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.

For the potion of Chaos, the description doesn’t specify the amount of mutations gained; 1d3 seemed reasonable.

**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.

PENDING APPROVAL:

Ring/ Jewel of energy/ Wand of Onyx: roll 1d6 at object generation. Once per day, a spellcaster can add that many points to a casting roll, even after rolling the dice.

Blackwand: Once per day, the bearer can cast shadowcloak (ROS 2 p. 164), affecting allies up to 4 yards away. Plus, once per day can discharge 1d6 projectiles coated in Manbane. See manual.

Wand of Absorption: Can absorb spell points cast at the user with a channeling test, and then use those to cast spells. If the caster goes beyond the amount the wand can hold, it explodes. See manual.

Wand of Corrosion: At dawn each day, roll 1d6. That is the amount of times the wand can be used. It affects all items held by one person with the spell Curse of Rust (ROS 2, p. 159).

Wand of Jet: When casting a spell, the user may make a channeling test. If successful, its TN is reduced by 1d4.

**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

Zombies controlled by its wearer gain +1 APoint to all locations.

Blood Opal Brooch

The wearer gains a +20% bonus to Will Power Tests made to resist spells and effects.

Gown of Tears

Attacks against its wearer gain no benefit from Ulric’s Fury.

Children of the Horned Rat:

82.

Amulet of the Horned One

Powers: So long as the character wears it, they regain 1 Wound each hour. The user must continually wear the Amulet for an hour to gain its effects.

83.

Blade of Corruption

If the wielder inflicts a Wound with it, opponent must make a –10 Toughness Test. On a failed test, it takes an additional Damage 3 hit by poison. If used by a non-Skaven, it slowly poisons its wielder. See manual.

Cloak of Shadows

Any creatures attacking the wearer with ranged weapons or magic missiles must pass a –10% WP Test. On a failed test, they must select a different target.

Dwarf-Slayer

Powers: This hand weapon inflicts SB+3 Damage vs. Dwarfs, and Critical Hits against dwarves have +3 Value. If used by a non-Skaven, it devours the mind of the wielder. See manual.

Fellblade

It is a sword with Impact that inflicts SB+1 Damage. Skavens wielding it have +20 S. Each round they wield it, they must pass a –20 T roll or take a Damage 3 hit that ignores armour and Toughness. For non-Skaven the check is at -30 and the hit has Damage 5.

The Foul Pendant

Powers: Curls of green foul-smelling smoke rise from it, 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

Its wielder may cast an additional Lesser Magic Spell of their choosing. Once selected, the wielder cannot change it. If the item changes owners, the new possessor selects a new Lesser Magic Spell.

Night’s Dark Masters

122

Algrund’s Orrery

It gives a +20% to Academic Knowledge (Astronomy) Tests, except rolls to determine its function. It can create darkness in an area of ten square miles. This effect lasts for one hour and can be used once per day.

Asp Bow

Arrows fired from it deal Damage 4 and function as if poisoned. If they cause at least 1 Wound, the target must make a T roll or lose 2 more Wounds. On a BS result of 96–00, the arrow bites the wielder on the hand, dealing normal damage. Vampires are immune to the poison.

Blood Chalice

Its bearer may use it as a full-round action. It has two effects: drinking from it restores 1d10 Wounds to the drinker, and using it to coat a weapon causes flames to leap up along it, granting a +2 bonus to damage.

123

Carstein Ring

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

Anyone wounded by it loses 10 S or T, at the wielder’s choosing. Neither may be reduced to 0. If the victim survives, 1% of each characteristic regenerates each hour.

Lady Zmada’s Portrait

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

It magically ages anything it touches. Only practitioners of necromancy are immune to this effect. Usually the necromancer blows a handful of the substance at a target (BS Test), which inflicts 2d10 Wounds.

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

The Wailing Blade

As it moves through the air, the blade wails for the blood of men. This forces anyone within 6 yards (3 squares) to re-roll all successful Fear and Terror Tests. Once drawn in battle, the wielder must make a–20 WP roll to sheath it whilst living combatants remain.

Spires of Altdorf

42

The Gloves of Jarfreit

The wearer gets +10 to WS and S.

The Amulet of Say-K’thar

The wearer gets +1 to cast all arcane spells. In addition, the amulet may be consumed to guarantee the successful casting of a single spell, even if it would normally be impossible for the caster.

The Crown of Pashtilar

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 a hearing.

59

The Cards of Master Wilhelm (Two of Swords)

The bearer can make one person refuse to acknowledge a single fact. See Manual.

The Cards of Master Wilhelm (Five of Wands)

The bearer may take a +10% bonus to any Opposed Skill Test. 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 max bonus on a 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

Separates an essence from a possessed object and forcibly returns it to the Realm of Chaos.

Thousand Thrones

175

Donnacanto

When the wielder charges, it sings, 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 it can be heard. The spear continues singing until combat ends.

221

Chalice of Shared Secrets

Can deliver messages to servants of Nurgle. See manual.

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

Living creatures that lose 1 Wound from it must pass a T roll or die in TB rounds. In addition, the wielder gains +10 to WS, S, and a +1 A against Elves.

Gangrenous Tooth

When installed inside the user’s mouth, it burrows into the owner’s brain, sending tendrils of power through the being. Any damage dealt by its wielder does not heal naturally until another character successfully passes a Heal Test to clean out the injury.