



TREASURE &  
ARTEFACTS

• UNOFFICIAL COMPENDIUM •

# CREDITS

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## Warhammer Fantasy Roleplay

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# UNOFFICIAL ♦ TREASURE & ARTEFACTS ♦

## A PERSONAL NOTE

This fan supplement is inspired by the treasure and magic items subsystems provided in WFRP1. As a fan of charts and tables and random rolls of all kinds, I was disappointed by the lack of such companion material in the otherwise gorgeous WFRP4 Rulebook. Many may find this material fussy or pointless, or worse—not their Warhammer!. I respectfully disagree. The Warhammer World has embraced its fantasy tropes as much as it has parodied or rejected them. The dungeon crawl is no less a part of this world than is courtly intrigue or the grubby Ratcatcher. Where WFRP1 provided the resources to regularly include magic items in your adventures, WFRP2 pulled back almost entirely on the concept of such treasures, rendering them so mysterious and mythical they were unattainable, at least according to the official guidelines. The former approach may owe too much to the loot-hoarding of D&D, but the latter is simply too fearful of the genre's roots for my taste. Since I venerate the original volume so highly, I didn't want to ignore that material by jotting down a few tables and a few items: I ended up doubling-down on magic artefacts.

I have spent a few of my own Endeavours to make the discovery and consequences of magic items a part of the game again, if unofficially. I have collected abilities and items from several editions, including WFB8, not to mention inventing many of my own. There is a very high chance that a magical artefact will be cursed or that the act of mastering it will harm you. Other items are of dubious utility or something that's just fun to describe to the players when they find out what happens. Obviously, all of the rules in this supplement are optional. You may ignore curses or mastery, you may pick and choose items, you can override any roll or swap abilities from one item to another. I take no ownership of these rules. No matter how you play, it's your Warhammer!

## WHERE'S THE LOOT?

NPCs and creatures will often have trappings that the characters will wish to loot (or steal). One of the joys of being a player in an adventure game is rummaging through the bodies of your foes to find anything of use or value. Unless you are playing a game devoid of violence, it doesn't take long before there are lots of bodies, meaning lots of opportunities for the characters to enrich themselves without going through the rigour of the built-in economy. Every GM must decide how many random goods and coin a NPC has on them: players likely won't ask too many questions unless they're finding nothing at all. But armour and weapons are a different matter: the guard that fires at you with a bow still has a bow on his body to loot when he dies.

## SCAVENGING BODIES

Characters should be able to find most or all items on a body or object if they are searching it closely enough, which usually means getting down

(or up) to its level. In most instances, this means the character takes a *Prone* or *Surprised* condition until the search is complete. If scanning from a standing, combat-ready position, any such investigation requires at least a **Challenging (+0) Perception Test** to notice any surface details.

## NPC ARMOUR & WEAPONS

Finding loot is a fun and necessary part of the game, but too much too soon can make it difficult for the GM to balance the party's opponents. In order to guard against power creep and your characters wielding several crowns-worth of armour and weapons that they never bought or earned, the GM may wish to assign Flaws to NPC weapons and armour. A "boss" or high-quality target should carry items of standard craftsmanship or better, but "goon" trappings can easily be considered of poor make or shoddy from lack of care without the players grumbling about their loot.

Roll for the looted weapon's Flaw; reroll duplicates (except *Roll Twice*):

### 1d100 Weapon Flaws

- 01-10 **Bulky:** Increase the weapon's Encumbrance by +1.
- 11-25 **Dangerous:** The weapon is unwieldy or broken. Any failed test including a **9** on either die results in a Fumble.
- 26-35 **Imprecise:** The weapon is poorly balanced or difficult to bring to bear, suffering a penalty of -1 SL when attacking.
- 36-50 **Shoddy:** The weapon breaks when you roll a Fumble.
- 51-60 **Slow:** The weapon is heavy or difficult to use properly. The weapon always strikes last in a Round, and opponents gain +1 SL to any Test to defend against its attacks.
- 61-70 **Ugly:** The weapon's design attracts negative attention, imposing a -10 penalty to related Fellowship Tests.
- 71-80 **Undamaging:** The weapon is badly designed or rusted. All APs are doubled against it. Further, the weapon does not inflict a minimum of 1 Wound.
- 81-95 **Unreliable:** Due to its size or unbalanced design, the weapon receives -1 SL to failed Tests.
- 96-00 **Roll Twice:** Rerolls can result in many Flaws.

Roll for the looted armour's Flaw; reroll duplicates (except *Roll Twice*):

### 1d100 Armour Flaws

- 01-15 **Bulky:** Increase the armour's Encumbrance by +1.
- 16-30 **Partial:** The armour does not cover the entire location. An even number to hit, or a Critical Hit, ignores its APs.
- 31-50 **Shoddy:** A Critical Hit to this location destroys the armour, which provides no APs against the attack.
- 51-65 **Ugly:** The armour's design attracts negative attention, imposing a penalty of -10 to related Fellowship Tests.
- 66-80 **Unreliable:** The armour does not provide full cover and gains the *Partial* Flaw. Penalties for wearing armour are doubled.
- 81-95 **Weakpoints:** The armour is damaged or badly designed. If a weapon with the *Impale* Quality scores a Critical, the armour's APs are ignored.
- 96-00 **Roll Twice:** Rerolls can result in many Flaws.

## Alternatives to the Flaw Tables

- The looted item is already broken or breaks on the next use.
- The looted item has the *Corruption (Minor)* Trait.
- There's only a 25% chance the armour fits the character properly, though it can be carried and refitted for a third of its cost in the *Consumer Guide* (p300).
- Hint to the players that all this looting is being noticed by local villagers or town guards—who will likely want revenge or justice for this kind of theft and bodily desecration.
- A Wizard steals it.

## TREASURE & LOOT

Filling out all the details of a scenario takes time—especially if your adventure takes place in a town or city. Providing all the trappings for every house and citizen is out of the question: your PCs will never explore most of these locations. Also, players go off-script with alarming regularity, so a GM must be prepared to come up with random encounters at the spur of the moment. Though important NPCs and "bosses" should have their trappings determined when writing the scenario, other NPCs and locations can be figured out on the fly by using the provided treasure tables. Indeed, these tables can be used as guidelines when designing an adventure itself. Of course, all of these rules are optional: the GM may pick and choose as desired.

## RANDOM TREASURE

The *Random Treasure Table* provides a method for determining the belongings of average individuals, institutions and households colour-coded by their Status. Brief descriptions follow for each category:

- **Hovel (Brass):** The hut, cottage, or hovel of a peasant.
- **House (Silver):** The home of the burgeoning middle-class such as a small-time merchant, shop-keeper, tradesman, or scholar.
- **Estate (Gold):** The mansion or secondary home of the richest members of society, such as wealthy merchants, gentry, or aristocrats.
- **Wizard's Home (Gold):** An established magician's home or tower is likely to have some individual treasure.
- **Workshop (Silver):** Any workshop will contain items specific to the trade that goes on there. In addition, some items might be kept on the property for safe-keeping.
- **Shrine (Brass):** Small buildings or simple shelters dedicated to a minor god or long-dead local hero.
- **Temple (Gold):** Depending on the locale and purpose, this might be a good bet for petty larceny. It might contain anything from golden candlesticks to the collection chest.

Random Treasure Table

Status	MONEY			VALUABLES				MAGIC ITEMS		
	<i>Pennies</i>	<i>Shillings</i>	<i>Crowns</i>	<i>Domestic</i>	<i>Gems</i>	<i>Art</i>	<i>Cloth</i>	<i>Scrolls</i>	<i>Grimoire</i>	<i>Random</i>
<i>Hovel</i>	50% : 1-10	10% : 1-5	1% : 1	10% : 1-5	—	—	10% : 1	—	—	—
<i>House</i>	6-60	2-20	25% : 1-10	1-10	5% : 1-5	10% : 1-2	25% : 1-5	1% : 1	—	1% : 1
<i>Estate</i>	2-200	1-100	1-100	2-20	90% : 1-10	75% : 1-10	1-10	5% : 1	—	5% : 1
<i>Wizard Home</i>	3-30	75% : 5-50	50% : 3-30	25% : 1-5	75% : 1-5	75% : 1-2	25% : 1-5	75% : 1-5	75% : 1	25% : 1-5
<i>Workshop</i>	75% : 1-100	50% : 3-30	25% : 1-10	10% : 1-5	5% : 1-5	1% : 1	25% : 1-2	—	—	—
<i>Shrine</i>	1-100	50% : 1-10	5% : 1-5	—	25% : 1	75% : 1	5% : 1	5% : 1	—	5% : 1
<i>Temple</i>	5-500	75% : 1-100	50% : 5-50	25% : 1-10	75% : 1-5	50% : 1-5	1-10	1-5	50% : 1-2	50% : 1-2
<i>Small Monster</i>	50% : 1-10	15% : 2-20	15% : 1-5	—	15% : 1	—	—	5% : 1	1% : 1	1% : 1
<i>Large Monster</i>	75% : 2-200	50% : 1-100	25% : 1-100	5% : 1-10	75% : 1-10	—	—	25% : 1-5	25% : 1-2	25% : 1-2
<i>Chest: Open</i>	25% : 1-100	25% : 1-10	5% : 1-10	5% : 1	5% : 1	—	5% : 1	1% : 1	—	—
<i>Chest: Secure</i>	5-50	3-30	50% 2-20	10% : 1	15% : 1-10	5% : 1	15% : 1	15% : 1	1% : 1	10% : 1
<i>Chest: Vault</i>	5-500	4-400	3-300	—	1-100	1-10	25% : 1	50% : 1-10	10% : 1-5	10% : 1-5
<i>Peasant</i>	15% : 1-10	5% : 1-2	—	—	—	—	1% : 1	—	—	—
<i>Citizen</i>	75% : 1-10	75% : 1-10	5% : 1-5	—	1% : 1	—	5% : 1	—	—	—
<i>Noble</i>	1-100	2-20	1-10	—	50% : 1-2	5% : 1	1-5	—	—	1% : 1
<i>Wizard</i>	25% : 2-20	50% : 2-20	50% : 1-10	—	5% : 1	—	1% : 1	35% : 1	50% : 1	25% : 1

- **Small Monster (Silver):** Some humanoid creatures like Goblins or Fimir have an attraction to shinies.
- **Large Monster (Gold):** Many larger monsters are attracted to shiny or valuable objects, and have a propensity to hoard or collect treasure in secretive lairs.
- **Chests (Silver, Gold, Vault):** Lairs and strongholds (such as castles or banks) often have small caches of coins or offerings. Secure chests and vaults will be guarded with traps, locks, and soldiers safe-guarding the treasure. And possibly a Daemon or two.
- **Peasant (Brass):** The beggars, villagers, and hard-working class which constitutes the majority of the Old World.
- **Citizen (Silver):** A semi-affluent member of the middle-class, such as shop-keepers and small merchants.
- **Noble (Gold):** An aristocrat or wealthy upper-class member of society who enjoys flaunting their wealth.
- **Wizard (Gold):** An eccentric or powerful spellcaster might have some rare item on them.

## TREASURE DICE ROLLS

Many quantities on the table below are expressed as a percentage chance of the item being present, followed by a range indicating the amount of the found item. Where there is no percentage, the item is present in the quantities shown. All numbers can be adjusted as needed.

Ranges such as 1-2 and 1-5 are simple enough to generate with a units die. When a 1-10 (or multiple) is called for on this table, roll 1d10 (or more). For each maximum die roll of 10 rolled, re-roll and add the new die to the total. Continue for all maximum rolls. Follow this procedure for 1-100 rolls (and multiples thereof) as well.

The table and descriptions below include the Status colour to aid in determining the average treasure values of various peoples and locations. If the GM desires more options, it can be assumed that the starting Tier is 1 for each Status colour. The GM should roll the indicated treasure values, then multiply by the Tier.

### Domestic Items

This includes candlesticks, cutlery, and plates, all of which can be made from precious metal and might incorporate special decoration, inlays, etc. Each item can be thought of as a set of cutlery, a number of plates or glasses (rather than as a single knife or fork, for example). Each "item" is worth 1d10 coins of the type most related to the looted person or location. If you wish, you can roll on the table below for the general nature of the domestic item found:

1d10	Domestic Item	1d10	Domestic Item
1	Candelabra & Candles	6	Pipe & Tobacco
2	Cups & Glasses	7	Plates & Bowls
3	Cutlery	8	Teaware
4	Goblets	9	Wine & Spirits
5	Lantern & Oil	10	Other Trapping

## Gems & Jewellery

Each item is worth 2d10 coins of the type most related to the looted person or location. Obviously, the GM may opt to lower the value or to place a famous or fabulous treasure in the location.

Roll 1d10—If the result is 1-5, make a further roll for the gem found:

1d10	Brass	Silver	Gold
1	Amber	Amethyst	Beryl
2	Agate	Aquamarine	Diamond
3	Hematite	Bloodstone	Emerald
4	Lapis Lazuli	Citrine	Garnet
5	Malachite	Jasper	Jade
6	Rhodocrosite	Moonstone	Opal
7	Obsidian	Onyx	Pearl
8	Quartz	Peridot	Ruby
9	Tiger Eye	Topaz	Sapphire
10	Turquoise	Zircon	Spinel

If the result is 6-10, make a further roll for the item found:

1d100	Jewellery	1d100	Jewellery
01-05	Amulet	51-55	Locket
06-09	Armlet	56-60	Medallion
10-14	Bracelet	61-65	Necklace
15-18	Brooch	66-69	Pendant
19-22	Chain	70-73	Pocket Watch
23-25	Choker	74-77	Prayer Beads
26-29	Circler	78-82	Ring, Decorative
30-33	Cuff Links	83-86	Ring, Promise
34-42	Earrings	87-90	Ring, Wedding
43-46	Hairpin	91-95	Signet Ring
47-50	Hatpin	96-00	Torc

## Objets d'Art

These can be anything from painted miniatures in lockets to paintings or life-sized statues (or even larger). Works of art are hard to value. Any item is worth what you can get for it, although an **Evaluate** Test might provide an inkling. The GM may consider a value of about 1d10 x 5 coins of the appropriate status level. You may roll on the following table or invent your own:

1d100	Objets D'Art	1d100	Objets D'Art
01-03	Abacus	52-54	Ivory Drinking Horn
04-06	Carved Dragon Egg	55-57	Jewellery Box
07-09	Ceremonial Weapon	58-60	Large Statue
10-12	Chalice	61-63	Letter Opener
13-15	Costume Mask	64-66	Mini Sarcophagus
16-18	Crown (false or real)	67-69	Music Box
19-21	Decorative Comb	70-72	Orrery
22-24	Doll	73-75	Painting
25-27	Engraved Dice	76-78	Paperweight
28-30	Figurine	79-81	Pewter Mug
31-33	Flask	82-84	Sceptre
34-36	Flute	85-87	Small Mirror
37-39	Framed Portrait	88-90	Statuette
40-42	Game Board & Pieces	91-93	Vase
43-45	Harp (Toy)	94-96	War Mask
46-48	Idol	97-99	Wood Carving
49-51	Instrument	100	Other Trapping

**1d100 Packs & Containers**

- 01-10 Backpack
- 11-15 Barrel
- 16-20 Cask
- 21-30 Flask
- 31-35 Jug
- 36-40 Pewter Stein
- 41-50 Pouch
- 51-60 Purse
- 56-65 Sack
- 66-70 Sack, Large
- 71-75 Saddlebags
- 76-85 Sling Bag
- 86-90 Scroll Case
- 91-00 Waterskin

**1d100 Occupational Tools**

- 01-02 Abacus
- 03-05 Animal Trap
- 06-07 Boat Hook
- 08-09 Broom
- 10-11 Bucket
- 12-13 Chisel
- 14-15 Clothes Pegs (12)
- 16-17 Comb
- 18-20 Crowbar
- 21-22 Ear Pick
- 23-24 Eyeglasses
- 25-26 Fish Hooks (12)
- 27-28 Fishing Line (spool)
- 29-30 Fishing Rod
- 31-32 Floor Brush
- 33-34 Gavel
- 35-36 Hammer
- 37-38 Hand Mirror
- 39-40 Hoe
- 41-44 Key
- 45-48 Knife
- 49-50 Lock Picks
- 51-52 Magnifying Glass
- 53-54 Manacles
- 55-56 Monocle
- 57-58 Mop
- 59-60 Nails (12)
- 61-62 Navigational Charts
- 63-64 Paint Brush
- 65-66 Pestle & Mortar
- 67-68 Pick
- 69-70 Pole (3 yards)
- 71-72 Quill Pen
- 73-74 Rake
- 75-76 Reading Lens
- 77-78 Saw
- 79-80 Sickle
- 81-82 Snare, wire
- 83-84 Spade
- 85-87 Spike
- 88-89 Stamp, engraved
- 90-91 Tongs, steel
- 92-93 Telescope
- 94-96 Trade Tools
- 97-98 Tweezers
- 99-00 Writing Kit

**1d100 Food & Drink**

- 01-10 Ale, pint
- 11-15 Ale, keg
- 16-20 Bugman's Ale, pint
- 21-25 Food, groceries/day
- 26-30 Imperial Breakfast
- 31-40 Meal, Inn
- 41-50 Rations, 1 day
- 51-60 Rations, 1 week
- 61-70 Rumster Pie
- 71-75 Spirits, pint
- 76-80 Wine, bottle
- 81-85 Wine, quality (bottle)
- 86-90 Wine, rare (bottle)
- 91-00 Wine/Spirits, drink

**1d100 Herbs, Meds & Drugs**

- 01-02 Adder's Root
- 03-04 Alfunas
- 05-08 Antitoxin Kit
- 09-10 Avermanni Blueleaf
- 11-15 Bandage
- 16-17 Black Lotus
- 18-20 Clean Rag (12 strips)
- 21-22 Crutch
- 23-24 Digestive Tonic
- 25-26 Earth Root
- 27-28 Faxtoryll
- 29-30 Field Medical Kit (12)
- 31-32 Gesundheit
- 33-34 Hawthorn
- 35-36 Healing Draught
- 37-38 Healing Poultice
- 39-40 Heartkill
- 41-42 Herbal Ointment
- 43-44 Juck
- 45-46 Lady's Mantle
- 47-48 Lye Soap (1 bar)
- 49-50 Mad Cap Mushrooms
- 51-52 Mage-Leaf
- 53-54 Mandrake Root
- 55-58 Medical Tools
- 59-60 Medicinal Alcohol
- 61-62 Moonflower
- 63-64 Needle & Thread
- 65-66 Nerve Tonic
- 67-68 Nightshade
- 69-70 Oxleaf
- 71-72 Ranald's Delight
- 73-74 Salwort
- 75-76 Sigmafoil
- 77-78 Spellwort
- 79-80 Spiderleaf
- 81-82 Spit
- 83-84 Tarrabeth
- 85-86 Valerian
- 87-88 Vanera
- 89-90 Vinegar
- 91-92 Vitality Draught
- 93-94 Weirdroot
- 95-96 Willow
- 97-98 Yarrow
- 99-00 Zitterwort

**1d100 Books & Documents**

- 01-05 Book, Apothecary
- 06-10 Book, Art
- 11-15 Book, Cryptography
- 16-20 Book, Engineer
- 21-25 Book, Illuminated
- 26-30 Book, Law
- 31-50 Book, Literature
- 51-55 Book, Magic
- 56-60 Book, Medicine
- 61-75 Book, Printed
- 76-85 Book, Religion
- 86-90 Legal Document
- 91-95 Map
- 96-00 Parchment (12)

**1d100 Clothing & Accessories**

- 01-05 Amulet or Trinket
- 06-07 Animal Pelt
- 08-10 Belt
- 11-15 Boots
- 16-17 Breeches
- 18-20 Cape
- 21-24 Cloak
- 25-26 Clothing, Fine
- 27-30 Clothing, Practical
- 31-33 Clothing, Travel
- 34-36 Coat
- 37-38 Courtly Garb
- 39-40 Fine Dress
- 41-42 Fur Coat
- 43-44 Fur Stole
- 45-46 Gloves, Fine
- 47-50 Gloves, Practical
- 51-52 Gloves, Fur
- 53-55 Handkerchief
- 56-57 Hat, Fancy
- 58-60 Hat, Practical
- 61-62 Hood
- 63-66 Jewellery
- 67-68 Mask (Costume/War)
- 69-70 Neckerchief
- 71-75 Perfume
- 76-77 Pins (6)
- 78-80 Religious Symbol
- 81-82 Riding Boots & Spurs
- 83-84 Robes
- 85-86 Scarf
- 87-88 Sceptre
- 89-90 Shawl
- 91-92 Shoes
- 93-94 Signet Ring
- 95-96 Tattoo
- 97-98 Uniform
- 99-00 Walking Cane

**1d100 Prosthetics/Disguises**

- 01-10 Costume
- 11-20 Disguise Kit
- 21-30 Eye Powder
- 31-40 Face Patch
- 41-50 False Eye
- 51-60 False Leg
- 61-70 Gilded Nose
- 71-75 Hook
- 76-80 Engineering Marvel
- 81-85 Mask, Costume
- 86-90 Mask, War
- 91-00 Wooden Teeth

**1d100 Miscellaneous Items**

- 01-02 Ball
- 03-04 Baton
- 05-06 Bedroll
- 07-08 Bell, small
- 09-10 Blanket
- 11-12 Bowl
- 13-14 Candle (12)
- 15-16 Canvas Tarp
- 17-18 Chain, 1 yard
- 19-20 Chalk
- 21-22 Charcoal Stick
- 23-24 Coach Horn
- 25-26 Cooking Pot
- 27-28 Cup
- 29-30 Cutlery, Plain
- 31-32 Cutlery, Jewelled (set)
- 33-34 Davrich Lamp
- 35-36 Deck of Cards
- 37-38 Dice
- 39-40 Doll
- 41-42 Grappling Hook
- 43-44 Kettle
- 45-46 Kindling/Firewood
- 47-48 Lamp Oil
- 49-50 Lantern
- 51-52 Lantern, Storm
- 53-55 Linens
- 56-58 Matches
- 59-60 Mattress, Feather
- 61-62 Mess Kit
- 63-64 Mouth Harp
- 65-66 Musical Instrument
- 67-68 Pan
- 69-72 Pipe and Tobacco
- 73-74 Placard
- 75-76 Plate
- 77-78 Pot Lamp
- 79-80 Rags
- 81-82 Rope, 10 yards
- 83-84 Rug
- 85-86 String, 10 yards
- 87-88 Tapestry
- 89-90 Tent
- 91-93 Tinderbox
- 94-98 Torch (12)
- 99-00 Whistle

## Clothes, Furs & Hangings

Includes fine rugs, hangings, linens, tapestries, clothing, and other apparel. Unless noted in the Consumer Guide, the value of each found item is 1d10 coins of the appropriate status level.

1d100	Objets D'Art	1d100	Objets D'Art
01-03	Animal Pelt	52-54	Gloves, Practical
04-06	Belt	55-57	Handkerchief, Silk
07-09	Blankets	58-60	Hat, Fancy
10-12	Boots & Shoes	61-63	Hat, Practical
13-15	Cape	64-66	Linens, Fine
16-18	Cloak	67-69	Linens, Practical
19-21	Clothes, Fine	70-72	Pouch
22-24	Clothes, Practical	73-75	Purse
25-27	Clothes, Travel	76-78	Robes
28-30	Coat	79-81	Rug, Fine
31-33	Costume	82-84	Rug, Woven
34-36	Courtly Garb	85-87	Shawl
37-39	Drapes, Fine	88-90	Tapestry
40-42	Embroidery	91-93	Uniform
43-45	Fur Coat	94-96	Walking Cane
46-48	Fur Stole	97-99	Wall Hanging
49-51	Gloves, Fine	100	Other Trapping

## Magic Items

Magic artefacts are quite rare in the Warhammer World. Such items can be considered priceless, and are neither readily attainable nor easily sold. Players should be discouraged from thinking they can purchase powerful magics. The GM may refer to the section on *Magic Items*.

## OTHER TRAPPINGS

A GM can use the included *Item Tables* as a guide when random loot is needed in a pinch. These tables are not intended to be comprehensive.

## MAGIC ITEMS

Amongst the tales and legends of the Old Worlders, there are many stories about enchanted items, sentient swords, magic staffs, powerful rings and the like. From the potent relics of long-dead martyrs and the bloodstained pages of accursed grimoires to the gleaming sword used by a lost hero who smites a fell Daemon on the field of battle, these objects are the subjects of countless myths and stories.

But for all the fame surrounding such artefacts, they are few and far between. Being full of superstition, the common folk may very well believe their amulet is endowed with the power to ward off evil spirits or that the bit of bone a soldier keeps in a box is in fact one of Magnus' finger bones, providing a shield against the horrors of Chaos. Not a one of these trinkets holds any power beyond the imaginary faith their owners place upon them. Real magical items are quite rare—rarer than is the individual born with *second sight*, rarer than a gold coin in a peasant's hand.

Yet many adventurers are not the common lot: these are intrepid folk who feel the desire to break their lowly station in life and thus strike out on their own. The price of such folly may often be madness or an early, grisly death, but for the select few who survive their ordeals, exotic treasures and power may be a well-earned reward.

As magic items are not easily found in the Warhammer World, a GM should take great care about placing powerful magic in their scenarios. These should be kept rare enough that finding one elicits excitement from the players, but it is up to the GM to determine if they should ever truly possess such treasures. Needless to say, the more powerful an item is, the rarer it will be; and the most powerful of such magics will only ever be found in the hands of the most powerful of opponents.

## IDENTIFYING MAGIC ITEMS

When you discover a magical item, you will want to know what it does. If you have the *Detect Artefact* Talent, you may be able to tell whether or not an item is enchanted and identify some of its abilities. You must touch and concentrate on the artefact for its Willpower Bonus minutes, doing nothing else in the meanwhile. You make an Intuition Test: if successful, you are able to determine that the item is magical, and each SL provides a specific special rule the item uses, if it has any. An Astounding Success yields all available information about the item. On a Fumble or Astounding Failure, the GM may feed you false or misleading information about the item's abilities. Normally, you may only attempt this Test once per artefact touched.

## Consulting Experts

You may employ the *Consult an Expert* Endeavour to uncover the provenance and powers of an artefact. However, it should be noted that a particularly corrupted, cursed, or powerful item may be greatly desired or feared by the consulting experts; and they may be quite motivated to detain the item for further study or to keep it locked away from the public and foolish adventurers.

