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.

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.