Grail Knights, the Vampires of Blood Keep drank fresh blood from a great metallic chalice so heavy that an ordinary mortal would have trouble lifting it onehanded. Academic Knowledge: Magic Powers: The bearer of the Blood Chalice may use it as a full-round action. It has two effects: drinking from the Blood Chalice restores 1d10 Wounds to the drinker, and using the Blood Chalice to coat a weapon causes flames to leap up along it, granting a +2 bonus to damage.

123

Carstein Ring This is the fabled ring of Vlad von Carstein himself. Academic Knowledge: History Powers: If Vampires of the Von Carstein bloodline wear this ring, they gain 3 Armour Points on all locations and, at the start of each round, regenerate 1d10 Wounds. If the wearer is killed, he returns to un-life at dusk completely healed

The Dagger of Jet This is a long dagger. Both its handle and blade are as black as pitch. Academic Knowledge: Magic Powers: Anyone wounded by the Dagger of Jet loses 10% from either Strength or Toughness, at the wielder’s choosing. Neither characteristic may be reduced to 0. If the victim survives, 1% of both characteristics regenerates each hour

Lady Zmada’s Portrait A painting of a beautiful lady with an enigmatic expression. Academic Knowledge: The Arts Powers: A Vampire may step through the empty frame of this portrait during the day and shelter there until dusk. During that time, the Vampire appears as an unmoving portrait of itself. If the painting is destroyed, the Vampire is slain

Necrotic Powder A grey powder carried in an alchemically treated pouch. Academic Knowledge: Necromancy Powers: Necrotic powder magically ages anything it touches, whether living flesh or solid steel. Only practitioners of necromancy are immune to this effect. Usually the necromancer blows a handful of the substance at a target (Ballistic Skill Test if the target is not stationary), which immediately inflicts 2d10 Wounds. Necrotic Powder may be used to rust metal, rot wood, or cause paper to decay into dust

Vampire’s Bane This is a silver greatsword with a skull device on the pommel. Academic Knowledge: Theology Powers: The bearer’s Strength Bonus is doubled when using Vampire’s Bane against Vampires

The Wailing Blade Vlad’s weapon of choice was a beautifully crafted longsword with a screaming face upon the hilt. As it moves through the air, the blade screams and wails hungrily for the blood of men. 124 Chapter VII: Rules of the Night Academic Knowledge: Necromancy Powers: The terrible wailing of the blade forces anyone within 6 yards (3 squares) to re-roll all successful Fear and Terror Tests. The blade also demands blood, and once drawn in battle, the wielder must make a Hard (–20%) Will Power Test to sheath it whilst living combatants remain for it to feast upon.

Spires of Altdorf

42

The Gloves of Jarfreit Academic Knowledge: Magic Powers: Anyone wearing the gloves gets +10% WS and +10% S (with the associated increase in SB)

The Amulet of Say-K’thar Academic Knowledge: Magic Powers: Anyone wearing the amulet gets +1 to cast all arcane spells. In addition, the amulet’s magic may be consumed to guarantee the successful casting of a single spell, even if it would normally be impossible for the caster. If this ability is used, the amulet shatters.

The Crown of Pashtilar Academic Knowledge: Daemonology Powers: No servant of Chaos (including Daemons, Mutants, and cultists) will make the first attack against the bearer. In addition, they are inclined to listen to what she says and give it serious consideration. This does not grant the wearer any extra powers of persuasion, but it does grant her a hearing

59

The Cards of Master Wilhelm

Two of Swords: The bearer can make one person refuse to acknowledge a single fact. The target makes a Will Power Test to overcome this influence, at a difficulty determined by the nature of the fact. If the target must make a major mental effort to realise the fact normally, the test is Very Hard (–30%). On the other hand, a command to refuse to acknowledge that there is a person in front of him could be overcome with a Very Easy (+30%) test. If the initial test is failed, the target continues to refuse to acknowledge that fact until the bearer of the card switches its effect to another person. The card can only affect one person at a time, but there is no limit to the number of people it can affect in a day

Five of Wands: The bearer may take a +10% bonus to any Opposed Skill Test. However, for every time she does so, she will later take a –5% penalty on an unopposed Skill Test, as circumstances conspire to undermine her attempt. The maximum bonus on a single test is +10%, but the GM may apply any number of penalties, up to the number owed, to the same Skill Test.

Forges of Nuln 79

Rod of Separation Academic Knowledge: Magic Powers: Separates an essence from a possessed object and forcibly returns it to the Realm of Chaos.

Terror in Talabheim

86

Staff of the Rat Lord Academic Knowledge: Magic Powers: The wielder of the Staff of the Rat Lord may cast an additional Lesser Magic Spell of his choosing. Once selected, he cannot change the Lesser Magic Spell invested in the staff. If the item changes owners, the new possessor selects a new Lesser Magic Spell.

Thousand Thrones

150

Necrotic Powder A grey powder carried in an alchemically treated pouch.

Academic Knowledge: Necromancy

Powers: Necrotic Powder magically ages anything it touches, whether living flesh or solid steel. Only practitioners of Necromancy are immune to this effect. Usually the Necromancer blows a handful of the substance at a target (Ballistic Skill Test if the target is not stationary), which immediately inflicts 2d10 Wounds bypassing Toughness Bonus and armour points. This attack may be dodged but not parried. Necrotic powder may be used to rust metal, rot wood, or cause paper to decay into dust.

175

Donnacanto

Academic Knowledge: Magic

Powers: When the wielder charges, Donnacanto sings like a divine choir, allowing allies within earshot to re-roll previously failed Fear Tests. This re-roll—and all subsequent Fear Tests—are made at +10 as long as Donnacanto can be heard. The spear continues singing until combat ends

221

Chalice of Shared Secrets Academic Knowledge: Daemonology Powers: When grasped, the wielder can whisper a message into the chalice, each word causing it to fill up with a thick green slime. The wielder may then speak a name of any servant of Nurgle and drink down the goo. The bearer of the name, regardless of his location, feels an overwhelming urge to vomit. He must pass a Hard (–20) Toughness Test or spew forth the slime consumed. When the hideous mess hits a surface, it coalesces into a cloud of flies that relates the message spoken by the holder of the chalice

The Foetid Wind Academic Knowledge: Daemonology Powers: Living creatures that lose 1 Wound from a successful hit by this weapon must pass a Toughness Test or die in a number of rounds equal to their Toughness Bonus. In addition, the wielder gains a +10 bonus to WS, S, and a +1 bonus to A when used against Elves. Description: This sword has a bright green blade swirled with black. It exudes a faint odour of rot when drawn, which is noticeable up to 1 yard away. Its handle is maggot-white, stained dark from old grime. This weapon is not exceptionally sharp, but the dreadful wounds it leaves turn black with the weapon’s venom

Gangrenous Tooth Academic Knowledge: Daemonology Powers: When properly installed inside the user’s mouth, this strange item burrows into the owner’s brain, sending tendrils of power through the being. Any damage dealt by the wielder of the Gangrenous Tooth does not heal naturally until another character successfully passes a Heal Test to clean out the injury