If you do not have the *Detect Artefact* Talent and do not wish to spend an Endeavour, you may be able to track down a Wizard, Mystic, or some other NPC of knowledge and repute during the adventure, if the GM is willing and circumstances permit. This will most likely cost quite a sum in coin or barter, or it may even result in the request of a *Significant Favour* (p198). This examination should cost a base 1GC for the examiner's time and an additional 1d10 Shillings per special rule the item possesses (which includes curses, corruption, and any other links to Chaos).

## Using Lore (Magick) or Second Sight

Lore (Magick) can be used to confirm the identity of an item, so long as it has a legend or story about it, but the skill cannot specify powers or attributes unless engrained in the item's legend. This involves a scholarly approach to studying magical items, so the item must already have some fame or history about it. As such, most random artefacts would not have any history to be figured out or confirmed using this skill.

A creature with the *Second Sight* Talent may use their Intuition or Perception to sense if an item is indeed magical, which Winds of Magic might be attracted to the item, and whether the item is a source of corruption or not.

## MASTERING MAGIC ITEMS

Most magical items are not lifeless constructions. The energies imbued within their forms provide them a glimmer of pseudo-sentience. Many magical artefacts will have their own self-interest in mind, and thus have their own Willpower characteristic—which will be indicated either in the item's description or in the generic description for the item type (ie, "Robe"). If no Willpower score is listed, you are free to use the magical

item at will: for example, arrows, grimoires, potions, and scrolls do not need to be mastered.

When an artefact does have a Willpower characteristic, you will need to master the item to harness its magical abilities—or sometimes even to carry it at all (see *Hostile Reaction Table* below). To master a magical item, you must meditate while wearing/wielding/holding it (as befits the item) for the artefact's Willpower in minutes; then, you must perform an

#### Opposed Willpower Test:

- If you win by 1 SL or more, you have mastered the item, becoming its true owner until you are killed, the object is taken and mastered by another, or the item is used up or destroyed.
- If the Test is tied at +/- 0 SL, nothing in particular happens. You may carry the item and attempt to master it again in a number of sessions equal to the artefact's Willpower Bonus.
- If you lose by 1 SL or more, the artefact has mastered you instead: you immediately gain SL *Fatigued* conditions. If you fail an Endurance Test, you also receive a Corruption point. In addition, you sense that you should drop the item immediately, or it may react with hostility or hinder your future efforts somehow (up to the GM). You may not attempt to master the item again: each further such attempt automatically inflicts a Corruption point.
- If you roll a Critical, you add +2 SL to your Test score. But the battle of wills unleashes power into the world and you suffer a Minor Miscast (WFRP4 p234), even if you master the item.
- If you Fumble your Test, you are afflicted with a Minor Curse (see *Cursed Items*).

### Regaining Control

There may be instances where you wish to master an artefact you have previously mastered but lost control of—for whatever reason (lost or stolen artefact, rogue Daemon Weapon, etc). In such instances, you may make your Opposed Test with an **Average (+20) Difficulty**.

### Hostile Reaction Table

If you fail the test to master the artefact by 1 SL or more, the GM may determine that the item reacts to you with hostility—effectively attacking you in some way. Roll on, or choose from, this table:

#### 1d100 Hostile Reaction

- |       |   |
|-------|---|
| 01-25 | The artefact insults you, belittling your parentage and calling you a fool for wasting its time. You feel bad.  |
| 26-50 | The weapon attacks you or the arrow flies at you, using its Willpower as its Melee/Ranged Skill, unless it has one already. Other items reach into your mind: you must pass a <b>Difficult (-10) Endurance</b> Test or suffer SL <i>Stunned</i> conditions. |
| 51-59 | The artefact triggers a Minor Miscast centred on you.   |
| 60    | The artefact inflicts a Minor Curse on you.   |
| 61-80 | The artefact drains all your Fortune points for the remainder of this session and the next at least.  |
| 81-90 | For the remainder of the session, you must reverse the roll if doing so would result in a worse roll for all your Tests.  |
| 91-95 | The artefact glows and sends out waves of energy for miles around for 2d10 hours. Anyone with the <i>Second Sight</i> Talent within the item's WPB miles senses the location and may  |

track you. Even if you drop the item, its residual energy marks you seemingly as a source of Chaos.

- 96-00 You feel your mind imploding from the item's unleashed energies. You must spend a Fate point to avoid certain death in TB Rounds. Regardless, each Turn you wait before spending the Fate point, you suffer a Crit to the head. You also suffer a splitting headache and a *Fatigued* condition. The item will remain inert for its Willpower Bonus days.

## MAGIC ITEM LIMITS

Magic items have differing energies which may counteract each other. This avoids characters stocking up on too many items, or saving them up for important battles. A magical item type's *Limit* will be listed under the item heading. Where magical items are in conflict with each other, compare each item's Willpower. The higher score overpowers and nullifies the other, dampening its magic until the lesser item is nowhere nearby. If their Willpower scores match, both items cancel each other out and neither will work until separated by a long distance.

## DESTROYING MAGIC ITEMS

On occasion, it may be necessary to destroy a magical item. Such items contain the bounded, concentrated Winds of Magic, and are thus more difficult to destroy than their mundane counterparts. Indeed, the destruction of a significant artefact may form an adventure in its own right. The GM may specify the means by which any magical object may be destroyed. Some examples might include shattering the object on the forge where it was made, immersing it in a powerful acid (from a terrifying monster), dropping it into a volcano, etc.

## ARTEFACTS & CURIOSITIES

In the Warhammer World, magic items are not often found, never mind for sale. There is not an established "industry" of creating and selling enchanted items. There are plenty of charlatans and cranks who pass off items as being enchanted when in fact they are not. But in the great cities of the world, there are occasional items and artefacts that may indeed be magical in nature. Most such items are unique, with a personalized history and set of powers. Many of them carry detriments and curses which hinder their wielders instead.

Over the course of a life, an adventurer would be fortunate indeed to find one magic artefact—for only the mightiest heroes and champions embark on the deeds, and hold the luck, that enable them to acquire more than one such item. Moreover, the Colleges of Magic, the various temples and their Templars, the Imperial Armoury, and the zealous Witch Hunters all endeavour to acquire these items, sequestering their corrupting influence away from the populace or adding them to the Empire's arsenal to combat their many enemies. Indeed, characters who reveal the nature of their item in a public way are guaranteed to attract unwanted attention from some of the most powerful people in the Old World.

## MAGIC ITEMS (not) FOR SALE

Though there are numerous Wizard's shops in the Empire, few of them contain much magic at all beyond cantrips and a few herbs; but those few may indeed have one or two interesting items for purchase. More often than not, the items sold therein hold some sort of curse or detriment to the wielder. After all, who is willing to part with a truly



wondrous item. Hand-me-downs and defective artefacts are far more common than quality items.

### Artefact Availability

It should be noted that the Availability for magic items differs greatly from the Consumer Guide percentages:

	Village	Town	City
<b>Common*</b>	15%	30%	45%
<b>Scarce</b>	1%	10%	25%
<b>Rare</b>	Loot only	Loot only	5%
<b>Exotic</b>	Loot only	Loot only	Loot only
<b>Unique</b>	Not Found	Not Found	Not Found

\* While Common magic items don't actually exist, the category is provided as a comparative example. However, a fiendish GM might also use this category for the types of mundane, worthless keepsakes that common folk would *imagine* are mystical: prayer beads, bone of a foe, brass locket, carved dice, broken hilt, wolf pendant, copper bell, nail hanging on a chain, pewter tankard, strange dried herb, piece of crystal, potpourri, etc.

### Magic Items: Priceless

It should be nigh-impossible for most characters to find powerful magic items for sale. However, well-attached nobles and powers-that-be often have the coin and connections, legitimate and underworld, to acquire such artefacts. Though the players should perceive magic items as priceless and beyond their grasp, there can be some utility (and fun) in determining the relative value of magic items.

The following is an imprecise method of calculating potential costs for magic items. Values may be adjusted at will.

**Base price of normal item (sword, amulet, breastplate...)**

- x 2 per Quality
- x 1000 per "point" of Ability (ie, +10 WS or 1 Talent)
- x 5000 for a very powerful Ability
- x 10 for Unique items
- x 2 for Exotic items
- x 1 for Rare items
- Halved for Scarce items
- Halved per Flaw, limitation, detriment or curse

### MAGIC ITEMS OF RENOWN

These magical items have a very low chance of ever being found for a number of reasons. Some are totally unique, with only one ever having been created. Some developed unfortunate side-effects and their production was halted. Some were successful designs but the item was stolen and the creator slain, the secret of making the item perishing with him. Some were simply botched, so that while they may be mildly useful, they were not what the creator had intended. A few may have been deliberately created as revenge on people for being swindled or coerced. In every case, the items are not "standard designs" and their Availability reflects this fact. All costs are in Gold Crowns and are approximate indications of relative value. Items listed as *Exotic* or *Unique* will never be available for sale, except from criminal elements at highly inflated prices.

Exotic Artefacts	WP	Value	Enc	Availability
Arabian Carpet	33	10000	2	Exotic
The Black Amulet	55	3333	0	Exotic
Blood Drinker	65	7000	1	Exotic
Charm of Hotek	35	500	0	Rare
Dagger of the Moot	—	400	0	Rare
Dawnstone	75	50000	1	Exotic
Dazh's Flint	—	n/a	0	Unique
Enchanted Rope	43	4200	1	Exotic
Fauschlag Ring	25	500	0	Exotic
Fencer's Blades	25	5000	2	Exotic
Gem of Nurgle	—	n/a	0	Unique
The Gilded Armour	55	n/a	6	Unique
The Golden Eye of Tzeentch	88	1000	0	Rare
Griffon Claw	40	2000	1	Rare
Harness of Fearlessness	30	600	4	Rare
The Heart of Woe	45	2000	0	Scarce
Helm of Encouragement	35	1500	2	Rare
Helm of Telepathy	40	32000	2	Exotic
Helstrum's Staff	45	n/a	2	Unique
Lantern of Days	—	1000	1	Rare
Light Sabre	50	5000	0	Rare
Lyre of Melody	35	2000	1	Scarce
Orb of Ghroind	—	10000	1	Exotic
Pen of Endless Ink	10	2000	0	Exotic
Psychic Sword	55	3000	1	Exotic
Runefang	75	n/a	1	Unique
Sand of Flinging	45	1100	0	Exotic
Scrivener's Candle	—	10	2	Scarce
Scroll of the Fifth Lore	45	n/a	0	Unique
Shiny Armour	40	42000	4	Exotic
Silver Seal	35	n/a	0	Unique
Spear of Seeking	55	2250	2	Rare
Staff of Damnation	66	1150	2	Exotic
Staff of the Whitespore	—	300	2	Rare
Storm Helm	35	1400	2	Exotic
Sword of Battle	—	4000	1	Exotic
Sword of Justice	—	n/a	1	Unique
Talisman of Ulric	45	n/a	0	Unique
The Tomb-Blade of Arkhan	88	n/a	1	Unique
Wyrmslayer	50	4500	4	Exotic

**Arabian Carpet:** The carpet can only be controlled and steered by the will of its master; otherwise, it remains inanimate. Once mastered, the carpet may fly you and five passengers safely, as per the *Flight (70)* Trait. Each passenger reduces the *Flight* Rating by 10. Others may hold onto the sides, though doing so requires a successful Strength Test once per minute of flight; and further reduces the carpet's Rating. The carpet may fly for up to your Willpower minutes. Once this time elapses or the Rating becomes 0, the carpet becomes inanimate for the rest of the day and everyone takes Falling Damage. The carpet may be damaged or destroyed by fire (it has a Toughness of 10 and 20 Wounds).

**The Black Amulet:** This amulet is a lustrous stone of midnight hue engraved with a glowing symbol of unknown origin. The amulet bestows you with the *Ward (6)* Trait towards all attacks and effects which cause Wounds. Additionally, any close combat Wounds warded by the amulet are inflicted against the foe that struck you (and Armour offer no protection). Every time Wounds are warded, you have a 5% chance (96-00) of gaining a Corruption point.

**Blood Drinker:** This broadsword was forged by evil Necromancers from the blood of Vampires, so that it would have the ability to drain life from its victims. The weapon strikes like a Hand Weapon, but each successful Hit drains 10 points of Strength from its victim, and gives them +1 *Fatigued* Condition. A character whose Strength is reduced to 0 is rendered *Unconscious* and may be killed freely. If the character survives, any Strength lost is regained at the rate of 5 points per day of continuous bed rest. *Blood Drinker* may resemble a normal sword, but when the light catches it, the steel shimmers with a reddish tint.

**Charm of Hotek:** These much-adulterated fragments are all that remains of the tools used by Hotek to forge the black armour of Malekith, the Witch King of the Dark Elves. When worn on the body, this charm grants you the *Immunity (Fire)* Trait and +1 Armour Point to all locations. However, the charm is suffused with Dark Magic: you suffer a -20 penalty to all Corruption Tests. The GM should play coy as to whether or not the charm is the cause of the corruption.

**Dagger of the Moot:** These daggers were made by a long-dead Wizard of the Empire noted for his aggressive Halfling servitors. This dagger will only display special magic properties in the hands of a Halfling; to others, it has no magical properties whatsoever. When used by a Halfling, the dagger counts as a normal sword in all respects, with an additional +10 bonus conferred to *Melee (Basic)* Skill.

**Dawnstone:** A Dawnstone is an extremely rare magical weapon fashioned from a flint or obsidian dagger or hand-axe—such as occasionally turns up in a barrow grave—which has also been enchanted with powerful magicks. These weapons have all the same general and special abilities as a magical weapon (making the appropriate rolls). A Dawnstone also has the following properties:

- You are protected by a permanent *Zone of Sanctuary* spell which follows you as its target. If any other *Zone* effect touches it, both will be dispelled and the Dawnstone's *Zone* will return in 1 hour.
- You gain +10 to your Willpower while holding the stone in your hand. If you are a genuine Druid (not a Jade Wizard), you gain +20 Willpower instead.
- A Dawnstone cannot be cursed.

**Dazh's Flint:** This odd wedge-shaped piece of volcanic rock was uncovered in the Dark Lands by Grugni Goldfinder—a famous Dwarf treasure-hunter. When the flint is touched to a flammable object, such as tinder, cloth, hair, or paper, it automatically catches flame. Thought to be long lost by the Bright Wizards, word has it that they would pay a handsome reward to attain it.

**Enchanted Rope:** Enchanted ropes are made only in Araby. Lengths of 1d10+2 feet are of exotic Availability in the Old World, while longer ropes are almost unheard-of except in Araby. Enchanted rope is animate, and can fight just like a character, coiling round a one-handed weapon to grip it. It has the following profile:

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	41	—	33	33	100	88	66	15	43	—	13

**Traits:** Armour 3 (Soak 6), Constrictor, Immunity to Psychology, Size (see below), Ward (see below).

**Special Rules:**

- Ropes from 3-5 feet are Size (Small), Ward 10.
- Ropes from 6-11 feet are Size (Average), Ward 9+.

- Ropes from 12-20 feet are Size (Large), Ward 8+.
- Enchanted rope cannot regain Wounds by any means

A rope may tie itself in knots or bonds at your command. They are fully discriminating and can move towards and seize specific items or creatures. Though magical itself, its attacks do not count as such unless it wields a magical weapon.

There is a 50% chance (or up to GM) that a magical rope found during an adventure will not have a living owner. In order to become a rope's owner, you must master it as with other magical items. Once a rope has a living owner, it cannot be mastered by another, although it will obey a second character if its owner so commands.

**Fauschlag Ring:** This iron ring is set with a sliver of rock quarried from Middenheim. Said to contain the power of Ulric himself, this ring is a prized artefact of the Priests of Ulric. The wearer of this ring gains a +5 bonus to their Weapon Skill. Followers of Ulric gain a +10 bonus.

**Fencer's Blades:** These twin rapiers grant you +10 Weapon Skill when used in tandem. There are a few dozen known sets of these in the Empire, though most are owned by nobles. From time to time, a set can be found for sale in an Auction House that trades in exotic wares.

**Gem of Nurgle:** This green jewel is said to have come from a ring worn by the Chaos God of Decay, Nurgle, though this rumour has never been verified. Rumours also abound of a mysterious infectious rotting disease afflicting all who handle the gem. According to numerous unsavoury thieves and other criminals, the gem was last known to have been smuggled into city of Nuln and spread its disease through the underworld hideout known as the Asylum. Some mention has been made that Councillor Albrecht Oldenhaller himself contracted the smugglers and has since taken possession of the gem somehow. Nuln officials and authorities vehemently deny all such rumours.

**The Gilded Armour:** This golden suit of plate armour was gifted to Magnus the Pious by the Elves following the great war against Chaos. Any weapon brought to bear against you is repelled by a strange, magical force. The armour automatically provides +1 AP to all hit locations; in addition, any foe in close combat must pass a Strength Test in order to even attempt to strike you. The armour is currently kept safe in the Imperial treasury, and is worn on special occasions by the Emperor or his champion.

**The Golden Eye of Tzeentch:** This amulet is in the form of an intricately carved golden sceptre on which are inscribed mesmeric, twisting shapes that appear to writhe and change form. The Golden Eye affects all of the bearer's opponents in Melee combat. At the start of each Round, all enemies must make an **Average (+20) Willpower** Test or become transfixed by the amulet's power, suffering a number of *Stunned* Conditions equal to the SL of their failed Test (minimum of 1). This item may only be activated by Tzeentch cultists, otherwise the bearer must test against Corruption (Major) once per week until the amulet is discarded.

**Griffon Claw:** When attacking and defending with this enchanted blade, you gain +10 to your *Melee (Basic)* Skill. The Griffon Claw is an exquisite weapon with a slender *gromril* blade and a hilt fashioned in the shape of a claw. The weapon displays a keen and unnerving intelligence. These swords are awarded to the best swordsmen in the Empire.

**Harness of Fearlessness:** This magical harness is made of the finest brown leather and hard, bluish *Gromril*, and is greatly desired by those who ride warhorses. It may be fitted to any normal horse, which gives the creature the *Immunity to Psychology* Trait.

**Heart of Woe:** This huge heart-shaped ruby shimmers with a life of its own. If you bear this crystal and are killed, the crystal shatters into a thousand pieces, spraying all those within an AoE in yards equal to your maximum Wounds characteristic. This jewel is carried, often quite publicly, by important nobles to dissuade assassins, and sometimes by those on a suicide mission. When the Heart shatters, all affected by the AoE suffer an automatic Hit with a Damage equal to the your maximum Wounds characteristic + 1d10. On a roll of 10, a Critical Hit is also caused. Toughness Bonus and Armour Points protect as normal.

**Helm of Encouragement:** When you wear this simple metal helm, you gain its normal AP bonus, and it whispers encouraging words into your mind. You gain your WPB levels in the *Fearless (Everything)* Talent. In addition, you find yourself leaping into situations that should normally be avoided, feeling abnormally confident in your abilities. The GM should suggest suboptimal paths during gameplay that you feel compelled to follow.

**Helm of Telepathy:** This helm is a solid silver skullcap with the normal attributes of a plate helmet, though it also has the *Durable (4)* Quality. When wearing this helm, you can send messages by mere thought to anyone within Willpower yards, though they must know your language to understand what you are saying. You may also peer into the thoughts of others; however, this can be resisted with an **Opposed Willpower** Test. For tests in the +/-0 SL range, the GM may allow you to be fed false or misleading information. After your WPB weeks of wearing this helm, you will suddenly develop splitting headaches, gaining a *Stunned* condition for 1d10 minutes, after each use of its telepathic power. You may only remove the helmet by winning an **Opposed Willpower** Test (one attempt allowed per day).

**Helstrum's Staff:** Contrary to its name, this staff was never actually wielded by Johann Helstrum—the first Theogonist. Instead, it served as the symbol of office for almost a thousand years, but vanished during the upheavals following the Black Plague of 1111 IC. Some time after, the cult of Sigmar created a facsimile of the original to serve in its stead. When carried, Helstrum's Staff grants you your maximum level of *Impassioned Zeal*, *Master Orator* and *Public Speaker* Talents.

**Lantern of Days:** This ornate, darkwood lantern casts light as a Storm Lantern, but burns oil very slowly so that a single purchase (see *Lamp Oil*, p309) will fuel the lantern for 1d10 days.

**Light Sabre:** This rapier weighs as little as a feather, counting as 0 Encumbrance. Due to its lightweight nature, the weapon always gives you +1 Advantage at the start of your Turn.

**Lyre of Melody:** This splendid instrument plays beautiful and haunting melodies and gives you the *Entertain (Lyre)* Skill with +20 in advances. You may reverse the roll of a failed *Entertain (Lyre)* Test if doing so would allow the Test to succeed.

**Orb of Ghroind:** This obsidian ball offers a terrible glimpse into the Realm of Chaos, revealing fragments of the future in the swirling vortex of maddening energies. Anyone other than a Dark Elf who stares into the orb must test against Corruption (Major) at **Very Hard (-30)**

**Difficulty.** However, in exchange, the viewer gains a clear look at some important event in the future (determined by the GM).

**Pen of Endless Ink:** This curious writing implement is accurately named: it contains all the ink it will ever need inside its body.

**Psychic Sword:** This magical weapon looks like a normal sword, but its attacks have no physical form, passing through objects without obstruction and assaulting the soul instead. The target of this weapon's attack gains the *Surprised* condition and may not parry (thus the attack counts as an Unopposed Test); but an observant combatant will learn to dodge next time (and lose the *Surprised* condition). The sword swaps the wielder's Willpower Bonus for Strength Bonus when determining Damage. The weapon has no effect on any creature with the *Immunity to Psychology* Trait or which has no Willpower characteristic.

**Runefangs:** All Runefangs are inscribed with the Master Rune of Alaric the Mad. After a combined army of men and Dwarfs stopped an Orc invasion at the Battle of Black Fire Pass, thus saving the Dwarf realm from destruction, King Kurgan Ironhand showed his gratitude by presenting a gift of magic swords to the Empire. He set the great runesmith Alaric the Mad to make runeswords, one for each of the twelve great chieftains of Sigmar's army. It took many long years for the swords to emerge from the workshops of Alaric; by the time the last sword was finished, Sigmar had long since passed eastward and the original chieftains who had fought at Black Fire Pass were dead. Instead, the Runefangs were presented to the ruling Emperor, who divided them between the Provincial Electors. Since that distant time, the Runefangs have served the counts of the Empire, having passed from ruler to ruler to the present day. As there are now fewer Provincial Electors than there were chieftains, the two spare Runefangs are held by the Emperor as part of the Imperial Armoury. They are kept securely locked in the Imperial treasure house in Altdorf, but are sometimes brought out and used by mighty heroes in times of extreme need.

**Sand of Flinging:** This exotic substance is believed to be enchanted by the Sorcerers of Cathay, and within the Empire its manufacture is not understood. The fine magical dust is usually sealed in a vial or packet, containing enough for 1d10 uses. A teaspoonful or so held in the hand may be thrown up to twelve yards, and from the point of impact a cloud of sand spreads out in a 4-yard radius. All creatures within the Area of Effect receive your Dexterity Bonus in *Blinded* conditions.

**Scrivener's Candle:** These large candles are fairly common in the Empire's most prestigious universities, though they are expensive as their key ingredient is a rare wax from the giant bees of fabled Ind. A musky odour rises from their flames. When reading by their substantial light, the reader gains +20 Intelligence. A single candle can fully illuminate an average-sized room for 24 hours.

**Scroll of the Fifth Lore:** When examined, this singular scroll appears to be whatever its reader expects to see. Thus, if handed to a literate guard with the explanation that the scroll is in fact a writ of passage, the guard would see it as such. The scroll is an old and cracked vellum scroll with a mysterious history. Most Magisters agree it was the product of the first Patriarchs of the Grey Order, fashioned prior to the Empire's crackdown on larcenous inclinations of the Shadow Wizards. From time to time, rumour of this scroll surfaces, usually coinciding with some public outrage about a missing object, infiltration, or an act of sabotage. It was last seen in Marienburg.

**Shiny Armour:** A large, embossed image of Sigmar's flaming comet adorns the armour as its centrepiece. This glistening, golden Breastplate has so much decoration and bulk to be covered up by clothing, and thus is always on display. The Breastplate has 4 APs and does not have the *Weakpoints* Flaw. You gain +2 levels of the *Attractive* Talent and +20 Fellowship for those who would be impressed by such a flashy display. For those who are disgusted by such flagrant flaunting, the effect is quite the opposite, and the GM may determine the appropriate reaction. In addition, the Breastplate redirects Ranged attacks and flying projectiles (but not magical attacks) towards its location, with a +20 to hit. It is rumoured that it has had many short-lived owners over the years.

**Silver Seal:** All attacks against the wearer of the Silver Seal suffer a -10 penalty. In addition, the wearer gains a level of the *Magic Resistance* Talent. After the Great War Against Chaos, a magical ward was forged for Magnus the Pious. A brilliant diamond set in a silver disk, it now hangs from the neck of the Emperor. However, some scholars suggest there are copies and forgeries widespread sold across the Empire; one or two of these may even work.

**Spear of Seeking:** This spear has a black shaft and silver head, inscribed with twisting engraved patterns. It will seek out a specifically named enemy over a distance of up to 150 yards, dodging all others to lodge itself in the enemy's chest. You must call out the full name of the target, but if you get the name wrong in any way, the spear will return and strike you instead. To resolve the attack, roll 1d100 against a *Ranged* Skill of 100, with only a 5% chance of failure.

**Staff of Damnation:** This staff may only be used by Necromancers. It takes the form of a six foot staff of black ivory intricately carved with images of skulls, bones, and bodies writhing in torment. The staff's energies can be used to invigorate and Undead creatures within the wielder's Willpower in yards. This effect doubles their Movement, and provides them with +1 Advantage each Round (this Advantage does not accumulate across Rounds). At the end of each Round, the GM should roll 1d10—if the roll is under the number of Rounds the power has been in effect, the staff is drained, the effect comes to an end, and the Necromancer must wait 24 hours to use the staff's power again. If the staff is carried by a non-Necromancer for 8 days or more, the bearer will gain 1d10 *Corruption (Mind)* points, after which the bearer will suffer 1 Corruption per week until the staff is discarded.

**Staff of the Whitespore:** This staff is carved at one end in the shape of a pointing hand and at the other in the shape of a clawed foot. It was created by a noted Sorcerer of Nurgle, Helmut Whitespore, many decades ago, and has since been copied by Nurgle cultists. The staff has no effect at all for creatures who lack any spellcasting ability. If you are a spellcaster, the staff willingly becomes yours. Wielding the staff gives you a level in the *Second Sight* Talent, and you are granted +1 SL to successful *Channelling* and *Language (Magick)* Tests when casting spells from the lores of Chaos Magic (Nurgle) or Arcane Magic (Daemonology). In addition, you will have semi-regular dreams (some of which interrupt your rest) luring you towards the more seductive aspects of Chaos. If you are reluctant to be seduced by Chaos, the GM should roll a secret **Very Easy (+60) Cool** Test on your behalf each time you have one of these dreams. The first time this test fails, you gain the *Chaos Magic (Nurgle)* Talent for free, and thereafter for the normal XP cost. A spellcaster who actively seeks to become a Chaos sorcerer does not have these disturbing dreams.

**Storm Helm:** This is a glimmering white helmet with a large, unwieldy visor. Additionally, the wearer's voice sounds booming and ominous. You gain +4 APs to your Head, but you lose -20 from all Ballistic, Fellowship, Language, and Perception Tests. Once mastered, the helmet cannot be taken off without removing the curse.

**Sword of Battle:** Such swords are presented as gifts to individual Humans who have done the Dwarf people a great service. Each Sword of Battle is unique in appearance and its Qualities, though all are forged of a *gromril* alloy and feature a Rune of Fury proudly on the hilt.

**Sword of Justice:** This unique sword is inscribed with a Rune of Grudges and a Rune of Fury. Passed down from champion to champion through the reigns of successive Emperors, this weapon is not only an instrument of battle, but also a symbol of loyalty, skill, and a further example of the long-standing friendship between the Dwarfs and Humans. Currently, the Sword of Justice is held by Ludwig Schwarzhelm, the Emperor's Champion.

**Talisman of Ulric:** Wearing this amulet of a silver wolf's head allows you to regain 1 Wound at the start of your turn, though you must be alive to gain this effect. A follower of Ulric need not master the talisman to wear it. This talisman is an ancient heirloom of the Todbringer family of Middenland, and is currently worn by the Elector Count Boris Todbringer. It is as much a badge of office as is the family's Runefang. Many copies and forgeries of these talismans have been sold across the Empire, though these do not contain any magic.

**The Tomb-Blade of Arkhan:** This is a black, rune-etched sword created by the mighty Necromancer Arkhan the Black. The blade traps the souls of those it slays, binding their soulless husks into undying servitude to its wielder. If you are killed by the blade, you must make an **Opposed Willpower** Test. If successful, you die normally (though you may use a Fate point to avoid certain death). Otherwise, the flesh boils instantly from your bones and your skeleton arises as a minion of the sword's wielder: there is no possibility of using a Fate point to avoid this fate. Your doomed soul can only be saved from eternal damnation by a Priest of Morr. The Tomb-Blade can only be safely wielded by a Necromancer, Vampire, or Liche. Anyone else stands a 50% chance per day of contracting *Tomb Rot*, as well as Corruption (Minor) exposure.

**Wyrmslayer:** This is an enchanted pike designed to pierce through the scales and hide of any monstrous reptile such as a Basilisk, Dragon, Hydra, Jabberslythe, or Wyvern. Against such creatures, a successful Hit ignores the creature's Armour Points and Toughness Bonus. Against other creatures, the pike strikes like a weapon with the *Magical* Trait only. It is unknown how many of these weapons remain, as most were destroyed long ago.

## RANDOM MAGIC ARTEFACTS

When designing an adventure, it is always best to organize the themes of the story in terms of monsters, treasure, and magical items, including some idea of where these items will be and how they got there. Sometimes you might need to generate a magic item completely at random—in which case the following tables and rules can be used systematically or as inspiration for crafting your own items. You may even wish to mix together positive and negative attributes into the same item, making magic artefacts less comprehensible and more in the Warhammer spirit. Unless noted otherwise, random items should be considered *Exotic* Availability.

## Random Magic Items Table

Once you roll, refer to the section appropriate to the result. If *Renowned Items* is rolled, see the section on **Magic Items of Renown**.

1d100	Magic Artefact	Encumbrance
01-02	All-Seeing Mirrors	0-4 per mirror
03-10	Ammunition	0
11-20	Amulets	0
21-30	Armour & Shields	Per Armour
31-32	Boots	1
33-34	Cloaks	1
35-36	Containers	Per Item
37-38	Gloves	0
39-40	Horns	1
41-42	Jewels of Power	0
43-50	Potions	0
51-60	Rings	0
61-62	Robes	1
63-67	Rods & Wands	0
68-69	Scrolls	0
70-71	Tomes	1
72-75	Trinkets	Per Item
76-95	Weapons	Per Weapon
95-99	Wizard Staffs	2
00	Renowned Items	Per Artefact

## Random Qualities & Flaws Table

Magical artefacts are often crafted by very skilled tradesmen using the best materials at hand. It is ultimately up to you if a magic item is of poor, standard, or fine make. You can roll on the following table or choose the result. Feel free to ignore rolls that make no sense for the specific item. **Example:** an amulet would not benefit from the *Lightweight* or *Practical* qualities.

1d100	Qualities (1st roll)	Flaws
01-05	Roll Twice	Roll Twice
06-15	Roll a Flaw	No Qualities/Flaws
16-30	No Qualities/Flaws	No Qualities/Flaws
31-40	Lightweight	Bulky
41-55	Durable (1)	Unreliable
56-60	Durable (2)	Unreliable
61-75	Fine (1)	Ugly
76-80	Fine (2)	Ugly
81-90	Practical	Shoddy
91-99	Roll Twice	Roll Twice
00	Roll Thrice	Roll Thrice

For armour and weapons, refer to those specific sections: they have their own specific tables.

## Random Characteristics Table

Some magical items will provide a bonus (or penalty) to a random characteristic. Roll 1d10 to determine which characteristic is affected:

1d10	Characteristic	1d10	Characteristic
1	Weapon Skill	6	Agility
2	Ballistic Skill	7	Dexterity
3	Strength	8	Intelligence
4	Toughness	9	Willpower
5	Initiative	10	Fellowship

## Random Spell Tables

Some magic items can store one or more spells. Items may not store spells of different Lores. The following table should be used to figure out the specific Lore stored in the item.

1d100	Lore	1d100	Lore
01-05	Other Lore*	66-70	Lore of Light
06-25	Petty Magic	71-75	Lore of Metal
26-40	Arcane Magic	76-80	Lore of Shadows
41-45	Lore of Beasts	81-85	Lore of Hedgecraft
46-50	Lore of Death	86-90	Lore of Witchcraft
51-55	Lore of Fire	91-94	Lore of Daemonology
56-60	Lore of Heavens	95-98	Lore of Necromancy
61-65	Lore of Life	99-00	Chaos Magic

\*The GM chooses another Lore for the item (such as Lore of the Wild or Lore of Da WAAAGH!).

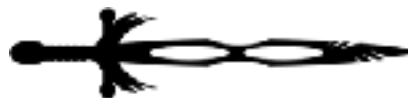
After rolling for the Lore, roll or choose from the provided spell lists. (Note: Many of the spells listed are from my companion supplement, **The Unofficial Grimoire**.)

## Random Species Table

Some magical items protect you from all attacks made by a particular type of opponent. Others may provide a specific attack effect against an opponent type (such as a Bane-weapon). To determine the opponent type, roll on the following table:

1d100	Species & Creature Type
01-05	All Beasts & Critters
06-10	All Daemons & creatures aligned with Chaos
11-15	All reptiles
16-20	All Undead
21-25	Corrupted creatures, Mutants & Cultists
26-30	Daemons (and Daemon Weapons)
31-35	Dragons & Monstrous Beasts
36-40	Dwarfs, Gnomes & Halflings
41-45	Elves
46-50	Fimir
51-60	Giant Animals
61-70	Greenskins
71-75	Humans
76-80	Skaven
81-85	Trolls, Treemen, Giants & Ogres
86-90	Undead (Physical)
91-95	Undead (Ethereal)
96-00	Vampires & Were-creatures

**Limitations:** The GM is free to limit the scope of the target species: ie, a roll of **37** could be limited to just Halflings instead of Dwarfs, Gnomes & Halflings. In this example, it would also be interesting if the power had lesser effect on Dwarfs & Gnomes. Or if you roll **07**, the target could be limited to Beastmen.



<p><b>1d100 Petty Magic Spells</b></p> <p>01-03 Animal Friend                      04-06 Bearings                      07-08 Belligerence                      09-11 Careful Step                      12-14 Comfort                      15-17 Conserve                      18-19 Converse By Candle                      20-22 Dart                      23-25 Dazzle                      26-28 Drain                      29-31 Eavesdrop                      32-33 Find                      34-36 Gust                      37-39 Induce Flavour                      40-42 Light                      43-45 Magic Flame                      46-48 Magic Lock                      49-50 Marsh Lights                      51-53 Mend                      54-56 Murmured Whisper                      57-59 Open Lock                      60-62 Petty Curse                      63-65 Produce Small Animal                      66-68 Protection from Rain                      69-70 Purify Water                      71-73 Read Out                      74-76 Reinforce                      77-79 Rot                      80-82 Shock                      83-85 Sleep                      86-88 Sly Hands                      89-91 Sounds                      92-94 Spring                      95-97 Twitch                      98-00 Warning</p>	<p><b>1d100 Arcane Magic Spells</b></p> <p>01-02 Accelerate                      03-04 Aethyric Armour                      05-06 Aethyric Arms                      07-08 Aethyric Arrow                      09-10 Alarm                      11-12 Arrow Shield                      13-14 Berserk                      15-16 Blast                      17-18 Bolt                      19-20 Breath                      21-22 Bridge                      23-24 Chain Attack                      25-26 Corrosive Blood                      27-28 Dark Vision                      29-30 Deadly Touch                      31-32 Deft Hands                      33-34 Dispirit                      35-36 Distracting                      37-38 Dome                      39-40 Drop                      41-42 Enthuse                      43-44 Forbidding                      45-46 Entangle                      47-48 Fearsome                      49-50 Flight</p>	<p><b>1d100 Arcane Magic Spells</b></p> <p>51-52 Magic Shield                      53-54 Mental Duel                      55-56 Move Object                      57-58 Mundane Aura                      59-60 Observe                      61-62 Painless                      63-64 Panic                      65-66 Paralyse                      67-68 Provocation                      69-70 Push                      71-72 Rally                      73-74 Repress                      75-76 Sanctuary                      77-78 Silence                      79-80 Slippery Ground                      81-82 Sluggish                      83-84 Smash                      85-86 Steal Aura                      87-88 Subvert Blessing                      89-90 Subvert Miracle                      91-92 Teleport                      93-94 Terrifying                      95-96 Tongues                      97-98 Ward                      99-00 Word of Invulnerability</p>	<p><b>1d100 Lore of the Wild</b></p> <p>01-05 Absorb Corruption                      06-10 Animal Mastery                      11-15 Aura of Purity                      16-20 Autumn's Decay                      21-25 Call Animal                      26-30 Call Lightning                      31-35 Drawing Down the Moon                      36-40 Earthpower                      41-45 Heal Animal                      46-50 Mend Bones                      51-55 Morning Mist                      56-60 Quickening                      61-65 Renew Growth                      66-70 Rite of Spring                      71-75 Sacred Grove                      76-80 Spirit Self                      81-85 Stoutstaff                      86-90 Summer Rain                      91-95 Tanglethorn                      96-00 Winter's Bite</p>
	<p><b>1d100 Lore of Nurgle</b></p> <p>01-13 Malignant Regrowth                      13-25 Miasma of Pestilence                      26-38 Plague Wind                      39-50 Reveal the Inner Beauty                      51-63 Spoil                      64-75 Stench of Nurgle                      76-88 Stream of Corruption                      89-00 The Writhing Cloak</p>	<p><b>1d100 Lore of Slaanesh</b></p> <p>01-13 Acquiescence                      13-25 Beam of Slaanesh                      26-38 Bedazzle                      39-50 Fleishy Curse                      51-63 Pavane of Slaanesh                      64-75 Perfume of Slaanesh                      76-88 Seduction Song                      89-00 Whispers of Doom</p>	<p><b>1d100 Lore of Tzeentch</b></p> <p>01-13 Bestow Mutator's Blessing                      13-25 Bolt of Change                      26-38 Boon of Flight                      39-50 Gift of Tzeentch                      51-63 Nightmare of Reality                      64-75 Pink Fire of Tzeentch                      76-88 Treason of Tzeentch                      89-00 Tzeentch's Fire Storm</p>
<p><b>1d100 Lore of Hedgecraft</b></p> <p>01-17 Goodwill                      18-33 Mirkride                      34-50 Nepenthe                      51-67 Nostrum                      68-83 Part the Branches                      84-00 Protective Charm</p>	<p><b>1d100 Lore of Witchcraft</b></p> <p>01-17 Blight                      18-33 Creeping Menace                      34-50 Curse of Crippling Pain                      51-67 Curse of Ill-Fortune                      68-83 Haunting Horror                      84-00 The Evil Eye</p>	<p><b>1d100 Lore of Daemonology</b></p> <p>01-25 Destroy Lesser Daemon                      26-50 Detect Daemon                      51-75 Manifest Lesser Daemon                      76-00 Octagram</p>	<p><b>1d100 Lore of Necromancy</b></p> <p>01-25 Raise Dead                      26-50 Reanimate                      51-75 Screaming Skull                      76-00 Vanhel's Skull</p>
<p><b>1d100 Lore of Beasts</b></p> <p>01-13 Amber Talons                      13-25 Beast Form                      26-38 Beast Master                      39-50 Beast Tongue                      51-63 Flock of Doom                      64-75 Hunter's Hide                      76-88 The Amber Spear                      89-00 Wyssan's Wildform</p>	<p><b>1d100 Lore of Death</b></p> <p>01-13 Caress of Laniph                      13-25 Dying Words                      26-38 Purple Pall of <i>Sbyish</i>                      39-50 Sanctify                      51-63 Scythe of <i>Sbyish</i>                      64-75 Soul Vortex                      76-88 Steal Life                      89-00 Swift Passing</p>	<p><b>1d100 Lore of Fire</b></p> <p>01-13 <i>Aqshy's</i> Aegis                      13-25 Cauterise                      26-38 Crown of Flame                      39-50 Flaming Hearts                      51-63 Firewall                      64-75 Flaming Sword of Rhuin                      76-88 Great Fires of U'Zhul                      89-00 Purge</p>	<p><b>1d100 Lore of Heavens</b></p> <p>01-13 Cerulean Shield                      13-25 Comet of Casandora                      26-38 Fate's Fickle Fingers                      39-50 Starcrossed                      51-63 T'Essla's Arc                      64-75 The First Potent of Amul                      76-88 The Second Portent of Amul                      89-00 The Third Portent of Amul</p>
<p><b>1d100 Lore of Life</b></p> <p>01-13 Barkskin                      13-25 Earthblood                      26-38 Earthpool                      39-50 Fat of the Land                      51-63 Forest of Thorns                      64-75 Lie of the Land                      76-88 Lifebloom                      89-00 Regenerate</p>	<p><b>1d100 Lore of Light</b></p> <p>01-13 Banishment                      13-25 Blinding Light                      26-38 Clarity of Thought                      39-50 Daemonbane                      51-63 Healing Light                      64-75 Net of Amyntok                      76-88 Pha's Protection                      89-00 Speed of Thought</p>	<p><b>1d100 Lore of Metal</b></p> <p>01-13 Crucible of <i>Chamon</i>                      13-25 Enchant Weapon                      26-38 Feather of Lead                      39-50 Fool's Gold                      51-63 Forge of <i>Chamon</i>                      64-75 Glittering Robe                      76-88 Mutable Metal                      89-00 Transmutation of <i>Chamon</i></p>	<p><b>1d100 Lore of Shadows</b></p> <p>01-13 Choking Shadows                      13-25 Doppelganger                      26-38 Illusion                      39-50 Mindslip                      51-63 Mystifying Miasma                      64-75 Shadowsteel                      76-88 Shadowstep                      89-00 Shroud of Invisibility</p>

## MAGIC ITEM DESCRIPTIONS

The following artefacts are generic examples. You are encouraged to come up with your own variations and powers, and invent imaginative histories and elaborate names for these items to make them distinct. Include curses, detrimental effects and limitations to keep your players from becoming blasé about such items.

### Naming Conventions

Most of the abilities listed in this chapter have some sort of generic descriptive title (such as *Grappling* or *Striking*). Whilst this descriptor should be noted under the owner's trappings, the vast majority of folk—even most Academics!—wouldn't refer to “my Dagger of Striking” or “Boots of Storage”. They would be more likely to say “my enchanted dagger” or some such, having a vague understanding of the item's power.

On the other hand, some descriptors work well enough for how a person would describe it, such as “Elven Cloak” or “Fire Ruby”. It is your game, and you should feel free to have fun with the naming of these wondrous items. It should be noted that the items listed under **Magic Items of Renown** are properly named, and their existence has been studiously detailed in the Empire's official lists of known magical artefacts.

## ALL-SEEING MIRRORS

**Willpower:** 2d10+35 (45)

**Limit:** 1 per location

Mirrors of this kind are made in pairs, and enchanted in such a way that each one bears the reflection that would normally be seen in the other—thus enabling visual and verbal communication between two parties. Such mirrors will only ever communicate with their twin. These mirrors can be any size, from small hand mirrors (Enc 0) to full-length standing mirrors (Enc 4). All-seeing mirrors have an unlimited range over land, but the contact between them is severed if more than 500 miles of water separate them.

If a character fails the mastering attempt, there is a 25% chance of being afflicted with a curse (see the *Cursed Items* section).

If discovered in its home or looted, there is a 95% chance that the characters have found a single mirror without its twin. Finding the other mirror could provide the seed of an exciting adventure.

## AMMUNITION

**Limit:** 1 type of arrow, bolt, or sling bullet

When ammunition is found, roll on the following table to determine its form. For reasons currently unknown to the Magisters, bombs and gunpowder technology cannot be inscribed with magical energies.

1d100	Ammunition	No. Found
01-05	Elf Arrow	1d5+1
06-50	Arrow	1d10+2
51-80	Crossbow Bolt	1d10+2
81-00	Sling Bullet (Lead)	1d10

All magical ammunition has the *Magical* Trait. Arrows, bolts, and bullets are destroyed or rendered unrecoverable when they strike their target. Ammunition that misses can be recovered if you can find them—which will require a Perception Test in conditions other than daylight. Sling bullets are harder to find than arrows or bolts, requiring a

**Challenging (+0) Perception** Test in daylight, and **Very Hard (-30)** in other lighting conditions.

Roll on the table below for the ammunition's magical ability. For bolts, roll on the *Arrow* column.

Arrow	Elf	Sling	Ability
01-10	—	01-15	Inaccuracy
11-25	01-20	16-30	Accuracy
26-35	21-30	31-40	Banefulness
36-50	31-45	41-50	Bleeding
51-55	46-50	—	Detonation
56-60	51-55	51-55	Doom
61-65	56-60	—	Grappling
66-80	61-75	56-70	Potency
81-85	76-80	71-75	Sudden Death
86-90	81-90	—	Teleport
91-95	91-95	76-90	True Flight
96-00	96-00	91-00	Venom

**Inaccuracy:** Successful attacks made with these arrows must reverse the roll if doing so would cause the attack to fail. The GM should play coy about the reason for failure (ie, there's some mysterious magical effect at work, but the players don't know what it is).

**Accuracy** gives a bonus when fired. Roll 1d10 for the bonus to Ballistic Skill: **1-4 +5, 5-7 +10, 8-9 +20, 10 +30.**

**Banefulness** is inscribed with energy that strikes a single type of creature with greater force. Roll on the *Species Table* for the creature type affected. When a creature of this type is struck, the arrow inflicts a Critical Hit in addition to the Damage suffered.

**Bleeding** inflicts a *Bleeding* condition on a successful Hit. Until the arrow is removed from the body with a **Challenging (+0) Heal** Test (as per the *Impale* Quality), the victim suffers an extra *Bleeding* condition each minute. The arrow is built in such a way that it collects some of the blood, which can then be decanted into a suitable container—suitable as a spellcasting ingredient.

**Detonation:** Wherever it strikes, hit or miss, this arrow explodes. The usual bow and arrow Damage is ignored in favour of the Bomb's Damage rating (SL+12). The weapon's Qualities are still used, but the ammunition's Qualities are replaced with those of the Bomb (*Blast 5, Dangerous, Impact*).

**Doom** affects a single type of creature; roll on the *Species Table*. If such a creature is struck by this arrow, the target must pass an **Endurance** Test or be slain. Even if the Test is succeeded, the creature suffers 1d10 Damage unmodified by TB or AP.

**Grappling:** When fired, this arrow or bolt has magic which embeds itself into any surface that is not organic tissue. The arrow provides no bonus in combat other than the *Magical* Trait. It will support the weight of up to 100 feet of rope (usually attached to it before firing) and a normally encumbered creature of *Size (Average)* or smaller. If there is greater weight encumbering the arrow, there is a 50% chance the grapple will hold (modified at GM's discretion). This arrow may be used up to 1d10 times before its grappling magic is exhausted.

**Potency** causes +1 Damage when it hits.

**Sudden Death** invokes the *Sudden Death* rule on any victim whose TB is less than your SB.

**Teleport** will embed itself into most hard surfaces. Wherever it sticks, you can instantly choose to use your remaining Move this turn to teleport yourself and one person you touch to the arrow's location.

**True Flight:** If your *Ranged* Test fails, you may reverse the roll if doing so results in a success.

**Venom:** Your victim must pass a **Difficult (-10) Endurance** Test or suffer +1 *Poisoned* Condition.

## AMULETS

**Willpower:** 2d10+20 (30)

**Limit:** 1

An amulet takes the form of a medallion, bracelet, choker, necklace, or some other talisman or item of jewellery. Unless noted otherwise, you must be wearing the amulet to master it and use its power. Roll 1d100:

1d100	Amulet	1d100	Amulet
01-15	Cursed	61-65	Jade
16-25	Thrice-blessed Copper	66-70	Law
26-30	Adamant	71-75	Obsidian
31-35	Alluminas	76-80	Opal
36-40	Choker	81-85	Preservation
41-45	Coal	86-90	Protection
46-50	Endurance	91-95	Righteous Silver
51-55	Fire Resistance	96-98	Watchfulness
56-60	Iron	99-00	Runed Amulet

**Cursed Amulet:** You will suffer this amulet's curse when you master the artefact. See *Cursed Items*. Roll again on the *Amulet Table* above to determine the amulet's full nature: for example, a roll of **07** and **54** means the item is a Cursed Amulet of Fire Resistance. Two *Cursed* results means that the item has no beneficial power.

**Amulet of Thrice-Blessed Copper:** You suffer one less Wound than you otherwise would from mundane weapons, and you gain a +20% bonus to all Endurance Tests related to poisons and drugs. If the amulet is placed within one yard of a poison source, it will turn green.

An **Amulet of the Adamant** increases your *Toughness* by 10. This amulet may not be removed until you are slain or dismembered.

**Medallion of Alluminas:** Alluminas is rumoured to have been a God of Law who has been dead for many centuries. You may use a Free Action to activate this medallion once per session. Touching it to your target's head (or your own), the sun symbol will glow brightly. The target regains 1 Wound and may make a **Hard (-20) Endurance** Test to lose a Corruption point.

This **Choker** is a strikingly beautiful piece of jewellery; it has the *Fine* (3) Quality and a Willpower of 45. When you wear and master this choker, you gain +10 to your Willpower (until you attempt to remove it). If you fail to master it, it will immediately start choking you; otherwise its remains dormant until you attempt to remove it—when it will start choking you. At the start of each Round, you take +1 *Entangled* condition with a Strength equal to the choker's Willpower, and for each condition you take WPB Wounds modified by your TB (with a minimum of 1 Wound suffered per condition). If you fall to 0 Wounds,

thereafter each condition counts as 1 Critical Wound. Which skill you use to oppose the choker is up to you and your GM: Dexterity to unclasp it, Strength to rip it off, Melee to cut it off, etc. In addition, others may Assist in doing the same Test or may perform a different Test: though doing so could do more harm than good, causing more conditions. If you remove all *Entangled* conditions, the choker comes free from your neck and its magic is inert until another fool wears it. It has a value of about 8000 GC to those who know it is magic; otherwise a jeweller will appraise its worth to be 160 GC.

An **Amulet of Coal** can only be used by a Bright Wizard (though anyone can wear it for decoration). You gain +1 SL and inflict +1 *Ablaze* Condition for any fire-based spell you deploy.

**Talisman of Endurance:** This item increases your Endurance Skill by +10.

The **Amulet of Fire Resistance** is made of copper, inlaid with swirling fiery patterns of orange and yellow enamel. You gain the *Resistance (Fire)* Talent, which includes spell or weapon effects that cannot normally be resisted.

**Amulet of Iron:** You gain a level in the *Magic Resistance* Talent. (Note: this amulet *cannot be used* by any person or creature who is able to cast spells.)

**Amulet of Jade:** You gain the *Regenerate Creature* Trait. This power does not allow you to regrow limbs or to survive fatal Critical Hits or Extreme Damage.

The **Amulet of Law** will only function for characters who have positive motivations & ambitions (GM's discretion), and for those who have no Mutations or Disorders, as well as fewer *Corruption* or *Sin* points than their Willpower Bonus. You are immune to *Fear* and *Terror* against all Chaotic monsters and creatures, or any creatures with the *Corruption*, *Mutation*, or *Undead Creature* Traits. In addition, this amulet confers a +20 bonus when resisting non-physical attacks from such creatures.

**Obsidian Amulet:** This amulet grants you two levels in the *Magic Resistance* Talent.

**Opal Amulet:** You are able to shrug off the first Melee or Ranged hit against you each session without taking any Damage, excluding Critical Hits.

**Talisman of Preservation** This protective amulet provides you with the Ward 10 Trait, or it better your *Ward (Rating)* Trait by +1.

**Talisman of Protection:** This talisman exudes a magical buffer which grants you +1 Armour Point to all locations. If you use it to deflect a Critical Hit, the magic is neutralized for one week's time (or two full sessions, whichever is longer).

**Amulet of Righteous Silver:** This amulet provides you complete immunity to psychological effects caused by Chaos, Daemonic, Ethereal, or Undead Creatures.

An **Amulet of Watchfulness** is active only while you are asleep. If a hostile creature intent on causing you harm approaches within 12 yards, the amulet wakes you up instantly; thus, while sleeping you cannot be *Surprised*. It can give no warning of impending magical or missile-fire attacks from beyond the stated range, and would not (for example) alert you to the presence of a thief pilfering your belongings!



**Runed Amulet:** This item has been inscribed with the power of 1 or more runes. This amulet has no Willpower.

## ARMOUR & SHIELDS

**Armour Limit:** 1 piece of magical armour per location.

**Shield Limit:** 1

Magical armour and shields are very rare and valuable, as they confer extra Armour Points and may have several other enchantments as well.

### Determining Armour & Willpower

To determine the magical Armour's or Shield's Willpower score, the GM should take the *Base WP Score* for the armour piece. Add the *WP Modifier* based on the roll for **Number of Enchantments**. Then add the *WP Modifier* for the **Enhanced Protection** roll. The final tally is the item's actual Willpower characteristic—against which you must Test to master the armour and take it as your own. Roll 1d100 on the table:

1d100	Armour Found	Base WP Score
01-10	Mail Coif	25
11-15	Open Helm	30
16-20	Plate Helmet	35
21-30	Leather Breastplate	20
31-40	Mail Shirt	25
41-50	Breastplate	35
51-60	Mail Coat	30
61-70	Mail Chausses	25
71-80	Plate Leggings	35
81-90	Bracers	25
91-95	Shield	20
96-00	Tower Shield	35

Or, if you are using the optional *Quick Armour Rules* (p301), you should make the following roll:

1d100	Quick Armour	Base WP Score
01-40	Light Armour	20
41-70	Medium Armour	30
71-90	Plate Armour	40
91-95	Shield	20
96-00	Tower Shield	35

Next, a shield or piece of magical armour may have more than a single enchantment cast upon it:

1d100	No. of Enchantments	WP Modifier
01-05	Cursed Armour*	+0
06-80	1	+1d10
81-95	2	+2d10
96-98	3	+3d10
99-00	Rune-inscribed Armour**	—

\*This result has no other abilities: see *Cursed Items*.

\*\*Rune armour has no other abilities: see *Magic Runes*.

The first enchantment cast upon any piece of armour will always be *Enchanted Protection*. Any further enchantments may be chosen by the GM or determined randomly using the *Armour Enchantment Table*. Enchantments only have an effect while you wear or wield the item.

- **Gromril Armour** is not in itself magical, but the wondrous silver metal is so tough that it cannot be crafted except through magical

means. It provides +1 AP than normal, and features the *Durable* (3), *Fine* (2), and *Lightweight* Qualities.

- **Other Magical Armour** usually features *Durable* and *Fine* ratings equal to its Enhanced Protection APs.

1d100	Enhanced Protection	WP Modifier
01-25	<i>Gromril</i>	+2d10
26-85	+1 Armour Point	+1d10
86-98	+2 Armour Points	+3d10
99-00	+3 Armour Points	+4d10

### Armour Enchantments

If there are multiple enchantments imbued into the armour, you should make the rolls on the table that follows. For runes, you should refer to the **Runes** section.

1d100	Enchantment	1d100	Enchantment
01-15	Cursed Armour	58-60	Hatred
16-20	Animosity	61-64	Invisibility
21-30	Characteristic	65-69	Location Effect
31-34	Charmed	70-72	Magic Missile Protection
35-37	Destiny	73-75	Protection
38-40	Discord	76-85	Ptolos
41-45	Dodging	86-87	Ranald
46-47	Dragon	88-91	Silvered Steel
48-50	Fortune	92-95	Spellshield
51-54	Gambler	96-99	Wizardry
55-57	Glittering Scales	00	Chaos Armour

**Cursed Armour:** Your item is cursed and you cannot remove it until you remove the curse. See *Cursed Items*.

**Animosity:** You gain the *Animosity* Trait towards a target species rolled on the *Random Species Table*.

**Characteristic Change:** You must be wearing the armour to gain this power. Roll once on the *Random Characteristics Table*; then roll here:

1d100	Effect (Average)
01-15	-3d10 (-15)
16-65	+1d10 (+5)
66-90	+2d10 (+10)
91-95	+4d10 (+20)
96-00	Roll two characteristic changes.

**Charmed:** When you wear or wield this item, the first successful strike of the session against you is absorbed—even if a Critical Hit is scored.

**Destiny:** This armour grants the wearer the *Ward 9+* Trait against all attacks targeting you.

**Discord:** Once per encounter, you may use your Action to select a single foe you are engaged with. That foe must immediately perform a **Difficult (-10) Cool** Test: if the Test is failed, the foe succumbs to the armour's sibilant whispers of malice and jealousy—suffering SL *Stunned* conditions.

**Dodging:** You gain +10 to your Dodge Skill.

**Dragon:** This armour grants you the *Immunity (Fire)* Trait.

**Fortune:** This armour grants you the *Ward 7+* Trait against all attacks targeting this location.

**Gambler:** You may spend a Fortune point as a Free Action. Doing so activates the armour's protective quality, which gives you the *Ward 6+* Trait against attacks targeting this location.

**Glittering Scales:** Tough scales are crafted into this armour. All successful attack tests against this location are penalized -1 SL.

**Hatred:** You gain the *Hatred* Trait towards a target species rolled on the *Random Species Table*.

**Invisibility:** You can turn invisible at will. You can only be detected through other senses or by a creature with the *Second Sight* Talent who passes a **Perception** Test.

**Location Effect:** The piece of armour has an ability that is natural to its location:

*Arm*—**Deflection:** You can knock aside any incoming non-magical missiles that target you with your arms.

*Body*—**Regeneration:** You gain the *Regenerate* Trait.

*Head*—**Critical Protection:** You are able to spend a Resolve point to deflect a Critical Hit that strikes you in the head.

*Leg*—**Movement:** You are unaffected by spells or other conditions which restrict movement (except *Prone*, *Unconscious* or *Psychology* effects).

*Shield*—**Weapon Breaker:** Your shield gains the *Trap Blade* Quality.

**Magic Missile Protection:** You are immune to any *Magic Missile* spell striking this location.

**Protection:** All Damage from one kind of attack is halved; you are completely immune to related non-damaging effects. Roll on the *Attack Protection Table* for the relevant attack.

**Ptolos:** You are able to dodge, or use your shield, to oppose Ranged attacks at any Range, provided you have Line of Sight, with a bonus of +10 to your test.

**Ranald:** Any successful hit that strikes this location must be re-rolled; the second result stands.

**Silvered Steel:** This armour is specially hardened against magical weapons. All Melee or Ranged Tests against this location by creatures who have the *Magical* Trait are penalized -2 SL.

**Spellshield:** When you use this armour, you gain a level of the *Magic Resistance* Talent at your TB level.

**Wizardry:** Wearing this piece of armour has no effect on your spellcasting abilities. Roll here for its additional power:

1d100	Ability
01-75	No additional power.
76-80	<i>Immunity:</i> You are immune to a single random Lore.
81-85	<i>Energy:</i> Each session, roll 1d10. You may spend this amount of SL before you roll to cast your spells.
86-90	<i>Power Amplifier:</i> When you successfully cast a spell, you may add +2 SL to the roll.

91-95 *Spell Absorption:* When you dispel a spell effect successfully, this piece of armour absorbs SL equal to the CN of the spell.

96-00 *Spell Storage:* Works like a Spell Jewel.

**Chaos Armour:** When you don this armour, it fuses to your body and cannot be removed, except by surgery which would kill you. You may not wear other armour in that location. The armour fills your soul with evil thoughts: you gain +1d10 Corruption points. Chaos Armour has the following properties:

- Provides 5 Armour Points to the location;
- Encumbrance of 0;
- Bestows you with +1 level in the *Hardy* Talent;
- No Stealth or Perception penalties;
- You may cast spells without penalty;
- Chaos Armour adapts to any mutations, rewards, or other Chaos attributes you have or will receive;
- Any Witch Hunter or knowledgeable agent of the Empire will hunt you down and kill you.

## Attack Protection Table

Some protective items will mitigate or negate the effects of certain kinds of attacks against your person. Roll once on the *Attack Protection Table*:

1d100	Attack Type
01-05	<i>Blinded</i> conditions are removed.
06-10	<i>Cold &amp; Chill</i> effects: halve Damage.
11-15	<i>Compulsions:</i> All spells, effects, psychology, and conditions which force you to do something.
16-20	<i>Corrosion</i> effects are ignored.
21-25	<i>Corruption:</i> you may reverse a failed Test to resist Corruption if it will succeed.
26-30	<i>Deafened</i> Conditions are removed.
31-33	<i>Disease, Illness &amp; Infection:</i> you are immune.
34-37	<i>Entangling</i> conditions are removed.
38-40	<i>Electricity &amp; Lightning:</i> halve Damage.
41-45	<i>Fire &amp; Fire-based Magic:</i> halve Damage; you may reverse a failed Test to remove the condition if it will succeed.
46-50	<i>Gaze &amp; Petrification:</i> you are immune.
51-55	<i>Illusions:</i> you see through all illusions immediately.
56-60	<i>Insanity:</i> cures all previous disorders, and you do not gain <i>Corruption (Mind)</i> points for any reason.
61-65	<i>Magical Abilities:</i> you suffer half Damage from wound-causing effects, and you are immune to non-damaging effects, arising from magical powers which are not the result of spellcasting or weapons.
66-70	<i>Magical Weapons:</i> halve Damage.
71-75	<i>Missiles:</i> you take half Damage against all mundane Ranged attacks.
76-80	<i>Natural Weapons:</i> you take half Damage from all natural weapons (claws, bite, horns, stomp, fists, tail, etc).
81-83	<i>Poisoned</i> Conditions are removed.
84-85	<i>Psychological</i> effects are ignored.
86-90	<i>Spells:</i> you halve Damage from all spell attacks that cause wounds.
91-95	<i>Weapons (Blunt):</i> you take half Damage from clubs, maces, hammers, shields, any weapon with the <i>Pummel</i> and <i>Undamaging</i> rules, etc.
96-00	<i>Weapons (Edged or Pointed):</i> you take half Damage from swords, foils, spears, axes, anything spiked, etc.

## BOOTS

**Willpower:** 2d10+40 (50)

**Limit:** 1 pair

Magical footwear can be interesting and amusing, and sometimes even useful! Provided you can master the boots, they will alter their shape to fit your feet.

1d100	Boots	1d100	Boots
01-10	Bovva	56-65	Silence
11-20	Command	66-80	Speed
21-35	Immovable	81-90	Storage
36-50	Leaping	91-95	Tracelessness
51-55	Perfection	96-00	Wolf

**Boots of Bovva:** Bovva was the apprentice of Rathnugg, the most famous boot maker of all time. He invented these sturdy war boots, which allow you to expend 1 Advantage to perform one *Stomp* as a Free Attack. This attack uses Melee (Brawling), gains the *Pummel* Quality, and has a Damage equal to double your Strength Bonus. However, the boots are very loud: you suffer a -10 penalty to all Stealth Tests.

**Boots of Command** have no effect on you (their wearer). Anyone else wearing them, however, will find themselves in a most perilous situation. The boots become alive, with a will of their own, moving about of their own accord. The boots can be commanded verbally by you, and cannot be removed without your consent. Additionally, the boots will obey your last command, so if you said “If anyone steals you, jump them into the lake”, the boots will take their would-be wearer to the nearest lake. In such perilous circumstances, the GM may allow a character to expend a Fate or Resilience point to kick off the boots. There is a 50% chance (or up to GM) that any such boots found during an adventure will be owned by someone nearby.

**Boots of the Immovable Object:** When you wear these heavy boots (Encumbrance 2), you cannot be knocked down, grappled or pushed, shrugging off *Proned* conditions—even when you are reduced to 0 Wounds. However, your Movement score is reduced by 1 and your Agility by 20.

**Boots of Leaping** allow you to leap in yards instead of feet. This has no effect on falling, however.

**Boots of Perfection** have the *Fine (3)* Quality and do not need to be mastered, having no Willpower. The boots instantly match your foot size and feel like the most comfortable footwear you have ever known. But within a few weeks, you develop an unhealthy emotional attachment to them—which can take the form of *Obsessive Love (Boots)* or *Paranoia* of the boots being stolen or destroyed, for example. Should the boots ever get taken from you or damaged, you take 1d10 Corruption points.

**Boots of Silence:** When moving at normal walking speed, you will not alert anyone who is not actively paying attention. Someone who is on guard must make a **Very Hard (-30) Perception** Test to hear you. This Test is only **Difficult (-10)** if you are running or charging.

**Boots of Speed** adds +1 to your Movement score.

**Boots of Storage** have secret pockets which only you can open. The pockets are magical, able to store goods up to a 2-foot cube in volume or a single item up to 6 feet long (such as a two-handed sword). The

pockets can hold a maximum of 4 encumbrance points in each boot, which does not encumber you.

**Boots of Tracelessness** leave no visible tracks, even on a surface of dust or sand, and cannot be tracked using sight.

**Boots of the Wolf** are fur-lined and enchanted to provide the utmost comfort in cold conditions. Difficult terrain caused by snow and ice is treated like normal ground. You double the length of time before you need to test for cold exposure (**WFRP4** p181). Also, you may perform an Average (+20) Endurance Test to resist the condition effects from cold-based attacks. However, in hot weather (desert, tropics, hot summer), you are made very uncomfortable, halving the time before you suffer from heat exposure. These boots are favoured by Ulric’s servants.

## CLOAKS

**Willpower:** 2d10+35 (45)

**Limit:** 1

As with most worn items, magical cloaks can come in many designs and material. Cloaks must be worn to provide their magical effect.

1d100	Cloak	1d100	Cloak
01-10	Brave	56-60	Elven Cloak
11-15	Charming	61-85	Protection
16-35	Comfort	86-95	Shadow
36-55	Daggers	96-00	Smothering

**Cloak of the Brave:** Wearing this makes you feel effortlessly courageous and indomitable. You gain the *Immunity to Psychology* Trait.

A **Charming Cloak** is an ornamental cape that conveys your superior station in society. The cape has the *Fine (3)* Quality; you gain a level in the *Attractive*, *Commanding Presence*, and *Etiquette (Nobles)* Talents.

A **Cloak of Comfort** makes you feel safe and sound. You gain +1 SL to your *Cool* Tests, and the cloak negates all extremes of temperature, making you feel comfortable in, say, the desert or the tundra.

**Cloak of Daggers:** You gain +20 to attacks when you wield *Very Short* or *Throwing* weapons. In addition, these attacks gain the *Damaging* Quality even if you don’t have the appropriate Melee or Ranged Skill.

**Elven Cloak:** You do not need to master this cloak if you are an Elf. Against attackers, you count as being in medium cover. In addition, you gain +20 to all Stealth Tests.

**Cloak of Protection:** All Melee and Ranged attacks against you suffer a penalty of -1 SL as the cloak makes it difficult to strike you.

Wearing a **Cloak of Shadow** allows you to reverse the roll of any failed Stealth Test if doing so allows it to succeed.

When you don a **Cloak of Smothering** you are instantly cursed and there is no need to perform a mastery test. The cloak is hostile and you must perform an **Opposed Intuition/Willpower** Test to react in time; characters who do not have the *Sixth Sense* Talent count as *Surprised*. If you win, you tear off the cloak in time, suffering SL wounds (ignoring TB and APs). If you lose, you take SL *Entangled* conditions (minimum 1)—with the cloak’s Willpower counting as its Strength score. The cloak will attempt to grapple and suffocate you. This cloak has the *Durable (5)* Quality.

## CONTAINERS

**Willpower:** 2d10+25 (35)

**Limit:** 1

Clever wizards have tinkered with a great many otherwise banal accessories to increase their utility. Doubtless, there are a great many types of magic containers out in the world. The GM may wish to supplement these or change the nature of the container instead.

1d100	Container Type	1d100	Container Type
01-10	Bag of Disappearing	51-60	Holey Pouch
11-20	Bag of Folding	61-70	Purse of Teeth
21-30	Bag of Lightness	71-75	Ratty Sack
31-35	Bag of Middenheim	76-90	Waterskin of Refreshing
36-40	Bag of Resource	91-95	Waterskin of the Wyvern
41-50	Flask of Consuming	96-00	Watery Skin

**Bag of Disappearing:** This sling bag is entirely mundane in appearance and seemingly functions like any other bag. However, while the owner sleeps, anything placed inside this bag will disappear from this material realm, never to return.

**Bag of Folding:** This sling bag contains a pocket dimension of unknown nature and can hold an infinite amount of goods or creatures inside. However, any object stored inside that has an Encumbrance of 1 or more, or is larger than a foot, will be folded many times inside the bag—thereby breaking or destroying most objects. Small objects such as coins or forks, and anything that naturally folds like clothes or paper, will survive and be perfectly unfolded upon retrieval.

**Bag of Lightness:** Objects placed within this backpack weigh almost nothing. This bag is very useful in preventing a character from becoming over-encumbered. Each bag has a weight limit of 1d10+10 Encumbrance points, and a bag only weighs 2 Encumbrance when totally full. No living creature larger than a *Little*-sized critter can be contained within a *Bag of Lightness*.

**Bag of Middenheim:** Originally made by Middenheim wizards, the design has been copied elsewhere, and is now not uncommon in the Empire. This bag has all the properties of a *Bag of Lightness*, but the bag is also wholly resistant to mundane fire and impervious to water, though it has no protections against crushing or damage. It is thus very useful for protecting rare and delicate materials like written parchment.

**Bag of Resource:** This small pouch is made of stout leather with tight cross-stitching. Once per day, a magician carrying the *Bag of Resource* may draw out of it the material ingredients needed for any one spell. The ingredients must be used within a minute or they will crumble into dust. The bag may only be accessed once per day. Worn over the shoulder like a small Sling Bag, it has an Encumbrance of 0.

**Flask of Consuming:** This flask was invented by a Dwarven brewer who wanted to mass-produce it and sell more of his ales. The flask can be filled with 10 pints of any kind of alcohol, or 1 pint of any other liquid. The owner of this flask gains a +20 bonus to all Consume Alcohol Tests when drinking from it.

**Holey Pouch:** This is a relatively common artefact in the Warhammer World: a pouch blessed by Randal himself! Once per day, you can put something into the pouch and gain +1 Fortune point. However,

anything you put into the pouch will fall out 1d10 minutes later despite the fact that it has no visible flaws.

**Purse of Teeth:** This item is now not uncommon in the Old World, as wealthy merchants and the like pay Wizards quite well for creating them. The purse usually appears like an ordinary leather pouch with drawstrings, though there may be fancier, or more feminine, designs available. Anyone other than the rightful owner who attempts to open it will suddenly be confronted by rows of magical teeth that bite the thief's hand. The initial bite inflicts 1 Wound, even through Armour, as well as an *Entangled* Condition (vs *Strength* 60). Thereafter, the teeth hold fast to the thieving hand until the *Entangled* Conditions are removed, inflicting +1 Wound and +1 *Entangled* Condition per Round. All the while, the purse screams "Thief! Thief!" at a very high volume. Should a *Purse of Teeth* be stolen from its owner, the possessor may make an attempt to master the purse once per day, but its initial Willpower is 75. Every day the purse is away from its owner, its WP decreases by -10. It is rumoured that even larger *Bags of Teeth* and *Sacks of Fangs* exist, some even with envenomed teeth, but their existence has not been documented with certainty...yet.

**Ratty Sack:** This otherwise normal-looking sack contains an endless supply of rats making their way in from an unseen portal. A thrown rat will cause 1 Wound on a successful BS Test. The rats must be fed every day or face starvation and cannibalize each other, very loudly, until sated. The GM should reward creative play with this magic item; however, if it becomes too useful or convenient, some Witch Hunters have come to town looking for this very sack.

**Waterskin of Refreshing:** As long as the owner is holding this waterskin, anyone who drinks from it has one *Fatigued* condition removed. This can only be effective once per day per person.

**Waterskin of the Wyvern:** Anyone drinking from this flask will suffer 2 *Poisoned* conditions, no matter the liquid filled inside.

**Watery Skin:** This container looks like it has been fashioned from mortal flesh (such as Human, Elf, Halfling, Gnome, Dwarf...), and is therefore subtly off-putting. Any liquid poured into the container is turned within minutes into cool, fresh water. However, anyone looking closely at the container itself may be repulsed by its owner.

## GLOVES

**Willpower:** 2d10+25 (35)

**Limit:** 1 pair

You must master and wear the gloves to derive their power:

1d100	Gloves	1d100	Gloves
01-15	Archery	66-75	Power Stone
16-25	Cobra	76-85	Spider
26-45	Nimble	86-95	Strangling
46-65	Ogre	96-00	Withering

**Gloves of Archery:** When you fire any type of bow, these gloves allow you to reverse the roll of a failed Test if this will make the roll succeed.

**Gloves of the Cobra** only reveal their sinister power when you make a *Melee (Brawling)* attack. If you win the attack roll, venomous fangs sprout from the glove's fingers and inject venom into the victim's bloodstream. Your target takes a number of *Poisoned* Conditions equal

to your Dexterity Bonus. For the gloves to work, you cannot be wielding a weapon. Creatures with a Toughness Bonus higher than your Strength Bonus remain unaffected by the magical fangs.

Wearing **Gloves of the Nimble** adds +10 to your Dexterity. In addition, you may add the Pick Lock, Set Trap, and Sleight of Hand Skills to any Career you enter. You also gain the maximum levels in both the *Ambidextrous* and *Rapid Reload* Talents.

**Ogre Gauntlets:** These gloves are made of leather and mail, counting as Mail Gloves with the *Partial Flaw* on the arms. When wearing these gauntlets, your Strength is increased to 50, but your Intelligence is reduced to 20—causing you to forget some memories, basic common sense, not to mention 1d5 skills and talents (including spells). You will not be able to remove the gloves until you master them again. You may only attempt to remove them once per day: each failure causes you 1d10+5 Damage as the gloves punch and crush you.

**Power Stone Gauntlet:** This single glove may only be mastered by a spellcaster of the same Lore as the stone it holds. It is adorned with a single Power Stone—which you can determine by rolling on the Power Stone table (see **Jewels of Power**).

**Gloves of the Spider:** Wearing these gloves grants you the *Wallcrawler* Trait.

**Gloves of Strangling:** When you master these gloves, you add +20 to your Melee (Brawling) Skill (counting as advances). However, when you make a Melee (Brawling) Test, win or lose, you must win an **Opposed Willpower** Test or you are compelled to strangle that opponent to death and you will do anything you can to achieve that goal. You must attempt to Grapple (WFRP4 p163); once the foe is *Entangled*, you are strangling them, performing an **Opposed Strength** Test to inflict SB+SL Damage. Once the foe reaches 0 Wounds, they immediately receive the *Unconscious* condition. See *Drowning and Suffocation* (WFRP4 p181).

**Gloves of Withering:** These beautiful silk and lace gloves have the *Fine (2)* Quality. Any living, organic material they touch must pass an **Average (+20) Endurance** Test or start to rot and wither away: creatures suffer an automatic Critical Hit to the location, adding +10 to the roll for every SL of the failed test. If you somehow touch your own flesh with the outside of the glove, you will suffer the effect yourself.

## HORNS

### Limit: 1

Magical horns are rarer than other magical items. They tend to have effects such as buffing the party members or calling for aid. Most horns do not look unusual to the untrained eye, seeming to be simple polished hunting horns. A magical horn will only provide its effect once per day, but if a horn provides a standard magical bonus, it will always be active.

1d100	Horn Type	WP	1d100	Horn Type	WP
01-15	Banishing	50	71-80	Polenta	40
16-35	Coward	25	81-95	Valour	25
36-55	Drinking	35	96	Unicorn Horn	85
56-70	Hounds	45	97-00	Runed Horn of Dismay	

**Horn of Banishing:** When you blow upon this horn, you may add your WPB to your Advantage tally at the end of the Round, but only for the purposes of the *Unstable* Creature Trait. This horn is unusual in that it is carved from a Human femur, and bound with silver. The GM may

determine if its appearance has other effects such as providing a bonus or penalty to Fel or attracting undue attention from Witch Hunters.

**Horn of the Coward:** When you blow upon this weapon, you gain the *Afraid (Target)* Trait, with the target being the first thing you see after using it.

The **Horn of Drinking** gives you a +20 bonus in the *Consume Alcohol* Skill just by having it on your person. When you blow upon the horn, it fills up with an ale that tastes similar to, and has the same effect as, *Bugman's XXXXXX Ale*. The horn refills as often as desired for 1d10 minutes. Once poured, the liquid evaporates in an hour. Get out those flasks!

**Horn of Hounds:** When you blow this horn, you summon 3 War Dogs with the *Size (Average)* Trait to your side; they will appear at the end of the Round. The dogs will serve you faithfully for 1 minute or the length of the encounter (whichever makes more sense for the situation). They have the *Trained (Broken, Fetch, Guard, Magic, War)* Trait. Then, they will run or wander off into the surrounding area.

**Horn of Polenta:** This horn was invented by a Tilean enchanter many decades ago, and it has been copied many times for its relative utility and value. Blowing on this horn disgorges enough food to feed 1d10 (rolled each time) creatures of *Size (Average)* or equivalent in other sizes. The food looks like yellow gruel or soft loaves, but it smells and tastes decent enough and is highly nourishing, counting as a day's worth of meals. You may make a Willpower Test to determine the flavours involved and if it is served at the appropriate temperature. The horn may be activated once per session.

**Horn of Valour:** When you blow this horn, all creatures friendly to you within Fel yards gain a bonus to all Melee and Ranged Tests equal to your Advances in the *Leadership* Skill. The bonus lasts for 1d10 Rounds.

A **Unicorn's Horn** is not crafted but taken from the magical animal itself. You may not use or hold this horn if you have the *Corrupted*, *Daemonic*, or *Undead* Traits, or you are aligned with the *Ruinous Powers* (including any Dark Lore); and attempting to do so will immediately cause you to drop the horn and take +1 *Ablaze* Condition to the location that was holding the horn. If these do not apply to you, you gain the following effects:

While possessing a Unicorn Horn:

- You gain +10 to your *Willpower*.
- You gain the *Pure Soul* Talent.
- You gain the *Sixth Sense* Talent.
- You cannot be tricked, lied to, or enchanted into betraying someone; any such intentions automatically trigger a form your *Sixth Sense*.

When you blow the horn, you may call upon any of the following effects once per day:

- All friendly creatures within WPB yards are healed 1d10 Wounds.
- All Chaos-affiliated creatures (as per the description above) within WPB yards automatically suffer 1d10 Wounds.
- You may use the horn's magic to remove all *Poisoned* Conditions or one Disease from a single creature.

**Runed Horn of Dismay:** This item has been inscribed with the power of at least 1 rune. This amulet has no Willpower. See the section on *Magic Runes*.

## JEWELS OF POWER

**Willpower:** 3d10+40 (55)

**Limit:** 1

Most Jewels of Power contain a self-renewing storehouse of magical energy. Roll for its power:

1d100	Jewel Type
01-15	Jewel of Psychic Insight
16-55	Spell Jewel
56-60	Grimoire Gem
61-70	Arcane Jewel
71-00	Power Stone

A **Jewel of Psychic Insight** may be activated once per session. When you do so, roll 1d10: *Odds*, you must make a Cool Test for Corruption (Minor); *Evens*, the jewel's power inflicts a *Stunned* condition and 1d10 psychic Damage modified by Toughness Bonus. When you recover, you gain a useful piece of information related to the adventure and its obstacles. This might be the location of a treasure, the main abilities of the next "boss", the identity of a character who will betray you, or anything the GM thinks is intriguing but not game-breaking. You may make a request for specific information, but the GM is still in charge of what you learn.

A **Spell Jewel** contains a single spell, which can only be used by you if you are a spellcaster who understands the Lore to which the spell belongs. The GM may choose the spell, or it may be generated randomly. You can activate the spell once per day, and the Casting Roll is considered an automatic success with SL equal to your Willpower Bonus. A Spell Jewel will not trigger the Winds of Magic.

A **Grimoire Gem** has the same purpose as a Spell Jewel, but it contains more spells; roll 1d10: 1-4 two spells; 5-8 three spells; 9-10 four spells.

An **Arcane Jewel** contains 1d10 SL for use in one spell per session.

**Power Stone:** When Teclis and the Elves shared the secrets of magic to the peoples of the Empire many centuries ago, they also shared knowledge of crafting wondrous artefacts, in particular the Power Stones. The creation of a Power Stone is a time-consuming and often dangerous process—which is why these stones are rare. Indeed, they are crafted more for the Empire's many battlefronts than the Colleges' own membership.

Each stone is associated with a specific Wind; when a stone is found, its nature can be rolled randomly below. A Power Stone lowers the Casting Number of a spell from that Lore by 1. This power can be used once per session. However, you may instead choose to automatically cast a spell with no chance of miscast. Use your Willpower Bonus to determine the SL. Activating a stone in this manner burns out its power, destroying it.

1d100	Magic College	Spell Lore	Wind	Power Stone
01-13	Amber Order	Lore of Beasts	<i>Ghur</i>	Ghost Amber
14-25	Amethyst Order	Lore of Death	<i>Shyish</i>	Endstone
26-38	Bright Order	Lore of Fire	<i>Aqshy</i>	Fire Ruby
39-50	Celestial Order	Lore of Heavens	<i>Azyr</i>	True Sapphire
51-63	Gold Order	Lore of Metal	<i>Chamon</i>	Goldstone
64-75	Grey Order	Lore of Shadows	<i>Ulgu</i>	Crystal Mist
76-88	Jade Order	Lore of Life	<i>Ghyran</i>	Vitaellum
89-00	Light Order	Lore of Light	<i>Hysb</i>	Lumen Stone

It should be noted that Elves of Ulthuan are unparalleled in their mastery of such magics. Their stones are wondrous, without flaws, and can be crafted to any size or nature they require. However, Human Wizards would be unable to use these stones, or in doing so would suffer great harm.

## POTIONS

**Willpower:** 50 (only required for Curse Effects)

**Limit:** None

A potion is a magical liquid which will provides an immediate special effect when you drink it. Drinking a potion counts as a Free Action during a combat encounter. The entire contents of the vial or container must be consumed for the potion to affect you. As potions are rarely labelled for your convenience, drinking them involves a certain amount of risk. Therefore, it is useful to try and identify a potion when it is discovered. If you have the *Second Sight* Talent, you will be able to determine that a magical potion is, indeed, magical; however, to properly identify a magical potion with certainty requires having the *Second Sight* Talent and passing a *Trade (Apothecary)* Test. Any Test to identify a potion should be done in secret by the GM, so that if it is failed, you will find out nothing about the potion's nature (or may make an entirely inaccurate, and possibly dangerous, assessment).

Apothecaries and Wizards often experiment with making potions. Most of these experiments are kept secret for the public good, whilst some are published for use within the Colleges. While this publication of recipes is a way for younger Wizards to gain respect among their peers, it can also be a way for them to achieve widespread ridicule if they have made a major mistake.

1d100	Potion	1d100	Potion
01-02	Answering	41-42	Hearing
03-04	Attention	43-44	Immunity
05-06	Beauty	45-46	Invisibility
07-08	Bravery	47-48	Invulnerability
09-10	Chaos	49-50	Leadership
11-12	Charm	51-52	Living
13-14	Cleverness	53-54	Loathesomeness
15-16	Concealment	55-56	Luck
17-18	Cowardice	57-58	Loyalty
19-20	Dancing	59-60	Owl-Eyes
21-22	Disguise	61-62	Purity
23-24	Dissent	63-64	Restoration
25-26	Dullness	65-66	Skill
27-28	Eagle-Eyes	67-68	Spite
29-30	Empathy	69-70	Strength
31-32	Fire-Breathing	71-72	Tongues
33-34	Fire-Walking	73-74	Water-Breathing
35-36	Fire-Water	75-76	Water Walking
37-38	Flight	77-90	No Effect
39-40	Fortitude	91-00	Cursed Potion

A **Potion of Answering** makes you tell the truth in reply to any question asked of you.

- **Duration:** 1 hour
- **Ingredients:** *Tongue of a Dragon, Viper poison, fresh rainwater, Peacock feather.*

A **Potion of Attention** makes you alert and attentive to every detail of what is going on, giving you +20 to any Tests using the *Intuition, Perception, Stealth, or Track* Skills.

- **Duration:** 2d10 minutes
- **Ingredients:** Hare's eye and ear, powdered mirror glass, sprig of mint, bunch of violets.

A **Potion of Beauty** endows you with an appealing or attractive quality which has the side-effect of an illusory disguise that would fool someone who is not looking for someone so handsome or beautiful. You seem as if you are a full Status Tier higher than normal (ie, Gold instead of Silver), and you gain a +20 *Fellowship* bonus with members of your own Species or +10 with other Species.

- **Duration:** 1 hour
- **Ingredients:** Pegasus blood, equal quantities of spice, honey, and rose-petals.

A **Potion of Bravery** increases your *Cool* Skill by +20.

- **Duration:** 1 hour
- **Ingredients:** Wolf's heart and eyes, Lion's blood, pulped cucumber, glass rod.

A **Potion of Chaos** causes you to become covered in a few non-permanent Chaos Mutations. These are not real, but illusory; the Mutations will inspire *Fear* (*Willpower Bonus*) in all creatures of your size or smaller who are not immune to psychology. The mutations are so convincing that you must pass a *Cool* Test against **Corruption (Minor)** or suffer a *Corruption (Body)* point. Witch Hunters consider use or possession of this potion to be proof of Chaos-worship.

- **Duration:** 1d10 x 5 minutes
- **Ingredients:** Jabberwock eyes, Chimera blood, Beastman hair, and the finger of an Undead Chaos Sorcerer.

A **Potion of Charm** makes you likeable and inspires trust in others. You gain +20 to all *Charm* Tests.

- **Duration:** 2 hours
- **Ingredients:** Dragon-turtle egg, tails of two puppies, kitten's blood.

A **Potion of Cleverness** adds +10 to your Intelligence.

- **Duration:** 1 hour
- **Ingredients:** Dragon's tongue, Tilean red wine, ground hazelnuts.

A **Potion of Concealment** enables you to remain hidden from sight. You gain +20 to all *Stealth* Tests (as if you had all specializations).

- **Duration:** 1 hour
- **Ingredients:** 2 Chameleoleeches, rabbit's tail.

A **Potion of Cowardice** gives you the *Afraid (Everything)* Trait and your *Cool* is reduced by 20. The GM may interpret this *Fear* as necessary.

- **Duration:** 2d10 minutes
- **Ingredients:** Jabberslythe wing, donkey's ear, mouse blood.

A **Potion of Dancing** compels you to start rhythmically gyrating as if by Slaanesh's Will. You dance until the potion wears off or you collapse with exhaustion. During this time, you may not do anything else including conversing (unless you speak to a dance partner). Every 10 minutes of dancing, you gain +1 *Fatigued* Condition (which may cause you to fall *Unconscious* after TB+1 conditions).

- **Duration:** 1 hour
- **Ingredients:** Pegasus blood, red rose, 4 butterflies, pink silk slipper.

A **Potion of Disguise** allows you to concentrate on something or someone of a similar size, and thereby assume its appearance. Anyone paying some attention to you may make a **Very Hard (-30) Perception**

Test to figure it out, and those with *Second Sight* may make the Test at **Challenging (+0)**.

- **Duration:** 1 hour
- **Ingredients:** 7 whole Chameleoleeches, distorting mirror, Doppelganger brain.

A **Potion of Dissent** makes you subject to *Animosity* to whomever or whatever you first see after drinking. Other variations of this potion will cause *Animosity* against a specific Species or group of creatures (the GM may choose or roll on the *Species Table*).

- **Duration:** 1 hour
- **Ingredients:** Dog's blood, pewter rod, eyes of two species that have animosity towards each other.

A **Potion of Dullness** lowers your *Intelligence* to 11 and gives you the *Stupid* Creature Trait.

- **Duration:** 1 hour
- **Ingredients:** Wild Boar tongue, ditchwater.

A **Potion of Eagle-Eyes** allows you to see for long distances with great clarity. You can see fine details up to 3 miles away (ie, to the horizon), assuming there is clear visibility and a line of sight.

- **Duration:** 1 hour
- **Ingredients:** Eagle's eyes and blood, ivory rod.

A **Potion of Empathy** gives you the ability to discern the emotions of anyone of your own Species with whom you can make and hold eye-contact. If the target is actively trying to hide their feelings, you can make an **Easy (+40) Intuition** Test to figure it out.

- **Duration:** 1 hour
- **Ingredients:** Dove's blood, Pegasus heart.

A **Potion of Fire-Breathing** makes you able to breathe fire once, which you must do within **WPB** minutes or suffer the Damage yourself. The attack is treated like a *Breath +WPB (Fire)* Trait (p338) and you ignore the Advantage requirement.

- **Duration:** Instant
- **Ingredients:** Fire Dragon gullet, oil, sulphur, brimstone.

A **Potion of Fire-Walking** causes you to become immune to the effects of mundane (non-magical) fire. You ignore *Ablaze* Conditions, may walk through fire, pick up burning objects, or even stand still in a bonfire. Your clothes and possessions, however, may take damage or be destroyed.

- **Duration:** 1 hour
- **Ingredients:** Dragon's heart, bag of sulphur, 2 sunworms.

A **Potion of Fire-Water** is a cleansing liquid that produces a flaming sensation as it courses through your entire body. You suffer 1d10 Damage ignoring TB and APs. **Make a Hard (-20) Endurance** Test. If you pass, you may subtract your TB and the test SL from the Damage suffered (minimum of 1 Wound). If you fail, add the test SL to the Wounds suffered and gain the *Unconscious* condition. If the potion does not kill you, you wake up after a prolonged rest feeling purified: lose Corruption points equal to your Willpower Bonus.

- **Duration:** Instant
- **Ingredients:** Unicorn's heart, Hydra gullet, sulphur.

A **Potion of Flight** endows you with the ability to fly, as per the *Flight* Creature Trait with a Rating equal to the character's *Agility*. If you have never flown before, you must make an **Average (+20) Agility** Test to

control yourself while flying, or you will hurl yourself 3d10 yards in a random direction (see **Scatter**, p163) before you are able to Test again to regain control. Three failed Tests in a row, or one Fumble on any one of these Tests, results in you crashing to the earth, suffering Falling Damage. The flight ceiling is equal to your Willpower in yards.

- **Duration:** *Willpower minutes*
- **Ingredients:** *Carrion wing-bone, Griffon blood, Giant Eagle wing-feather.*

A **Potion of Fortitude** gives you a +10 bonus to all Tests based on *Willpower* (such as *Cool*).

- **Duration:** *3d10 minutes*
- **Ingredients:** *Lizardman brain, oily herbal unguent.*

A **Potion of Hearing** gives you the *Acute Sense (Hearing)* Talent (or gives an extra level if you already have it).

- **Duration:** *1 hour*
- **Ingredients:** *2 Hares, ivory rod.*

A **Potion of Immunity** makes you totally immune to disease and poison.

- **Duration:** *2 hours*
- **Ingredients:** *Cow's milk, Snake's tail, white rose petals.*

A **Potion of Invisibility** turns you invisible. You cannot be perceived by mundane senses. Those with the *Second Sight* Talent must pass a **Challenging (+0) Perception** Test to notice that someone is nearby, though they will not be able to pin down your precise location. You are still perceptible to the other senses. While invisible, you may not cast spells or use magical items with spell-like effects, as the Winds of Magic will conflict and nullify the potion's effect.

- **Duration:** *2d10 minutes*
- **Ingredients:** *5 Chameleoleeches, obsidian rod tipped with chrysoptase.*

A **Potion of Invulnerability** magically increases your *Toughness* by +20.

- **Duration:** *2d10 minutes*
- **Ingredients:** *Dragon's blood and scale, Troll's blood.*

A **Potion of Leadership** endows you with the skills of a great strategic and charismatic leader, increasing your *Leadership* Skill by +20. You appear similar to an ancient hero like Sigmar or Magnus the Pious. You also gain the *Inspiring* Talent levels up to your *Willpower Bonus*.

- **Duration:** *2d10 minutes*
- **Ingredients:** *Soldier's blood, Lion's heart, bunch of grapes, and fountain water from a Temple of Sigmar.*

A **Potion of the Living** makes you immune to all special or magical Damage caused by Undead or Daemonic creatures. A normal weapon will still take effect, however.

- **Duration:** *1d10 x 5 minutes*
- **Ingredients:** *Mummy dust, Zombie's finger, rainwater.*

A **Potion of Loathesomeness** makes you utterly repellent or hideously ugly. All Tests based on your *Fellowship* are taken with a **Very Hard (-30)** penalty. However, given that you are now unrecognizable, the potion can act like a disguise.

- **Duration:** *1 hour*
- **Ingredients:** *Viper's tail, 6 snails, Harpy blood, Manticore claw.*

A **Potion of Luck** bestows fortune upon you while the potion lasts. You may reverse the roll of any Failed Test if doing so would result in a Success.

- **Duration:** *1 hour*
- **Ingredients:** *Dragon's blood, black cat's tail, rabbit's foot.*

A **Potion of Loyalty** makes you instantly loyal to any person you are talking to while drinking the potion. In non-dangerous circumstances, you will listen and agree with this person, and you are almost certain to do their bidding. Only when your life is possibly in danger will you both need to make an **Opposed Charm/Cool** Test to test your loyalty. For the purpose of this Test, your *Cool* is reduced by 30 and your target's *Charm* is increased by 20.

- **Duration:** *1d10 days*
- **Ingredients:** *Handful of berries, drop of blood, Horse blood.*

A **Potion of Owl-Eyes** gives you a level of the *Night Vision* Talent.

- **Duration:** *2 hours*
- **Ingredients:** *Owl eyes, Eagle's eye, Cat's blood.*

A **Potion of Purity** knocks you *Unconscious* for 1d10 hours and purges a Corruption point from you, though it will not affect mutations and disorders.

- **Duration:** *Instant*
- **Ingredients:** *Heart of a virgin, Unicorn blood*

A **Potion of Restoration** restores 2d10 Wounds to you instantly, up to your maximum. In addition, the potion will nullify the effects of all other potions, poisons, and magically induced injuries or states (such as curses), and will remove all current Conditions.

- **Duration:** *Instant*
- **Ingredients:** *Powdered horn of a Unicorn, Troll blood.*

A **Potion of Skill** bestows you with a +40 bonus to all *Trade* Tests, as well as +20 to other Tests based on Dexterity.

- **Duration:** *1 session*
- **Ingredients:** *Dwarf's lock of hair, Artisan's shoe, beaver's blood, white Owl's feather.*

A **Potion of Spite** gives you the *Hatred (Target)* psychology towards either the first creature you see after imbibing the potion, or whatever Species is represented by the extra potion ingredients (as determined by the GM).

- **Duration:** *1 hour*
- **Ingredients:** *Goblin's heart, Dwarf's lock of hair, blood of 2 hens, and an extra ingredient representing the Target.*

A **Potion of Strength** increases your *Strength* by +20 for the potion's duration.

- **Duration:** *1 hour*
- **Ingredients:** *Arm-bones of a Giant, blood of a Bog Octopus, stone rod fashioned from a Troll's leg bone.*

A **Potion of Tongues** enables you to understand and use any language or other form of spoken communication.

- **Duration:** *1 hour*
- **Ingredients:** *A Dirach Fimir's cerebral fluid, pickled walnuts, chopped tongues of 7 language-using creatures.*

A **Potion of Water-Breathing** makes you capable of breathing freely in water or in vacuum, and you are able to swim at your normal Movement rate.

- **Duration:** *1 hour*



- **Ingredients:** *Dragon-turtle egg, salmon, 2 pints of sea-water, whalebone.*

A **Potion of Water Walking** imbues you with the ability to walk atop a water surface as if it were solid ground.

- **Duration:** *3d10 minutes*
- **Ingredients:** *Bog Octopus meat, water.*

## No Effect

The potion has no magic or its magic has faded or spoiled. There is a 25% chance that the liquid causes the *Galloping Trots* (p187).

## Cursed Potions

There are endless possibilities for curse effects. Cursed potions are often concocted by mistake, but many are created for an intended purpose or as a deterrent. Thus, they will often look similar to other potions to create confusion even in those familiar with magical potions and mundane draughts. The effects are left up to the GM, or you may wish to figure them out randomly using the guidelines in the *Cursed Items* section. If the potion roll is **99-00**, you should roll again on the same table to add a beneficial effect in addition to the curse effect.

## RINGS

**Willpower:** 2d10+30 (40)

**Limit:** 1 per hand

Magical rings are usually of plain gold or silver, although many have gem settings and intricate designs to enable the Wizard who enchanted them to track them down should they be lost or stolen! No creature may benefit from wearing more than one ring.

1d100	Ring Type	1d100	Ring Type
01-10	Cursed	61-65	Invisibility
16-20	Arcane	66-70	Magic Resistance
21-25	Comprehension	71-72	Attack Protection
26-30	Doomfire	73-75	Monster Protection
31-35	Elvenkind	76-80	Refreshing
36-40	Ethereal	81-85	Ruby Ring of Rhuin
41-45	Feather	86-90	Striking
46-50	Fire Alarm	91-95	Visibility
51-55	Fortitude	96-98	Warding
56-60	Hesitation	99-00	Ring of Runes

**Cursed Ring:** When you master this ring, you are stricken with a curse. See *Cursed Items*. Roll again on the *Ring Type Table* above to determine the item's full nature: for example, a roll of **07** and **64** means the item is a Cursed Ring of Attack Protection. Two *Cursed* rolls means that the item has no other power.

An **Arcane Ring** works in exactly the same way as an Arcane Jewel.

**Ring of Comprehension:** This ring gives you the *Read/Write* Talent, if you did not have it before. The ring bestows you with full fluency in Intelligence Bonus Language Skills, except for *Language (Magick)*. The GM may choose or randomly determine the languages, as desired. This does not confer any singing or spellcasting ability.

**Doomfire Ring:** Forged by the Bright Wizards, these rings were circulated among the apprentice and journeyman Wizards to better serve the Empire in the war against Chaos. Simple iron bands and a starburst of rubies characterize these rings. They may be worn without

mastery by any character who knows either the *Arcane Magic* or *Chaos Magic* Talent. Once per day, the wearer may activate the ring to unleash a *Breath+9 (Fire)* attack (as per the Trait, but ignoring the requirement to spend Advantage).

**Elvenkind Ring:** This exotic ring is given by an Elven Wizard to a faithful servant only after years of service or an act of exceptional heroism. When worn, it grants you a few of the special advantages of the Elves: the *Night Vision* Talent, a bonus of +5 *Initiative*, and +10 to all *Fellowship* Tests involving Elven characters. However, if an Elf were to think that such a ring had fallen into the wrong hands, they would go to considerable lengths to get it back.

**Ring of the Ethereal:** When you wear and master this ring, you immediately gain the *Ethereal* Creature Trait—you can be seen and heard, but you are insubstantial and have no corporeal form. This power is considered to be a curse, and you cannot remove the ring until the curse is lifted from you.

**Ring of the Feather:** When you fall, you are able to slow your descent. Instead of the normal Falling Damage, you suffer 1 Damage per yard fallen, modified by Toughness Bonus. In addition, you must perform an **Average (+20) Agility** Test to reduce the Damage further by your SL (or increase it if you fail).

**Ring of Fire Alarm:** Wearing this ring will confirm when there is something on fire within Willpower Bonus yards—with a loud siren-like call that can only be muted by much covering up of the ring. The ring is considered *Cursed*, so it cannot be removed.

**Fortitude Ring:** Wearing this ring gives you greater mental resilience and clear-headedness, increasing your WP by +10 and an extra Resolve point each gaming session.

**Ring of Hesitation:** When you master this cursed ring, you become more cautious and less decisive. Reduce your Resolve points by 1 and your Combat Initiative by 10; additionally, you can only ever make one attack on your Turn (regardless of Talents). Your Fortune points increase by 1. Gain +10 Dexterity and +20 Perception. Lose 10 from Agility and Cool as you hesitate before doing anything.

**Ring of Invisibility:** When you activate this ring with a Free Action, you turn invisible and cannot be perceived by mundane senses. Those with the *Second Sight* Talent must pass a **Challenging (+0) Perception** Test to notice that someone is nearby, though they will not be able to pin down your precise location. You are still perceptible to the other senses, and the effect will come to an end if you bring attention to yourself by making large noises or attacking someone. When you activate the ring, and for every hour thereafter, you must pass an **Easy (+40) Cool** Test or gain a Corruption point.

A **Magic Resistance Ring** endows you with the *Magic Resistance* Talent (p140). You will be unable to use or wear any other magic items, including weapons, while wearing this ring. In addition, you are denied access to any *Arcane Magic*, *Bless*, *Invoke*, *Petty Magic*, or *Witch!* (and any other spellcasting) Talents, and you may not use the *Language (Magick)* or *Pray* Skills, until you remove the ring.

A **Ring of Attack Protection** protects you against a *Type of Attack* with the following effects:

- The GM may choose the attack type or roll for it on the *Attack Protection Table* in the *Armour* section.

- You suffer half the Damage from such attacks (rounded up), and gain a +20 bonus to all relevant Tests.

A **Ring of Monster Protection** protects you against one creature Species and has the following effects:

- The GM may choose the Type/Group of Creature or roll randomly on the *Species Table*.
- All *Melee* and *Ranged* Tests against you by creatures of this type halve your Damage suffered (rounded up).
- You gain +20 to resist or Test against spells and special abilities from the Species in question.

**Ring of Refreshing:** Once per session, you may choose to heal 1d10 targets of 1 Wound each or yourself only for 1d10 Wounds. When used, this ring also removes as many *Fatigued* conditions as Wounds healed from all targets.

**Ruby Ring of Rhuin:** Any character may wear and master this ring—which contains the *Blast* spell from the Lore of Fire. You may cast this spell once per session: the spell succeeds automatically with SL equal to your Willpower Bonus. There is no chance of Miscast.

A **Ring of Striking** grants you the *Strike Mighty Blow*, *Strike to Injure*, and *Strike to Stun* Talents. If you already have one or more of these Talents, this ring increases your Talent level.

**Ring of Visibility:** Wearing this ring grants you the *Dark Vision* Trait and +1 level in the *Acute Sense (Sight)* Talent. However, you are more visible to others while in the shadows and dark circumstances: you emit a soft glowing outline that gives others a +20 bonus to *Melee*, *Ranged*, and *Perception* Tests against you. Doubtless, your comrades will warn you of your situation, but you are unable to remove the ring once mastered, except by removing a curse.

A **Ring of Warding** bestows an invisible aura of luck or shielding that protects you from all physical and magical weapon attacks. You gain the *Ward (1d10)* Creature Trait. The Rating should be rolled or chosen by the GM.

**Ring of Runes:** This item has been inscribed with the power of one or more runes. This item has no Willpower. See *Magic Runes*.

## ROBES

**Willpower:** 2d10+35 (45)

**Limit:** 1

Magical robes come in many shapes and sizes, varying from a tatty moth-eaten relic to a plush dark velvet cloak lined with scarlet silk and clasped with silver. Robes will change their dimensions to suit their master, from the size of a Halfling to that of a robust Human. None are flammable, but only the *Robe of Fire Resistance* confers any protection against fire attacks. The benefits of a robe only apply while it is worn.

1d100	Robe Type	1d100	Robe Type
01-15	Cursed	56-65	Magic Nullification
16-20	Comfort	66-75	Many Eyes
21-30	Deflection	76-80	Mist and Smoke
31-40	Disguise	81-90	Poison Resistance
41-45	Ethereal	91-95	Shroud
46-55	Fire Resistance	96-00	Toughness

**Cursed Robe:** When you master this ring, you are stricken with a curse. See *Cursed Items*. Roll again on the *Robe Type Table* above to determine the item's full nature: for example, a roll of **07** and **67** means the item is a Cursed Ring of Many Eyes. Two *Cursed* rolls means that the item has no other power.

A **Robe of Comfort** automatically adjusts its temperature to suit its master. When wearing this robe, you suffer no penalties or Damage from cold and heat exposure (**WFRP4** p181).

**Robe of Deflection:** While wearing this robe, you gain +2 SL on all successful Tests to defend against *Melee* and *Ranged* attacks.

A **Robe of Disguise** gives you +20 in the *Entertain (Acting)* Skill as well as two levels in the *Mimic* Talent (which can be upgraded in the usual way). In addition, you are able to reverse the roll to succeed on any failed Tests involving mimicking someone or disguising yourself.

**Robe of the Ethereal:** Once per day, you may use the Robe's power to remove yourself from the material realm, and you make yourself visible or invisible at will. You gain the *Ethereal* Trait for as long as you want, up to WPB hours. During this time, you may not physically interact with the world, nor can you cast spells.

A **Robe of Fire Resistance** provides you with the *Immunity (Fire)* Trait. However, each time the robe is exposed to magical fire, there is a 5% chance that it will be destroyed, causing you +1 *Ablaze* Condition if you are wearing it.

**Robe of Magic Nullification:** Wearing this robe grants you the maximum level the *Magic Resistance* Talent—including the inability to cast spells or make Pray Tests.

A **Robe of Many Eyes** is decorated with hundreds (or thousands) of eyes of various shapes, colours, and sizes. While wearing the robe, you cannot be *Surprised*, you gain +20 to all *Perception* Tests relying on sight, you gain the *Night Vision (40)* Talent, and you can see creatures that are invisible as easily as anything else. However, the eyeballs seem to shift their gaze with regularity, which unsettles any sentient creatures, giving you the *Fear (0)* Trait. Witch Hunters will be very suspicious of you.

**Robe of Mist and Smoke:** While wearing this simple grey robe, you are able to disappear into the shadows at will, so long as there is some shadow or darkness available. Only those with *Second Sight* are able to see you. You are still perceptible to other senses, however.

A **Robe of Poison Resistance** provides you with your maximum level in the *Resistance (Poison)* Talent.

Wearing a **Robe of the Shroud** allows you to assume the appearance of any creature with the *Undead* Trait once per day for up to *Willpower* minutes. This illusion will provide the same psychological effects in others as the real Undead creature. Anyone with *Second Sight* will be able to tell something is off about you, and anyone is allowed an **Challenging (+0) Intuition** Test if you do anything that does not comport with the assumed appearance.

A **Robe of Toughness** confers a +10 bonus to your *Toughness* characteristic when worn. This robe will not function if you combine its effects with armour or a shield.

## RODS & WANDS

**Willpower:** 2d10+40 (50)

**Limit:** 1

Magical wands and rods are carried usually by magicians. Due to the magicks that are bound into their forms, only spellcasters are able to call upon their powers, even when they are just used as melee weapons. While wands and rods are rarely used as weapons, they do count as Improvised Weapon in a pinch.

1d100	Wand Type	1d100	Wand Type
01-10	Accursed Rod	51-60	Runed Rod
11-15	Earthing Rod	61-65	Sceptre of Stability
16-20	Forbidden Rod	66-70	Verena's Wand
21-25	Rod of Command	71-75	Wand of Absorption
26-30	Rod of Crushing	76-80	Wand of Corrosion
31-35	Rod of Entangling	81-85	Wand of Darts
36-40	Ruby Rod	86-90	Wand of Jade
41-45	Rod of Power	91-95	Wand of Jet
46-50	Rod of Weakness	96-00	Wand of Onyx

**Accursed Rod:** When you master this rod, you are stricken with a curse. See *Cursed Items*. Roll again on the *Wand & Rod Type Table* above to determine the item's full nature: for example, a roll of **07** and **64** means the item is a Cursed Sceptre of Stability. Two *Accursed* results means that the item has no beneficial power.

**Earthing Rod:** Once per session, you may activate this rod to reroll a result on the Miscast Table. The second roll stands.

**Forbidden Rod:** During an encounter, you can use a Free Action to activate the rod, gaining the power of 1d10 SL as if you had Channelled it. However, you suffer the same SL in Wounds (~~modified by TB only~~). You must release this energy by casting a spell on your next Action or suffer a Minor Miscast.

**Rod of Command:** Once per session, you may use a Free Action to activate this rod. Your target must perform an **Opposed Willpower** Test (against the higher Willpower of you and the rod, with an Assisting bonus of +10). If the target fails the roll, the victim is paralysed and considered a *Helpless Target* (WFRP4 p162) for SL minutes. The target is held in place, unable to move, speak, or perform any action at all for your WPB minutes.

A **Rod of Crushing** is treated as a hand weapon with the addition of the *Impact* and *Pummel* Qualities.

**Rod of Entangling:** Once per session, you may use an Action to select a target that you can see within your Willpower yards. The target suffers your Willpower Bonus *Entangling* conditions.

A **Ruby Rod** unleashes, at your will, a powerful blast of flame once per day. Treat this attack like a *Breath +1d10 (Fire)* Trait (roll this Rating each time the rod is used). The attack does not require any Advantage to activate, and it counts as a Free Action to use.

A **Rod of Power** is similar to a Spell Jewel, but in the form of a small wooden wand of gold and jet. The rod can store up to three spells, each of which are bound to the rod through a Channelling ritual (basically, you cast the spell on the rod). A stored spell can be activated with a Free Action, which then casts the spell with the *Unstoppable Force* rule without worry of a *Miscast*. Once a stored spell is triggered, its energy is drained from the rod. A Rod of Power may only be activated by a

magician who is able to determine the rod's nature and can master the rod. If the mastering Test is successful, you are the new owner of the rod. The rod has a WP of 60 or the current master, whichever is higher.

The evil **Rod of Weakness** is banded with iron and inscribed with many dire runes of ancient origin. It may only be activated by spellcasting creatures of Chaos, or its followers. Once per session, you may target anywhere in your Line of Sight and create an Area of Effect equal to your Willpower Bonus: each creature within the AoE suffers *Fatigued* conditions equal to your WPB.

**Runed Rod:** This item has been inscribed with the power of 1 or more runes. This item has no Willpower. See *Magic Runes*.

**Sceptre of Stability:** Once per session, you can activate this sceptre to add your WPB SL to any dispel attempts for the remainder of the encounter.

**Verena's Wand:** This wand may be waved around, with an Action, to reveal the veracity of a situation. Whether there is an illusion in play, some sort of stealth or camouflage, secrets hidden, or untruths being told, you may perform a **Simple Easy (+40)** Test using the appropriate skill (Perception, Intuition, Cool, etc) to discern the truth. The wand does not provide any detailed information or motive: it just reveals the falsehood. However, subjects and witnesses of the wand's power may be suspicious or hostile towards its owner.

**Wand of Absorption:** This wand gives you a +10 bonus to any Test involved in dispelling an incoming or persistent spell. If a spell is dispelled in this way, the wand consumes the CN of the spell in play (ie, a Petty spell would provide no benefit). There is no limit to the number of spells that may be dispelled and absorbed in this manner. The wand converts the CN into SL, which you may then use in your own spells as desired. However, each Wand does have a fluctuating limit on the amount of power it can consume, based on the mysterious waxing and waning of the Winds of Magic. At sunrise each day, you should roll 1d10+10: this amount represents the maximum CN the wand can store at any one time that day. If the absorbed CN ever exceeds the storage limit, the wand will explode as if dropping a *Blast* spell on you with a Damage total equal to the released CN.

**Wand of Corrosion:** Once per session, you can target a creature within 8 yards. The target's non-magical, metallic armour and weapons corrode and crumble to dust. This does not apply to natural armour. Items with the *Durable* Quality only lose a level of their durability.

**Wand of Darts:** Once per session, you may use an Action to select a target and activate this wand. The wand casts the *Dart* petty spell with a Willpower Bonus of 5. No roll is required to cast, and there is no chance of miscast. Roll for the hit location, using the unit die as the spell's SL.

A **Wand of Jade** doubles the Range and Target for any spell you cast. This power does not affect spells that are labelled *You* or *Touch*.

A **Wand of Jet** may reduce a spell's CN. You call upon the wand's power while casting, rolling first a Willpower Test. On a Success, the CN of the spell in question is reduced by 1d10, and by 10 on a Critical Success. A Failure has no effect on the spell being cast, but a Fumble will result in an immediate Major Miscast as the wand's power flares out of control.

A **Wand of Onyx** acts as storage for 1d10 SL (rolled at the start of every session)—which you can apply to one or more spells. Once the daily allotment of SL are used up, there will be no more until the next session.

## SCROLLS

**Limit:** None

Magical scrolls are inscribed with spells or spell-like effects. Scrolls are written differently than Grimoire spells, and are bound with protective energies to guard against miscasts. Any literate character who understands the Language (Magick) Skill may cast the spell or effect from the scroll with no chance of a miscast. If SL is needed, roll 1d10. Once the spell has been cast, the scroll crumbles to dust.

A scroll contains merely the instructions (in the *lingua praestantia*) for releasing its charged magical energies. It does not contain the full instructions for memorising and casting its spell, therefore a character may not attempt to memorise or transcribe a spell from a scroll.

1d100	Scroll Type
01-10	Cursed
11-15	Dispel
16-20	Feedback
21-25	Leeching
26-30	Power
31-35	Remove Curse
36-40	Shielding
41-00	Spell Scroll

**Cursed Scroll:** This scroll is written in such a way that it appears to be one of the other scrolls (determined randomly), thus evading detection. When you cast this scroll, you suffer an effect rolled in the *Cursed Items* section.

**Dispel Scroll:** When an opponent's spell has been cast, you may read this scroll aloud in place of a dispel attempt. The spell is automatically dispelled. This scroll will not help if the original spell was cast with Unstoppable Force.

**Feedback Scroll:** When an opponent casts a spell, you may read this scroll aloud in place of a dispel attempt. The power of the enemy's spell is instantly deflected back at its caster, who may not avoid its effects.

**Scroll of Leeching:** When an opponent casts a spell, you may read this scroll aloud in place of a dispel attempt. The spell is cast as normal, but after its effects have been resolved, you gain instant magical energy, as if Channelling, equal to the SL of the spell: you must then release this energy by casting a spell your next Action or suffer a Major Miscast.

**Power Scroll:** This scroll can be used when you make a spellcasting attempt. During the casting attempt, a successful Casting Test counts as a Critical and a failed Test counts as a Fumble.

**Remove Curse Scroll:** You may use this spell to automatically remove a curse that has been inflicted on a creature.

**Scroll of Shielding:** When an opponent casts a spell, you may read this scroll aloud in place of a dispel attempt. The spell is cast as normal, but all targets of the spell gain two levels of the *Magic Resistance* Talent for the remainder of the Round.

**Spell Scroll:** Most spell scrolls have a single spell inscribed, though roughly 10% of these scrolls will have 1-5 spells inscribed—all belonging to the same Lore. Determine each spell randomly (or the GM may choose). Each spell will fade and disappear as it is cast, the scroll crumbling to dust once the last of its magic is expended.

## TOMES

**Limit:** None

Though there are many magic books in the world, most of them are locked up safely in the archives of the Colleges, though the occasional volume resides in the personal libraries of eccentric Wizards. The most common kind of magic book that you might encounter would be a spellcaster's own grimoire.

1d100	Tome Found	1d100	Tome Found
01-05	Accursed Tome	76-80	Realms of Sorcery
06-10	Book of Ashur	81-85	Tome of Corruption
11-65	Grimoire	86-90	Tome of Insight
66-70	Liber Fanatica	91-95	Tome of Knowledge
71-75	Realms of Chaos	96-00	Tome of Salvation

**Accursed Tome:** This tome arranges its language and subject to suit the reader. If you spend a few minutes reading the text, you will suffer the book's curse—see *Cursed Items*.

**Book of Ashur:** When you wield this book in your hand, you gain +1 SL to all successful casting and dispel Tests.

**Grimoires** are books of spells. A grimoire will contain spells of one Lore only, along with Petty Magic spells, written in the appropriate Language of Magick. There are (the owning wizard's) WPB+1d5 spells in a grimoire, which can be determined randomly or chosen by the GM. Magicians who understand the same Lore may keep the grimoire for their own use (though your Master or another Wizard may consider it suspicious to have two grimoires). You may make a Language (Magick) Test to copy each spell to your own grimoire instead, with the following modifiers: **Easy (+40)** for Petty Magic, **Average (+20)** for Arcane Spells, and **Challenging (+0)** for Lore spells. Or the character may memorise a spell with the usual training (spending XP). There is a 15% chance that the owner of the grimoire has placed a curse or *Alarm* spell upon the item, or has trapped it somehow. The GM may choose which applies.

**Liber Fanatica:** This book represents an extremely detailed, improbably fussy delving into one particular subject matter. If you spend an Endeavour, or 2-4 hours every day for 1 week, you may add Lore (Any) to any Career you enter and you gain +5 in the chosen Lore skill.

**Realms of Chaos:** This tome is written in *lingua praestantia*, so it just looks like any other book to characters without the Language (Magick) skill. For spellcasters, the volume provides an exhaustive look at the nature of Chaos, its forms and desires, its creatures and mutations, and its various magical Lores. When you have read the book through, after 2-4 hours of study every day for 2 weeks or 2 Endeavours, you may add one level of either the Arcane Magic (Daemonology) or Chaos Magic (Lore) Talent for free. The GM may choose (or roll) the Lore randomly or you may choose the Lore that attracts you. Further study of this book produces no further effect.

**Realms of Sorcery:** This tome is written in *lingua praestantia*, so it just looks like any other book to characters without the Language (Magick) skill. For spellcasters, the volume provides an exhaustive look at the nature of the arcane arts and its various Lores. While reading the tome, you will become attracted to one of the Lores (it can be the same as your current Lore). If you pass a Language (Magick) Test after you study 2-4 hours every day for 1 month, or spend 2 Endeavours, you may add an additional Arcane Magic (Lore) Talent for free (such as Necromancy if you are already a Bright Wizard). The GM should choose (or roll for) the additional Lore

**Tome of Corruption:** This tome contains deeply horrifying knowledge amid its garish design. If you glance at the twisted rhetoric, you must test against Corruption (Minor) with a **Challenging (+0) Cool** Test. If you read the tome for an hour or more, you must test against Corruption (Major); however, you may add Lore (Chaos) to any Career you enter, gaining +5 to your skill immediately. If you are foolish enough to reread the tome, you gain 1 Corruption point but no further benefit.

**Tome of Insight:** You may spend 2-4 hours studying this tome every day for one month, or 2 Endeavours, to acquire the understanding presented in the book. At the end of this time, you gain +1d10 to your Wisdom. Rereading the book has no further effect.

**Tome of Knowledge:** You may spend 2-4 hours studying this tome every day for one month, or 2 Endeavours, to acquire the understanding presented in the book. At the end of this time, you gain +1d10 to your Intelligence. Rereading the book has no further effect.

**Tome of Salvation:** Reading this mystic religious tome for an hour lifts your spirit and bestows you with a great blessing. First, you regain 1 Wound and lose 1 condition. Second, you are the target of a single Blessing's benefit for the rest of the adventure (or two full sessions, at the GM's discretion). Rereading the book has no further effect.

<b>1d100</b>	<b>Blessing</b>	<b>1d100</b>	<b>Blessing</b>
01-05	Battle	51-55	The Hunt
06-10	Breath	56-60	Might
11-15	Charisma	61-65	Protection
16-20	Conscience	66-70	Recuperation
21-25	Courage	71-75	Righteousness
26-30	Finesse	76-80	Savagery
31-35	Fortune	81-85	Tenacity
36-40	Grace	86-90	Wisdom
41-45	Hardiness	91-95	Wit
46-50	Healing	96-00	Roll Twice

## TRINKETS

**Willpower:** 2d10+30 (40)

**Limit:** 1

Trinkets consist of any number of objects, from small tokens carried in a pouch to a pendant on a chain. It could be a belt or hat, a piece of stone, a seed from an ancient tree, or even some kind of mask. Basically, any object that is worn or can be carried can be imbued with magical power, though they be quite rare indeed. A GM looking for a random item could roll on the **Objets d'Art Table** from the *Treasure & Loot* section.

<b>1d100</b>	<b>Trinket Type</b>	<b>1d100</b>	<b>Trinket Type</b>
01-05	Charm of Cursing	51-55	Lucky Penny
06-10	Crown of Command	56-60	Maiden's Charm
11-15	Dragonbane Gem	61-65	Obsidian Lodestone
16-20	Elf Charm	66-70	Onyx Panther Figurine
21-25	Featherfoe Torc	71-75	Pidgeon Pucker Pendant
26-30	Glasses of Hindsight	76-80	Ranald's Shard
31-35	Gleaming Pendant	81-85	Seed of Rebirth
36-40	Ironcurse Icon	86-90	Skull Charm
41-45	Lens of Detection	91-95	The Mask of EEE!
46-50	Luckstone	96-00	Wizarding Hat

**Charm of Cursing:** When you master this rod, you are stricken with a curse. See *Cursed Items*. Roll again on the *Trinkets & Charms Type Table* above to

determine the item's full nature: for example, a roll of **07** and **64** means the item is a Cursed Obsidian Trinket. Two *Cursed* results means that the item has no beneficial power.

**Crown of Command:** While wearing this crown, you gain +20 to all Cool and Leadership Tests.

**Dragonbane Gem:** When you bear this gem, you gain the *Immunity (Fire)* Trait.

**Elf Charm:** This looks like nothing more than an acorn, but when held up to natural light, a faint Elven script appears all over its surface. In Elven circles, these are not uncommon as spellcasting ingredients. When used to cast any spell from the Lore of Life, the charm functions like a normal ingredient and the Lore effects are doubled.

**Featherfoe Torc:** You gain +20 when defending against attacks by creatures with the *Flight* Trait in close combat. Additionally, you are forewarned of danger and may oppose any Ranged attack within your Line of Sight.

**Glasses of Hindsight:** When wearing, you have perfect recall of the previous week's events, and the GM should offer you nuggets of things you should have done instead to aid in your current situation.

**Gleaming Pendant:** This shiny necklace exudes a hopeful aura, giving all allies within your WPB yards +20 to all Leadership and Psychology Tests.

**Ironcurse Icon:** You gain the *Ward 8+* Trait when being attacked by war machines and siege weapons, as well as any weapons from the Blackpowder, Engineering, and Explosives groups.

**Lens of Detection:** This looks like a large magnifying glass on a lengthy ivory handle. It does not, however, magnify anything examined through it; instead it allows the viewer to see through all illusions, to see things as they truly are.

**Luckstone:** Once per session, you may reverse the roll of a failed Melee Test.

**Lucky Penny:** The owner of this brass penny gains +1 Fortune point to use each session. And there is something else...? However, any enemies acting against the character gain a Fate point that the GM should use in their encounters to further complicate things. After several such curious incidents, the GM may wish to allow an Intuition Test to reveal some hint of the penny's magic. This item does not require mastery.

**Maiden's Charm:** When worn about the neck, a woman cannot conceive a child. The Jade Order has been known to make these, carving them to resemble the spiral of life. Use of these amulets is frowned upon across the Old World, and many Hedge Wizards and Witches have found their way to the pyre after creating them for lovestruck maidens and travelling merchants.

**Obsidian Lodestone:** This charm grants you a level in the *Magic Resistance* Talent.

**Onyx Panther Figurine:** These little statuettes have the inscription "Jenneviere" carved into its base, suggesting Bretonnian origin. When you stroke the feline head, you hear a small purr; but if you touch the figurine for longer than a minute or two (how long is up to the GM), a black cloud of purplish smoke appears and dissipates, revealing a live Panther before you. Everyone gains the *Surprised* condition, then the

Panther swipes its claws at you, meows angrily, and charges off into the surrounding area to hide or terrorize the locals. Touching the figurine does not dispel the creature.

**Pidgeon Plucker Pendant:** You gain +20 when defending against attacks by creatures with the *Flight* Trait in close combat. Additionally, you are forewarned of danger and may oppose any Ranged attack within your Line of Sight.

**Ranald's Shard:** When you carry this charm, any friend or foe within 3 yards of you must reverse any successful Tests while defending. Additionally, roll 1d10 at the start of every session: *Evens*—you gain +1 Fortune point for the session; *Odds*—you lose all Fortune points for the session.

**Seed of Rebirth:** If you wear a charm containing this small acorn upon you, you may spend a Resolve point to activate the *Regenerate* Trait.

**Skull Charm:** Skulls are a popular device and common charm for soldiers of the Empire, for everyone knows the soul resides in the head. And what better way is there to learn from your enemies than to capture their spirits? Priests of Morr ritually enchant some of these skulls to improve the resolve and skill of the soldiers who purchase them. When discovered, roll 1d10:

- 1-5 Placebo bonus only: +1 SL to successful Fear Tests;
- 6-7 +1 SL to Fear and Terror Tests;
- 8-9 +5 to Melee and Ranged Tests
- 10 +10 to Melee, Ranged, and Fear/Terror Tests

**The Terrifying Mask of EEE!:** When you master this terrifying mask, you are cursed and cannot remove it. You have the *Terror 2* Trait.

**Wizarding Hat:** This hat is inert and may not be mastered if you are not a spellcaster. Once it is mastered, you cannot remove this hat from your head and you are immediately cursed with the *Stupid* Creature Trait (p342). At the start of each session, roll for a random Lore that the hat confers knowledge of. For that session, you may choose any spells you wish from that Lore and cast them at will—provided you are directed to do so by your allies or you pass the Intelligence Test indicated in the Trait description.

## WEAPONS

**Limit:** 2 magical weapons on person

As with other magic items, when you find a magical weapon, you cannot simply pick it up and use it. Such a weapon has a will of its own and will not readily accept a new owner. You must master it first. The weapon's Willpower characteristic is indicated on the *Special Abilities Table* below. Roll the Opposed Test. Should the Test fail, you should drop the weapon immediately or suffer the consequences. If you persist in carrying or wielding a non-mastered weapon, you will gain a +10% chance each day of suffering a Curse (see the *Cursed Items* section). Additionally, the GM might make sure that the weapon hinders your future efforts in some way.

### Random Weapon Table

Magical weapons may be of any type except Blackpowder, Engineering, or Explosives. Swords, maces, axes, spears, and bows are the most commonly enchanted weapons.

Roll on the following table for the type of weapon found:

1d100	Weapon	1d100	Weapon
01-50	<b>BASIC</b> 1-2 Axe 3-4 Dagger 5 Mace 6 Short Sword 7-0 Sword	76-80	<b>TWO-HANDED</b> 1-2 Bastard Sword 3-5 Great Axe 6-8 Warhammer 9-0 Zweihander
51-55	<b>CAVALRY</b> 1-4 Cavalry Hammer 5-0 Lance	81-85	<b>BOW</b> 1 Elf Bow 2-3 Longbow 4-7 Normal Bow 8-0 Shortbow
56-60	<b>FENCING</b> 1-5 Foil 6-0 Rapier	86-90	<b>CROSSBOW</b> 1-6 Crossbow 7-8 Crossbow Pistol 9-0 Heavy Crossbow
61-65	<b>FLAIL</b> 1-5 Flail 6-0 Military Flail	91-95	<b>SLING</b> 1-6 Sling 7-0 Staff Sling
66-70	<b>PARRY</b> 1-6 Main Gauche 7-0 Swordbreaker	96-00	<b>THROWING</b> 1-2 Dart 3 Javelin 4 Spear 5-6 Throwing Axe 7 Throwing Hammer 8-0 Throwing Knife
71-75	<b>POLEARM</b> 1-2 Halberd 3-4 Pike 5-6 Scythe 7-9 Spear 0 Quarterstaff		

## Weapon Qualities

Most magical weapons are labours of love and dedication to craft, and there is a good chance they will have at least one Quality, but there is some chance the weapon has some sort of Flaw. It might be quite amusing to wield an Ugly weapon that is Durable. Roll first under the *Qualities* column: if a Flaw is the result, roll under the *Flaw* column.

Multiple results of *Durable* and *Fine* are cumulative, but for any of the other results the roll is wasted.

1d100	Qualities	Flaws
01-20	Roll a Flaw	No Qualities or Flaws
21-30	Durable (1)	No Qualities or Flaws
31-35	Durable (2)	Unreliable
36-38	Durable (3)	Unreliable
39-40	Durable (4)	Unreliable
41-60	Fine (1)	Ugly
61-70	Fine (2)	Ugly
71-75	Fine (3)	Ugly
76-85	Lightweight	Bulky
86-95	Practical	Shoddy
96-99	Roll Twice	Roll Twice
00	Roll Thrice	Roll Thrice

## General Abilities

Magical weapons have various effects, but they all have these abilities:

- All magical weapons emit a magical aura which is visible to anyone with the *Second Sight* Talent.
- Magical weapons all have the *Magical* Trait and can wound creatures immune to mundane attacks.

- Magical weapons will dispel any spells or effects (unless otherwise noted) that are labelled as *Aura*, *Dome*, or *Zone*, when wielded within the AoE.

### Special Abilities

In addition to the general abilities common to all magical weapons, a weapon may have one or more special powers. Usually these are best designed by the GM, who can account for each item's background, history, and present circumstances, but sometimes it will be more efficient (and fun) to roll up a weapon with random abilities. First, determine how many special abilities the weapon has:

1d100	No. of Abilities	Willpower
01-25	0	1d10+20 (25)
26-65	1	2d10+35 (45)
66-75	2	3d10+45 (60)
76-79	3	3d10+60 (75)
80	4	4d10+65 (85)
81-90	Silvered Weapon*	—
91-98	Rune Weapon*	—
99	Chaos Weapon*	45-85
00	Daemon Weapon*	Daemon's WP

\*Chaos, Daemon, Rune, and Silvered Weapons have their own properties and do not roll for abilities here, unless otherwise specified. Chaos, Daemon, and Silvered weapons will have the rolled Qualities, while Rune Weapons roll for their Qualities in the *Magic Runes* section.

Next, for each special ability, roll 1d100. If an ability is rolled more than once, it may be cumulative or the GM may ignore the second result and roll again. (Reroll an ability that does not make sense for the weapon.)

**Cursed Weapon:** Your weapon is cursed and once mastered, you cannot get rid of it. It will always show up somehow, no matter your efforts. Refer to the *Cursed Items* section.

**Anti-Heroes:** When wielding this weapon, for every enemy engaged with you on your Turn, you gain +1 SB and +1 level in the *Furious Assault* Talent.

**Bane Weapon:** The weapon always confers a minimum of 3 Advantage points against opponents of a particular type. Roll on the *Species Table* for the **(Target)-Bane**.

**Battle:** Once per session, you may choose to make an extra close combat attack against the same or a different target if your initial attack hits.

**Berserker:** You gain the *Frenzy* Talent.

**Biting:** The weapon gains the *Precise* Quality—even if you don't have the appropriate skill.

**Bleeding:** Every hit by this weapon inflicts +1 *Bleeding* condition.

**Bloodshed:** When wielding this close combat weapon, you may activate the *Deathblow* rule for one Turn per session.

**Breath of Manann:** The master of this weapon can breathe without air and will not suffocate in a vacuum or underwater.

**Cause Fear:** A character holding this weapon causes Fear in opponents the wielder threatens or charges. The Fear Rating is equal to the character's Advantage.

**Cause Terror:** A character holding this weapon causes Terror in opponents the wielder threatens or charges. The Terror Rating is equal to the character's Advantage.

**Characteristic Change:** The character must be wielding the weapon to gain the modifier. Roll on the *Random Characteristics Table* with a roll of **01-20** indicating the WS/BS appropriate to the weapon. Roll 1d100:

1d100	Modifier (Average)
01-15	-10
16-70	+5
71-85	+10
86-95	+15
96-00	Roll two characteristic changes.

**Degeneration:** Any living creature wounded by this weapon must make a Toughness or Endurance Test at the end of each Round, or lose 1 Wound. This degeneration continues until the victim is healed at least 1 Wound.

**Distance:** All Ranges are doubled for this ranged weapon.

**Drain:** Every time your weapon wounds an opponent, it drains 1d10 points from one of your victim's characteristics and gives it to you. Roll on the *Random Characteristics Table*. Your bonus lasts for the rest of the encounter, and the drain lasts until the victim's next prolonged rest. If any characteristic is reduced to **0**, the victim gains an *Unconscious* condition until they have rested for one week.

SPECIAL ABILITIES TABLE

Melee	Ranged	Ability	Melee	Ranged	Ability
01-10	01-10	Cursed Weapon	50	—	Magical Destruction
11	—	Anti-Heroes	51-70	61-75	Might
12-15	11-15	Bane Weapon	71	76-80	Mighty Strike
16	—	Battle	72	—	Obsidian
17	—	Berserker	73	—	Ogre Strength
18	16-30	Biting	74	—	Poison
19-20	31-35	Bleeding	75	—	Protection
21	—	Bloodshed	76	—	Relic
22-23	—	Breath of Manann	77	—	Repel Daemon
24-25	—	Cause Fear	78	—	Repel Undead
26	—	Cause Terror	—	81-95	Seeking
27-36	36-45	Characteristic Change	79	—	Shadow
37	—	Degeneration	80	—	Shrieking
—	46-55	Distance	81-85	96-00	Sigmar's Golden Sigil
38-42	—	Drain	86	—	Spell Absorption
43-44	56-60	Enervation	87	—	Spellthieving
45	—	Fire Resistance	88	—	Strife
46	—	Flaming	89-97	—	Striking
47	—	Freezing	98	—	Swift Slaying
48	—	Giant Strength	99	—	Torment
49	—	Magic Damper	00	—	Warrior Bane

**Enervation:** A successful Hit causes +1 *Fatigued* condition to the victim. A Critical Hit inflicts SL+1 *Fatigued* conditions.

**Fire Resistance:** The wielder gains the *Immunity (Fire)* Trait.

**Flaming:** The weapon bursts into flames at the wielder's command and will inflict +1 *Ablaze* condition every successful Hit. Missile weapons have their ammo burst into flame.

**Freezing:** A successful Hit inflicts +1 *Stunned* condition for every TB Wounds suffered.

**Giant Strength:** All attacks with this weapon gain +3 SB when determining Damage.

**Magic Damper:** The weapon so completely dominates other enchantments that the bearer may not use other magic items or use any spellcasting/invoking abilities.

**Magical Destruction:** The weapon has been designed to destroy magical items. If this weapon strikes another magical item or weapon (including Opposed Tests), any successful Hit which is an Even Number will shatter the other weapon or item. If two such weapons meet in combat, they will both immediately explode as if a Bomb had exploded.

**Might:** Add the following modifier to the weapon's Damage:

1d100	Damage Bonus
01	-3 Damage, loses all Qualities
02-05	-2 Damage
06-10	-1 Damage
11-80	+1 Damage
81-90	+2 Damage
91-95	+3 Damage
99-98	+4 Damage
99-00	+4 Damage, gains the <i>Impale</i> Quality

**Mighty Strike:** This weapon may inflict damage with a SB of 10 once per session. This ability may be invoked after a successful Hit is scored.

**Obsidian:** All hits by this weapon ignore Armour Points, even when the armour is natural (such as a Dragon's scales).

**Ogre Strength:** All attacks with this weapon gain +1 SB when determining Damage.

**Poison:** The weapon inflicts +1 *Poisoned* condition on a hit.

**Protection:** The weapon is semi-animated, and will move to parry any attacks directed against its wielder. Gain +2 SL when opposing a Melee Test.

**Relic:** Attacks made with this weapon always strike their target when the roll is successful—regardless of the opponent's Opposed result. Damage is then calculated with the Opposed SL. **Example:** You succeed with +1 SL and the target succeeds with +4 SL. Damage is calculated using -3 SL.

**Repel Daemons:** Any creatures with the *Daemonic* Trait within Line of Sight of the weapon suffer a number of *Broken* conditions equal to the wielder's Advantage.

**Repel Undead:** Any creatures with the *Undead* Trait within Line of Sight of the weapon suffer a number of *Broken* conditions equal to the wielder's Advantage.

**Seeking:** This weapon gains a +10 BS bonus to hit.

**Shadow:** The weapon is partially composed of writhing, insubstantial shadow; a successful Hit ignores APs when determining Damage.

**Shrieking:** When you wield this weapon, you cause *Fear 0* in all your foes who are your size or smaller, unless they are immune to psychology.

**Sigmar's Gold Sigil:** When you wield this weapon, you gain your maximum level of the *Combat Reflexes* Talent.

**Spell Absorption:** If any hostile or friendly spell is cast at the bearer of this weapon, the weapon will absorb the spell's energies, leaving the wielder unharmed (or unaided). The spell's power is then transferred into a Damage bonus for the character's next Action only: this bonus is equal to the casting roll SL. The weapon can only absorb one spell per Round.

**Spellthieving:** When you strike a Wizard (or other spellcaster) with this weapon, they are rendered incapable of casting spells for the rest of the encounter.

**Strife:** Once per encounter, you may choose to make an extra attack against the same or a different target if your initial attack hits.

**Striking:** This weapon gains a +10 WS bonus to hit.

**Swift Slaying:** Regardless of the weapon's nature, it gains the *Fast* Quality—even if you don't have the appropriate Melee Skill.

**Torment:** When this weapon hits, the target gains the *Stupid* Trait for the rest of the encounter.

**Warrior Bane:** Any creature struck by this weapon is befuddled and may only make one attack on its next Turn (thus nullifying *Deathblow* and any Traits or Talents that grant extra attacks).

## Silvered Weapons

Appropriate weapons for silvering include anything with a blade or a point, maces and hammers, spears and lances, arrows and bolts. Reroll other results.

Weapons plated with or forged from silver are not, strictly speaking, magical items and do not have the same properties as magic weapons. Rather, silver has an innate resonance that harms magical creatures. A silvered weapon gains the *Magical* Trait, and a hit causes +Willpower Bonus Damage when striking creatures with the *Daemonic*, *Ethereal*, *Lycanthrope*, or *Undead* Traits.

Silver-plated weapons are rare indeed as they take considerable effort to make and have a limited lifespan. Silver-plated weapons require at least one ingot of silver to coat a weapon or five arrows. A plated weapon will cost about five times its base price, at the best of times; and it should last the length of an adventure (about 2-3 sessions). After this period, the silver has worn away and the weapon loses its special properties. Conversely, weapons constructed of solid silver never lose their efficacy, but silver is a mediocre metal for weaponry. The cost to purchase such a weapon is the same as for silver plating. However, such a weapon gains the *Shoddy* and *Unreliable* Item Qualities.



## WIZARD STAFFS

### Limit: 1

Wizards who learn magic from the Colleges usually bear staffs, though a staff is not necessary to cast spells. These items act as symbols of their status and position, and some of these have been enchanted. When a random staff is discovered, the GM should roll the attuned Lore randomly. Such staffs have no will and can be used by any magician.

1d100	Staff Ability
01-25	No ability, but it gains the <i>Unbreakable</i> Quality
26-30	Aethyr Shrivening
31-40	Channelling
41-55	Energy
56-60	Spell Absorption
61-75	Spellthieving
76-00	Striking

**Aethyr Shrivening:** When you hit a target with this staff, you must perform an **Opposed Willpower** Test. If you win, you remove the target's ability to use the *Language (Magick)* and *Channelling* Skills forever (unless it can strike a bargain with some dangerous power).

**Channelling:** While wielding this staff, you add +1 SL to all of your successful Channelling Tests.

**Energy:** Gain +1 SL to any *Language (Magick)* Test once per session.

**Spell Absorption:** If any hostile or friendly spell is cast at you, the weapon will absorb the spell's energies, leaving you unharmed (or unaided). The spell's power is then transferred into a Damage bonus for the character's next Action only; the Damage is equal to the spell's CN. Only one spell's energy may be stored at a time.

**Spellthieving:** When you strike a spellcaster with this weapon, they are rendered incapable of casting spells for the rest of the encounter.

**Striking:** Gain +1 SL to successful Melee Tests with this staff.

## WEAPONS OF CHAOS

Followers and Daemons of Chaos can use two types of magical weaponry not typically available to even the mightiest mortal champions: Chaos Weapons and Daemon Weapons. These weapons all have the *Durable (5)* Quality. The designs of such weapons are often barbed or otherwise horrifying in appearance, featuring skull motifs galore. Chaos Weapons are gifted to some followers of the Ruinous Powers as rewards for 'great' deeds in service of their god. Daemon Weapons are wielded by only the mightiest of Chaos' champions.

### CHAOS WEAPONS

A Chaos Weapon is always a hand weapon of some sort that has been imbued with similar magical powers as other magical weapons, but which also has some unique properties of its own.

- A creature or follower of Chaos may freely wield a Chaos Weapon, with no need to master it.
- Chaos Weapons emit a magical aura which is visible to anyone with the *Second Sight* Talent.

- Chaos Weapons have the *Magical* Trait and can wound creatures immune to mundane attacks.
- Chaos Weapons will dispel any spells or effects (unless otherwise noted) that are labelled as *Aura*, *Dome*, or *Zone*, when wielded within the AoE.
- The effects of a Chaos Weapon cannot be diminished or nullified by the *Ward* Trait or similar spell effect.

Roll on the following table for the number of Weapon Abilities the Chaos Weapon exhibits.

1d100	No. of Abilities	Willpower
01-25	0	1d10+35 (40)
26-65	1	2d10+45 (55)
66-90	2	2d10+55 (65)
91-95	3	3d10+60 (75)
96-00	4	4d10+65 (85)

Then, roll on the **Special Abilities Table** above to determine the Chaos Weapon's nature.

## DAEMON WEAPONS

Forged at the very heart of the Chaos Wastes, where the Void and the Wastes dissolve into each other, Daemon Weapons are the most terrible of all arcane devices. Each rune-carved blade is a servant of the Ruinous Powers in its own right. Bound within the metal of the blade, and imprisoned there for an eternity, is the spirit of a Daemon. These mighty weapons reap souls for the glory of their master and their Chaos god.

As with other magical weapons, Daemon Weapons share common properties that are always active.

- A creature or follower of Chaos may freely wield a Daemon Weapon, with no need to master it.
- A Daemonic Weapon emits a daemonic aura which is visible to anyone with the *Second Sight* Talent.
- Daemonic Weapons have the *Magical* Trait and can wound creatures immune to mundane attacks.
- Daemonic Weapons will dispel any spells or effects (unless otherwise noted) that are labelled as *Aura*, *Dome*, or *Zone*, when wielded within the AoE.
- The effects of a Daemonic Weapon cannot be diminished or nullified by the *Ward* Trait or similar spell effect.
- A Daemon Weapon always has a minimum Advantage equal to the bound Daemon's *Weapon Skill Bonus*, which is cumulative with all other points of Advantage. (If the GM is employing an Advantage cap, such a cap does not apply for Daemon Weapons.)
- The weapon's wielder may use the bound Daemon's *Willpower* score for any required Test if desired. Each instance of doing so necessitates an Endurance Test; if failed, the wielder gains a *Corruption (Body)* point.
- A successful attack by a Daemon Weapon that causes Wounds equal to or higher than the target's maximum Wounds score instantly prompts an **Opposed Willpower** Test versus the bound Daemon. If failed, the victim is slain instantly.
- *Stolen Strength:* Whenever the Daemon Weapon is used to slay a target, the blade drains the target's *Strength* characteristic. Divide this number into thirds. One third is granted to the Chaos god whose power enabled the weapon's creation. Another third feeds

the bound Daemon, which is retained for one day. The remaining third is added to the wielder's Strength characteristic for one day. Should the accumulated bonus equal three times their normal *Strength*, the wielder gains the *Unconscious* Condition until a prolonged rest is had.

## Creating a Daemon Weapon

Each such weapon is created specifically for its user. You should roll twice on the **Qualities Table** in the *Weapons* section above. Next, roll 1d10 to determine which type of weapon it is: **1-8** Hand Weapon (typically a sword); **9** Great Weapon (typically a Bastard Sword or Zweihander); or **10** Any other melee weapon of your choice.

Finally, you should determine the nature of the Daemon bound into the weapon:

1d100	No. of Abilities
01-40	Lesser Daemon (roll Chaos God randomly)
41-66	Greater Daemon (roll Chaos God randomly)
67-87	Daemon Prince (roll Chaos God randomly)
88-00	Random Daemon of any type and God

The weapon's Willpower score is taken from the Daemon's WP.

## Individual Properties

A Daemon Weapon has all the properties of the Daemon bound inside. Generally, this means that the wielder gains access to any of the fiend's skills and talents. In addition, the wielder gains access to any special rules outside of Chaos Mutations and Instability. So, a Daemon Weapon that holds a Daemonette confers the *Aura of Slaanesh* onto its wielder. If the Daemon has the *Spellcaster* Trait, the wielder gains it as well. Certain abilities may not be appropriate, and the GM is encouraged to define the parameters of these abilities and what characteristics they bestow. Since PCs should almost never gain these weapons, a GM has latitude in their design.

## Satiation and Killing Fury

A Daemon Weapon may absorb up to its Willpower in Strength points in one day. Once this number is reached, the weapon becomes sated, and it loses any benefits for the remainder of the day. Before it becomes sated, however, it always enters a killing fury when Strength points equal to half its Willpower score have been absorbed. The wielder must immediately make a Cool Test when an enemy is within charging distance. If the wielder fails, they must attack the closest living creature each Round until there are no visible enemies left within Line of Sight. After this, the wielder must attack their allies until either the weapon becomes sated or no living creatures remain. If the wielder goes three rounds without killing anything, the weapon turns on its owner. Tremendous waves of pain will wash out of the weapon against the wielder, inflicting a number of *Fatigued* conditions equal to the Daemon's WPB minus the wielder's TB (minimum of 1). These conditions can be removed by a full night's sleep (prolonged rest).

## Releasing a Bound Daemon

A Bound Daemon becomes released from its vessel if its wielder is slain whilst holding it, on the request of its bearer, or if called forth by its Chaos God. If someone other than its bearer picks up the weapon whilst the bearer remains alive, the Daemon may be mastered by the new bearer as normal. Finally, if its wielder grossly fails to further the interests of its Ruinous Power, the Daemon will attempt an **Opposed**

**Willpower** Test to emerge from its vessel and tear its former master to shreds.

When the Daemon appears, it does so in any space up to 6 yards away from the weapon. While free, the weapon itself is dormant and loses all properties. Additionally, the Daemon has the *Unstable* Creature Trait as normal, but instead of returning to the Realm of Chaos, it will retreat back into the Daemon Weapon.

Assuming the wielder's incompetence was not the reason for the Daemon's freedom, it gladly fights its wielder's enemies for the wielder's WPB+1d10 Rounds. Any longer and the Daemon begins to get a taste for its freedom. At this point, the wielder must attempt to master the Daemon again, though the wielder should gain at least a bonus of **Average (+20)** depending on the nature of their relationship.

# MAGIC RUNES

Runes are symbols inscribed onto weapons, talismans, and armour to confer magical powers. Their manufacture differs from that of other magical items, so they do not carry the same risks associated with many artefacts. A runed artefact has no Willpower characteristic and may thus be wielded or worn without the need to master it. There are, however, a couple of runes designed to protect the object from theft.

## A Brief History of Runes

Runic lore has been the domain of the Dwarfs for millennia. They are the sole inventors and the primary manipulators of runic inscription. The runic skills of the Dwarfs have been long sought-after by many Wizards of good and ill intent. A thousand years ago, the Wizard Dortmund Klauser plundered the ancient and closely guarded runic lore from the Dwarfs themselves. His understanding of the Dwarven secrets was limited though. In the ensuing centuries, despite much effort, Humans have been unable to match the purity and power of the true Dwarven runic lore: the so-called Klauser Runes have remained unchanged for a millennium. In response to this affront to their culture, many grudge-wielding Dwarfs have been known to harass any Human who uses runic items; those who attempt to fashion runic items from the Klauser Runes are hunted down and often executed on the spot, their books and artefacts destroyed. Most often though, the Dwarfs will simply capture the offending rune-thieves and transport them to the nearest Dwarven hold for trial—which usually results in indefinite detainment in the case of guilty nobles and merchants or a civilized execution for lesser folk.

## Rune Identification

Characters with the *Lore (Magick)* Skill or the *Detect Artefact* Talent may be able to identify Klauser runes. To identify any of the Dwarven runes, the character must possess *Lore (Runes)*. The *Second Sight* Talent will allow a character to notice that a rune is magical rather than mundane, but little else.

## Active Runes

Runes are only effective when they are active: an active rune glows dimly with a golden-blue light. Inactive runes become dim, though still visible, until the next dawn. Those runes which become inactive through use are indicated.

## RANDOM RUNE TABLE

When a rune-inscribed item has been found, you should first determine if the artefact contains the more unpredictable powers of the Klauser Runes or the more stable and purer works of the Dwarven Runesmiths. Roll on the following table for the type and number of runes inscribed on the artefact. Klauser Runes may only be only inscribed on weapons and armour: reroll inappropriate results.

1d100	No. of Runes
01-45	1 of Klauser's Runes
46-55	2 of Klauser's Runes
56-58	3 of Klauser's Runes
59	4 of Klauser's Runes
60	5 of Klauser's Runes
61-80	1 Dwarven Rune
81-88	2 Dwarven Runes
89-90	3 Dwarven Runes
91-93	1 Master Rune
94-95	1 Master Rune + 1 Dwarven Rune
96	1 Master Rune + 2 Dwarven Runes
97-98	2 Master Runes
99	2 Master Runes + 1 Dwarven Rune
100	3 Master Runes

It is possible for an artefact with Klauser Runes to have up to 5 runes inscribed, and the same rune may be inscribed multiple times.

An artefact with Dwarven Runes will have a maximum of three runes, and a particular rune cannot be inscribed more than once.

## RANDOM QUALITIES TABLE

Rune-inscribed artefacts only have the properties listed in this section. Talismanic artefacts usually just have the *Fine (2)* Quality, though the GM may adjust this rating. Smiths and Runesmiths, Human and Dwarf alike, all have variable goals, materials, and skills when rune-forging armour and weapons, but almost all display great devotion and craft in their work.

Roll on the table below for an item's *Qualities* (or *Flaws*) using the following modifiers:

No. Runes	Modifier
1 Klauser	-20
2 Klauser	-10
3 Klauser	None
4-5 Klauser	+10
1 Rune	None
2 Runes	+10
3 Runes	+15
1+ Master Runes	+20 (maximum)

A Critical (doubles) provides the result shown on the dice, regardless of the modifier. Now, roll on the Qualities Table: no modifier applies to subsequent rolls.

1d100	Qualities
Under	Pick 2 <i>Flaws</i> : Ugly, Shoddy, Unreliable, Bulky
01-10	No <i>Qualities</i> or <i>Flaws</i>
11-30	Durable (1) or <i>Gromril</i> (Armour)

31-40	Durable (2)
41-43	Durable (3)
44	Durable (4)
45	Durable (5)
46-55	Fine (1)
56-60	Fine (2)
61	Fine (3)
62-69	Lightweight
70-77	Practical
78+	Roll Twice and combine the results

## ARMOUR RUNES

Roll on the appropriate section for each rune inscribed on the armour. Klauser Runes may be duplicated, but duplicate rolls of Dwarven Runes should be rerolled.

1d100	Armour Runes
01-25	Klauser's Armour Rune
26-50	Klauser's Protection Rune
51-75	Klauser's Rune of Renewal
76-00	Klauser's Rune of Swiftess

01-05	Rune of Battle
06-15	Rune of Curses
16-20	Rune of Fear
21-30	Rune of Fortitude
31-40	Rune of Iron
41-50	Rune of Resistance
51-60	Rune of Shielding
61-70	Rune of Stalwart
71-90	Rune of Stone
91-00	Rune of Warning

01-20	Master Rune of Adamant
21-35	Master Rune of Gromril
36-45	Master Rune of Groth One-Eye
46-60	Master Rune of Misfortune
61-75	Master Rune of Steel
76-90	Master Rune of Stromni Redbeard
91-00	Master Rune of Valaya

## TALISMANIC RUNES

Amulets, horns, rings, and rods can be inscribed with runes—these are referred to as *talismans*. A *Runed Horn of Dismay* is empowered with the Master Rune of Dismay and any other runes that were rolled on the *Random Rune Table*. Reroll any duplicate results:

1d100	Talismanic Runes
01-05	Rune of Battle
06-15	Rune of Curses
16-20	Rune of Fate
21-25	Rune of Fear
26-35	Rune of the Furnace
36-45	Rune of Luck
46-60	Rune of Restoration
61-65	Rune of Spellbreaking
66-70	Rune of Spelleating
71-80	Rune of Stalwart
81-90	Rune of Warding

- 91-00 Rune of Warning
- 01-15 Master Rune of Balance
- 16-35 Master Rune of Misfortune
- 36-50 Master Rune of Spellbinding
- 51-75 Master Rune of Spite
- 76-90 Master Rune of Taunting
- 91-00 Master Rune of Valaya

## WEAPON RUNES

Roll on the appropriate section for each rune inscribed on the armour. Klauser Runes may be duplicated, but duplicate rolls of Dwarfen Runes should be rerolled. Also, reroll results that do not apply to the weapon.

### 1d100 Weapon Runes

- 01-20 Klauser's Cutting and Smashing Rune
- 21-30 Klauser's Flight Rune (Thrown weapons only)
- 31-45 Klauser's Protection Rune
- 46-60 Klauser's Rune of Renewal
- 61-70 Klauser's Rune of Return (Thrown weapons)
- 71-80 Klauser's Spell Rune
- 81-98 Klauser's Rune of Swiftiness
- 99-00 Klauser's Death Rune—roll 1d100:
  - 01-80 Minor Death Rune
  - 81-99 Lesser Death Rune
  - 00 Greater Death Rune
- 01-05 Rune of Accuracy (Missiles/Ammunition)
- 06-10 Rune of Burning (Ammunition only)
- 11-15 Rune of Cleaving (Melee weapon)
- 16-25 Rune of Curses
- 26-30 Rune of Fire (Melee weapon)
- 31-35 Rune of Fury (Melee weapon)
- 36-45 Rune of Grudges (Melee weapon)
- 46-50 Rune of Kadrin
- 51-55 Rune of Might
- 56-65 Rune of Parrying (Melee weapon)
- 66-70 Rune of Smiting (Melee weapon)
- 71-80 Rune of Speed
- 81-90 Rune of Striking (Melee weapon)
- 91-00 Rune of Warning
- 01-10 Master Rune of Alaric the Mad
- 11-15 Master Rune of Banishment (Melee weapon)
- 16-25 Master Rune of Breaking (Melee weapon)
- 26-30 Master Rune of Daemon Slaying (Melee)
- 31-35 Master Rune of Dragon Slaying (Melee)
- 36-45 Master Rune of Flight (Thrown weapons only)
- 46-55 Master Rune of Misfortune
- 56-65 Master Rune of Skalf Blackhammer (Melee)
- 66-75 Master Rune of Skewering (Crossbow)
- 76-85 Master Rune of Snorri Spangelheim (Melee)
- 86-95 Master Rune of Swiftiness
- 96-00 Master Rune of Valaya

## KLAUSER'S RUNES

Klauser's Runes lack the stability and resonance of the Dwarf originals, and Human smiths have not been able to improve on them in the centuries since their theft. Human smiths do not follow the same rules

as the Dwarfs—whether out of ignorance or willfulness is unknown. Indeed, a Klauser artefact may even have the same rune inscribed more than once, but the effect of two or more of the same runes is not cumulative unless stated.

Klauser's Runes are inherently unstable: those runes which activate (ie, do not have a persistent effect) may fail and even trigger a Miscast. For each rune inscribed upon an item, there is a +10% chance of failure when activating a rune, and the rune dims regardless of the result. If the rune fails, its magic is ineffectual and the stored energy is released harmlessly. If the rune fails and doubles are rolled (Fumble), you must roll on the Minor Miscast Table (p234). Whenever a Death Rune is activated, any roll of doubles on this activation roll results in a Major Miscast.

**Armour Rune:** The rune grants this location +1 armour point. Multiple runes are cumulative. This rune does not dim.

**Cutting and Smashing Rune:** When attacking with this weapon, this rune grants +2 SL to a successful Melee Test. If this rune causes a wound that would not otherwise have been scored, it will dim for the rest of the day.

**Flight Rune:** This rune can only be inscribed on a throwing weapon, ensuring that it always hits its target. Roll 1d100 for the hit location and take the value on the unit die as the SL for the Damage. After one use, the rune dims until the next dawn.

**Greater Death Rune:** Legend has it this extremely rare rune may only be inscribed by a god. Any creature hit by this weapon is automatically slain. This rune does not dim when used.

**Lesser Death Rune:** Though not quite as rare as a *Great Death Rune*, its effects are similar. Any creature of a Species group struck by this weapon is instantly slain if it fails a Challenging (+0) Endurance Test. Roll on the *Species Table* for the Type of creature affected. Each rune works only for one species, and does not dim through use.

**Minor Death Rune:** Upon a successful hit, this rune will instantly slay the target if it fails an Average (+20) Endurance Test. This rune will dim once used.

**Protection Rune:** You gain a level of the *Magic Resistance* Talent while you wield or wear this item. The effects of two or more of these runes are not cumulative. This rune does not dim through use.

**Rune of Renewal:** This rune carries the energy to re-power any dimmed rune inscribed onto the same item. This will dim the rune for the rest of the day. There must be at least one dimming rune inscribed for this rune to be of use.

**Rune of Return:** This rune can only be inscribed on a throwing weapon, ensuring that it will return to your hand by the end of the Round. After one use, the rune dims until the next dawn.

**Rune of Swiftiness:** This rune adds +5 to your Initiative and Agility scores. Multiple runes are cumulative. This rune does not dim through use.

**Spell Rune:** This rune allows you, regardless of career and skills, to activate the spell stored inside. The spell is cast automatically with no

chance of miscast. If SL is needed, roll 1d10 for the number. Once cast, the rune dims until the next dawn. The GM may choose the spell stored in the rune, or determine it randomly (see *Spells Stored in Magic Items*).

## DWARVEN RUNES

Dwarven Runesmiths put great effort and knowledge into their crafting of runic artefacts: the act of inscribing and empowering is similar to a religious devotion. Thus, armour, talismans, and weapons inscribed with Dwarven runes will be coveted and sought-after by those who understand their worth—not least by Dwarfs themselves, who will zealously hunt down and wrest such items from any non-Dwarf wielders.

**Rune of Accuracy:** This rune may be inscribed on any missile weapon or on the ammunition used. When using a missile weapon inscribed with this rune, you gain a +10 bonus to your Ballistic Skill. When using ammunition inscribed with this rune, you gain a +20 bonus to your Ballistic Skill. This rune cannot be inscribed on *Blackpowder*, *Engineering* or *Explosives* weapons or their ammunition.

**Rune of Battle:** This protective rune may be inscribed on armour, shields, and talismanic items. When you suffer a Critical Hit, you may use the rune's power to deflect it. Once the rune has been effective once, it ceases to be active until dawn of the following day.

**Rune of Burning:** This rune may be inscribed on any normal missile ammunition except for firearms and explosives. Once fired, the missile will burst into flame before striking its target, though its chance to hit remains the same as normal. If it hits, the target suffers an *Ablaze* condition in addition to normal Damage. Disposable ammunition such as arrows and bolts are destroyed in the attack, but spears and rocks will probably survive, though the rune remains inactive until the next dawn.

**Rune of Cleaving:** Any weapon bearing this rune adds +1 to any Damage it causes. This is determined after TB and AP have been accounted for, meaning it causes a minimum of 2 Wounds suffered. The rune does not dim through use.

**Rune of Curses:** This rune may be inscribed on any artefact. If you are not the proper owner of the item named at the time of the rune's inscription, you are cursed by the artefact, but unlike other curses, you can discard this item immediately. Roll on the Cursed Item Table for the effect you suffer. This rune never dims through use.

**Rune of Fate:** The first time each session that you are reduced to 0 Wounds, you shrug off the worst of it and regain 1 Wound. This nullifies any and all conditions you are suffering at the moment the rune is activated. The rune dims for the rest of the session.

**Rune of Fear:** This rune may be inscribed on armour, a talismanic object, or a shield. When activated, you take on a frightening appearance for the duration of the scene or encounter (or Willpower Bonus minutes). Anyone who does not see the transformation suffers a *Terror 1* effect; all others except allies in the know suffer *Fear 1*. The rune dims until the following dawn.

**Rune of Fire:** At the wielder's command, the weapon bursts into flame, providing the same illumination as a torch and burning until commanded to stop. While aflame, the weapon inflicts +1 *Ablaze* condition when an attack hits. A creature or item that would not

normally catch fire (ie, it's wet) remains unaffected by the condition. The rune does not dim through use.

**Rune of Fortitude:** A character wearing an item with this rune gains a level of the *Hardy* Talent, though the Talent cannot be further increased beyond its maximum. The rune does not dim through use.

**Rune of the Furnace:** A character wearing an item inscribed with this rune gains the *Immunity (Fire)* Creature Trait. The rune does not dim through use.

**Rune of Fury:** When wielding the weapon bearing this rune, you gain a level of the *Furious Assault* Talent, though the Talent cannot be further increased beyond its maximum. The rune does not dim through use.

**Rune of Grudges:** At the start of a combat encounter, before the rune-inscribed weapon has drawn blood, you may nominate a single target as a Free Action. For the rest of the encounter, you reverse the roll of any failed Melee Tests using this weapon against the chosen foe. The rune does not dim through use.

**Rune of Iron:** Attacks made against this location have their Damage reduced by 1: this includes Wounds suffered from the Critical Hit Table, and it may even reduce the total Wounds suffered to 0. Additionally, this effect applies against effects that normally ignore armour. The rune does not dim through use.

**Rune of Kadrin:** When you fail your test for a Melee or Ranged attack, you may choose to reverse the roll if doing so will allow the test to succeed. The rune dims until the following dawn.

**Rune of Luck:** You gain a level of the *Luck* Talent, though the Talent cannot be further increased beyond its maximum. The rune does not dim through use.

**Rune of Might:** If your target's Toughness is greater than yours, you double your SB to determine any Damage when striking with this weapon. The rune does not dim through use.

**Rune of Parrying:** When you wield a weapon inscribed with this rune, it senses danger and reacts to defend you. You gain +1 SL to your Melee Test when defending. In addition, you may choose to negate an entire attack attempt from an opponent, which uses up all of the rune's benefits and power until dawn of the following day.

**Rune of Resistance:** When this location is struck with an attack or effect that ignores TB or AP, you may make an Endurance Test with a -5% penalty per Wound about to be lost. On a successful Test, you lose no Wounds. The rune does not dim through use.

**Rune of Restoration:** This rune can be inscribed on talismanic objects—when touched to the forehead of an injured creature, it will restore its Toughness Bonus in Wounds. When used to heal a Dwarf, the artefact will also remove all conditions. The rune will then fade until the following day.

**Rune of Shielding:** Non-magical missiles that hit this location use only the SL of the attack to determine the Damage caused. The rune does not dim through use.

**Rune of Smiting:** When you win a Melee Test with this weapon, you add +1d10 to the Damage caused—including on Wounds caused by Critical Hits. The rune does not dim through use.

**Rune of Speed:** When wielding this weapon, you gain +1 to your Movement. At the beginning of your Turn, you may attempt an Initiative Test as a Free Action to gain +1 Advantage. The rune does not dim through use.

**Rune of Spellbreaking:** This rune can be activated at any time as a Free Action to dispel any spellcasting attempt or persistent spell effect that is not a Ritual. No dispel roll is required. The rune has no effect on summoned creatures. The rune dims for the rest of the session.

**Rune of Spelleating:** This rune has the same effect as the Rune of Spellbreaking, except the spellcaster of the broken spell may not cast that spell again for a number of hours equal to the spell's CN+1d10. The rune dims for the rest of the session.

**Rune of Stalwart:** This rune may be inscribed on armour, talismanic objects, and shields. Wearing or wielding this artefact grants you +10 to your Leadership Skill, and +20 to your Cool Skill when rolling psychological Tests. This rune does not dim through use.

**Rune of Stone:** This piece of armour gains +1 Armour Point. The rune does not dim through use.

**Rune of Striking:** You gain a +10 bonus to any Melee Tests made when attacking with this weapon. The rune does not dim through use.

**Rune of Warding:** This rune increases the creature's *Ward (Rating)* Trait by 2. A piece of armour may have multiple Ward runes active. This rune does not dim through use.

**Rune of Warning:** This rune may be inscribed on almost any item. If you wear, carry, or wield this artefact, you can never be surprised in combat, and you gain your maximum level in the *Sixth Sense* Talent for free. This rune does not dim from use.

## MASTER RUNES

These runes are quite rare indeed, as they can only be inscribed and empowered by the most powerful Dwarven Runesmiths. They follow the same principles as rules as the standard Dwarven runes.

**Master Rune of Adamant:** This rune grants you +10 to your Toughness characteristic. This rune does not dim through use.

**Master Rune of Alaric the Mad:** Successful attacks made with this weapon ignore all Armour Points. This rune does not dim through use.

**Master Rune of Balance:** You may spend your Move or your Action to target one spellcaster within your Willpower yards. For the rest of the encounter (or up to 1 minute), the Difficulty of the target's Channelling and Language (Magick) Tests is increased by one step (ie, from Challenging to Difficult). This rune will dim once used.

**Master Rune of Banishment:** This rune is very powerful against creatures with the *Undead* Trait. When this weapon inflicts a Wound upon an Undead creature, it must pass a **Very Hard (-30) Toughness**

Test or be slain outright. This applies to both corporeal and ethereal Undead. The rune does not dim through use.

**Master Rune of Breaking:** When you use this weapon to successfully defend against a magic weapon in close combat, it destroys the other weapon; but only if you win an **Opposed Strength** Test against your opponent. This rune does not dim through use.

**Master Rune of Daemon Slaying:** This rune is very powerful against creatures with the *Daemonic* Trait. When this weapon inflicts a Wound upon a Daemon, it must pass a **Very Hard (-30) Toughness** Test or be slain outright. The rune does not dim through use.

**Master Rune of Dismay:** When this war horn is sounded, all enemies within your Willpower yards must pass a Cool Test or suffer a *Stunned* condition. This rune will dim until the following dawn.

**Master Rune of Dragon Slaying:** This rune is very powerful against dragons. When this weapon inflicts a Wound upon a dragon, the beast must pass a **Very Hard (-30) Toughness** Test or be slain outright. The rune does not dim through use.

**Master Rune of Flight:** This rune can only be inscribed on a one-handed hammer or mace, allowing the weapon to be thrown. You are treated as having the Ranged (Throwing) Skill when throwing the rune weapon, gaining a +30 bonus to your BS and a range of 24 yards on such attacks. The weapon returns to your hand at the end of your turn. This rune does not dim through use.

**Master Rune of Gromril:** The armour bearing this rune provides +2 Armour Points. This rune does not dim through use.

**Master Rune of Groth One-Eye:** This rune is often carved upon a regiment's battle standard but can also be inscribed on any reasonably large surface that will be visible during combat—such as a shield or a breastplate. You, and all allied characters within your Willpower yards, may choose to reverse their roll on all psychological tests. The rune does not dim through use.

**Master Rune of Misfortune:** This rune was developed to protect a Runesmith's rune-inscribed items from theft. The rune activates once it becomes the possession of anyone other than its rightful owner—as specified by the Runesmith who inscribed it. The misfortune may manifest itself as many times per session as the wielder has Fortune points; the bad luck typically manifests as an automatic Failure of a skill test that otherwise should have succeeded. The exact nature of the misfortune is ultimately up to the GM. The rune is widely recognized among Dwarf smiths, who may even be able to tell who the rightful owner is. The rune cannot be removed.

**Master Rune of Skalf Blackhammer:** Any weapon bearing this rune counts as having the *Impact* Quality and gains a +3 bonus to Damage. This rune does not dim through use.

**Master Rune of Skewering:** This rune can only be inscribed on a bolt thrower or crossbow, granting a +20 bonus to your Ballistic Skill when using the weapon. The rune does not dim through use.

**Master Rune of Snorri Spangelheim:** You gain +30 to your Melee Skill when attacking with this weapon. This rune does not dim through use.

**Master Rune of Spellbinding:** All spellcasters within your Willpower yards suffer -2 SL to their Channelling and Language (Magick) Tests. The rune does not dim through use.

**Master Rune of Spite:** Attacks made against you while bearing this talisman have their Damage reduced by 2. This applies against effects that normally ignore armour. This rune does not dim through use.

**Master Rune of Steel:** When an attack strikes this location and armour points apply, your opponent must instead calculate Damage SL by taking the lesser of the Test SL, Fast SL, or the units die. This rune does not dim through use.

**Master Rune of Stromni Redbeard:** This rune is typically inscribed on battle standards, but it can be found on reasonably large surfaces visible in combat—such as shields or breastplates. You, and all allied characters within your Willpower yards, add +1 to the Wounds caused (including the minimum). The rune does not dim through use.

**Master Rune of Swiftmess:** If you have this weapon to hand at the start of a combat encounter, you gain +30 to your Combat Initiative. This rune does not dim through use.

**Master Rune of Taunting:** This rune may only be inscribed on amulets, belts, helms, and rings. When you wear this item, the rune enhances your ability to goad any foes within Willpower Bonus yards into unwise combat tactics. If your foe fails a **Challenging (+0) Cool** Test by less than 3 SL, the enemy charges you recklessly regardless of its circumstances and will focus on you for the rest of the encounter. If the roll fails by 3 SL or more, the target suffers a *Broken* condition. The rune does not dim through use.

**Master Rune of Valaya:** This is a particularly ancient rune, one which is said to have been invented in the dawn of time by the god Valaya. Any spell cast at an AoE within Willpower Bonus yards of you will automatically fail, and there is a 50% chance of a Minor Miscast rebounding back at the spellcaster. The rune does not dim through use.

## CURSED ITEMS

Cursed items are those artefacts whose manufacture has gone awry or been deliberately malformed for a nefarious purpose. A cursed item may feature a single magical effect, that being the curse, or it may have many abilities in addition to its curse.

### Triggering Curses

Unless otherwise noted, a curse built into an item is triggered when you drink the potion or attempt to master the item. An item that does not need to be mastered would trigger the curse when you first use its power or you have carried the item overnight (GM's discretion). An object with a curse cannot be discarded readily—excluding those with an *Instant* duration. No matter where you go, the cursed item shows up somehow to work its foul magicks (the 'how' is up to the GM).

### Dispelling Curses

Any curse (and its effects) may be dispelled by someone with the *Remove Curse* Talent (see below), although curses caused by spells instead of items may be dispelled in the normal way. The CN required of any

attempt to remove a curse is equal to **double** the item's Willpower Bonus. A Fumble or Astounding Failure results in the dispelling character gaining the effects of the curse themselves. Alternatively, an afflicted character might find a cure in a Temple of Shallya, for instance, for a price of 1d10 shillings x the item's WPB. The availability of this kind of cure should be considered Scarce or Rare.

## NEW TALENT

A character who has purchased the *Arcane Magic*, *Chaos Magic*, *Wild Magic*, *Witch!* or *Invoke* Talents may purchase the *Remove Curse* Talent at any time thereafter (while in the relevant career).

### Remove Curse

**Max:** Current level of spellcasting or religious career (1-4)

**Tests:** Language (Magick) or Pray when dispelling a curse

You have learned the art of nullifying active curse effects. If you fail a Dispel Test when attempting to remove a curse, you may reverse the roll if doing so allows the Test to succeed. This applies also to **Extended Dispel** Tests. Only one curse may be removed at a time.

## CURSE TABLES & EFFECTS

Curse effects are divided into two kinds: Minor and Major. On the **Minor Curse Table**, there is a Duration column indicating how long the effect lasts when a cursed potion is consumed or a cursed item is mastered. Effects listed on the **Major Curse Table** are permanent. To make things more mysterious, players should not be made aware of a curse's Duration. In any of these cases, a curse may be lifted by someone with the *Remove Curse* Talent.

Unless noted otherwise in an item's description, you roll 1d100 on the **Minor Curse Table**. If this results in a Major Curse, you should then roll on the **Major Curse Table**.

It should be noted that the effects and durations listed in this section are guidelines only. The GM should consider what works for the story and how much fun a player can have with the curse effect. If the rolled curse would be too punitive, feel free to roll again or make an adjustment to the effect that the player is comfortable with.

It should be noted that an item may have multiple curses—such as a built-in curse as well as a curse caused when a character attempts to master the item.

### Characteristic Loss

Some curses indicate the reduction of a specified or random characteristic. Random characteristics should be rolled on the **Random Characteristic Table** provided earlier.

Reductions in characteristics will have other effects beyond Skill Tests—most of which will be obvious based on the characteristic. For instance, reductions in Strength, Toughness, and Willpower will affect how your Wounds score is calculated. Reductions in Intelligence and Willpower will temporarily decrease the number of spells you have memorised, though you can remember them again once the curse is lifted. If Intelligence is lowered to 10 or less, you gain the *Stupid* Creature Trait (p342).



## MINOR CURSES TABLE

Roll 1d100	Duration	Minor Curse Effect
01-30	1d10 sessions	<b>Minor Blemish:</b> You suffer an annoying, unpleasant effect such as warts, boils, piles, flatulence, ugly rash or baldness. The GM may assign a Fel or Dex modifier of -5 as appropriate.
31-32	1d10 sessions	<b>Animal Animosity:</b> All animals within 12 yards of you gain the <i>Animosity (You)</i> Trait.
33-34	1d10 sessions	<b>Bad Luck:</b> You lose all Fortune points.
35-36	Instant	<b>Broke:</b> All your money is found to be counterfeit, including that which you have banked or stashed. You are broke!
37-38	See spell	<b>Crippling Pain:</b> You suffer the effect of a <i>Curse of Crippling Pain</i> spell (p255). Roll the location randomly.
39-40	1d10 sessions	<b>Dancing Lights:</b> Dozens of sparkling motes dance about your head. People with likely think you are corrupted by Chaos and will assault you or run you out of town.
41-42	Until recovery	<b>Deepest Sleep:</b> You fall into a coma or deep sleep from which you cannot awaken. Medical attention cannot cure you. At each sunrise, you may attempt to awaken by succeeding on a <b>Very Hard (-30) Endurance</b> Test.
43-44	1d10 sessions	<b>Delicate:</b> You are unable to use Resilience points.
45-46	Instant	<b>Diseased:</b> You contract a random disease (see p186).
47-48	1d10 sessions	<b>Enfeebled:</b> You are physically weakened and must reverse the roll to fail when performing any Test based on S or T.
49-50	1d10 sessions	<b>Flame Out:</b> Any mundane flame or fire effect within WPB yards of you are extinguished.
51-52	1d10 sessions	<b>Hot or Cold:</b> You always feel uncomfortable whatever the temperature; you gain a permanent <i>Fatigued</i> condition.
53-54	1d10 sessions	<b>Hungry:</b> You are intensely hungry all the time unless you eat six or more meals a day. For every meal you skip, you gain a <i>Fatigued</i> condition.
55-56	1d10 sessions	<b>I Forget:</b> You can remember people and situations from years ago, but recent events require an Int Test to recall.
57-58	1d10 sessions	<b>Irresolute:</b> You lose all Resolve points until the curse ends.
59-60	1d10 sessions	<b>Jealousy:</b> The cursed item doesn't want you to use anything else in its placen. When using a rival item (ie, different weapon), you must reverse your roll if doing so causes the Test to fail. The curse can be applied to armour and other worn items—meaning you cannot remove the cursed item from your body, even to clean or repair it.
61-62	1d10 sessions	<b>L'amour:</b> You fall hopelessly in love with a new random person or creature each week and must spend your time wooing the object of your affections.
63-64	Instant	<b>Less Broke:</b> All of your coin turns into brass pennies, including that which you have banked or stashed.
65-66	1d10 sessions	<b>Loss of Smell:</b> You have no sense of smell at all.
67-68	1d10 sessions	<b>Mass Insomnia:</b> All characters and creatures are unable to rest or sleep properly within Willpower yards of you
69-70	1d10 sessions	<b>Minor Characteristic Loss:</b> You immediately lose 10 points from a single random percentile characteristic.
71-72	Instant	<b>Naked and Afraid:</b> All your clothing/armour shrinks and bursts apart. All worn items are destroyed.
73-74	1d10 sessions	<b>Neutralize Liquids:</b> All potions, poisons, draughts and elixirs within WPB yards of you turn to fresh water.
75-76	1d10 sessions	<b>Plant Damage:</b> Your touch causes 1d10 Damage to any plant matter.
77-78	1d10 sessions	<b>Poison Susceptibility:</b> You must reverse the roll to fail on Endurance Tests when resisting the effects of poison.
79-80	1d10 sessions	<b>Shifty Eyes:</b> Merchants gain +20% when Hagglng with you, and they always initially jack up the price 20%.
81-82	Instant	<b>Spoilage:</b> All your food, herbs, liquids, and spell ingredients spoil (25% chance of the <i>Galloping Trots</i> if consumed).
83-84	1d10 sessions	<b>Stench:</b> You emit a sour stench noticeable from 6 yards away. You suffer -10 to Fel Tests where smell is involved.
85-86	1d10 sessions	<b>Weakness:</b> Your successful Endurance and Cool Tests must reverse the roll if doing so causes the roll to fail.
87-88	1d10 sessions	<b>Weight Gain:</b> You gain 1d5x10 pounds overnight, suffering the effects of the next step higher in character build.
89-90	1d10 sessions	<b>Weight Loss:</b> Your lose 1d5x10 pounds overnight, suffering the effects of the next step lower in character build.
91-00	—	<b>Major Curse:</b> Roll on the <b>Major Curse Table</b> .



## MAJOR CURSES TABLE

Roll 1d100	Major Curse Effect (permanent until removed)
01-50	<b>Permanent Minor Curse:</b> Roll on the <b>Minor Curse Table</b> but the duration is permanent, until dispelled. (Reroll <i>Instant</i> results.)
51-52	<b>Arrow Magnetism:</b> Any missile items flying within WPB yards of you will instead seek you out, gaining +40 to strike you.
53-54	<b>Blinded:</b> You suffer 1d10 <i>Blinded</i> conditions.
55-56	<b>Blood Sacrifice:</b> Before activating an ability, you must spend a Free Action to draw your own blood, suffering 1 Wound when doing so.
57-58	<b>Corrupted:</b> At the start of every session, you must pass an Endurance Test or gain a Corruption point.
59-60	<b>Deafened:</b> You suffer 1d10 <i>Deafened</i> conditions.
61-62	<b>Daemon Prison:</b> The artefact imprisons a Daemon of some sort. Once per session (or more), there is a 5% chance the Daemon is set free by something the character or party does. You must win an <b>Opposed Willpower</b> Test or the Daemon will attack you ferociously.
63-64	<b>Fateless:</b> You may not use a Fate point until the curse is lifted.
65-66	<b>Hand of Stone:</b> One of your hands is turned to stone. Treat the hand like it is <b>Amputated</b> (p180). Once the curse ends, for each week you were cursed you suffer a permanent cumulative -1 penalty to your Dexterity when using that hand.
67-68	<b>Ineffectual:</b> It's like you barely exist. A successful Fellowship or Leadership Test must reverse the roll if doing so causes it to fail. You gain all levels in the <i>Beneath Notice</i> Talent. The GM should promote roleplaying this effect among the players (within reason and sensitivity).
69-70	<b>I ... Need to Kill:</b> You must pass a Cool Test once per session or feel an overwhelming need to kill someone... anything... right now! The GM is free to determine the timing of this sensation. The feeling will go away once you kill something and feel its blood in your hands, or you enter a prolonged sleep somehow. Your response to the compulsions and aftermath is up to you.
71-72	<b>Major Characteristic Loss:</b> One of your characteristics is reduced to <b>10</b> , which lowers all related skills.
73-74	<b>Psychic Attack:</b> Each session the item will afflict you with a psychic blow causing you 1d10 Damage modified by your TB only (min 1 Wound). The timing of this affliction is at the GM's discretion. In addition, you must pass a Cool Test or take a psychic Critical Hit to your Head which cannot be deflected by armour. Roll on the <i>Critical Hit Table</i> . You suffer the additional Wounds, and you should adjust the additional effects as needed (a roll of <b>00</b> still results in Death, but you can adjust the description to <i>Implosion</i> or <i>Explosion</i> ).
75-76	<b>Random Characteristic Loss:</b> At the start of each session, you must roll on the <b>Random Characteristic Table</b> . You suffer a -20 penalty to the rolled characteristic for that session. If S, T, or WP are affected, this will reduce your maximum Wounds for the session.
77-78	<b>Roll Reversal:</b> Attacks against you may reverse the roll on a failed Test if doing so would allow the roll to succeed.
79-80	<b>Shut Your Mouth!:</b> Your mouth is sealed shut, disabling your ability to speak, pray, or cast spells. People may run in fear from you.
81-82	<b>Skittish:</b> You must pass a Cool Test or gain 1+SL <i>Broken</i> conditions whenever startled by magic or loud noises.
83-84	<b>Species Animosity:</b> Creatures of a particular type always have the <i>Animosity (You)</i> Trait.
85-86	<b>Terror:</b> The potion inspires a soul-crushing terror in you. The target of the <i>Terror</i> is up to the GM (or you), or it might be the first thing you see after drinking. See the <i>Terror</i> rules (p191).
87-88	<b>The Gods Take Notice:</b> The gods are tracking your movements. You gain double the Sin and Corruption points when those circumstances arise. Templars, Witch Hunters, Cultists, Priests (and anyone else motivated by religion) all gain the <i>Animosity (You)</i> Trait.
89-90	<b>The Hunger:</b> It takes a week before you develop the <i>Vampiric</i> Trait (see p343). The GM may work out its specific effects with the player.
91-92	<b>The Withering:</b> All plant-life within WPB yards withers and dies when you near it. This will be alarming to most people.
93-94	<b>Transformation:</b> You are immediately turned into a harmless critter such as a frog, toad, slug, snake, rat, black cat—though you retain your Intelligence. If you are killed in this form, you are dead: a critter has no Fate, Fortune, Resilience, or Resolve points.
95-96	<b>Wheezy:</b> You make wheezing or squeaking noises when you breathe, reducing your Fellowship by 10. Additionally, you cannot ambush or catch others by surprise as your Stealth skill is reduced by 20.
97-98	<b>Where Did You Go?:</b> You have no reflection. Others who notice may think you're a Vampire!
99-00	<b>Writer's Block:</b> Any book, tome, scroll or grimoire within WPB yards has all writing erased from it, rendering the book or page as worthless as its parchment.

## SAMPLE MAGIC ITEMS

In this chapter I am going to go over the basic procedures to create some fun and interesting magic items. These examples are actual random rolls I made and jotted down to test and illustrate the process.

### The Accursed Amulet of Alluminas

**Procedure:** The roll on the **Random Magic Items Table** is **17**, resulting in an Amulet. Then, I roll on the **Random Qualities & Flaws Table**, getting a roll of **38**: Lightweight. The problem is that this Quality does not apply to amulets, so I will reroll, getting a result of **1**: Roll Twice. Subsequent rolls of **65** and **59** give me the *Fine (1)* and *Durable (2)* Qualities. Now, I roll for the amulet's ability, rolling a **4**: Cursed. From the description, I see that a Cursed Amulet may also have an ability, and so I roll a **33**: Alluminas. Finally, I refer to the *Cursed Items* section and roll 1d100 on the **Minor Curse Table**. Rolling a **2** means the curse is a Minor Blemish that lasts **7** (1d10 roll) sessions unless dispelled.

**History:** Untold centuries ago, Wizards and Priests combined their efforts to craft these long-forgotten amulets which still hold the power to purify their target in service to the now-dead God of Law, Alluminas. But the magicks have become unstable, causing a minor but unpleasant taint to their owners.

### Cursed Mail Coat

**Procedure:** The roll on the **Random Magic Items Table** is **26**, resulting in Armour & Shield. Rolling for its Qualities & Flaws, the result is **65**: *Fine (1)*. Now, I roll for the piece of armour, **60**: a Mail Coat. Following up to see how many enchantments the coat has, I roll a **5**, resulting in a Curse and no other powers. It's time to skip to the *Cursed Items* section and roll on the **Minor Curse Table**. I roll **70**, meaning that the wearer suffers Minor Characteristic Loss. Rolling 1d10 on the **Random Characteristics Table** results in a **10**: -10 from Fellowship. I am confronted with an interesting issue: wearing the armour afflicts you with a characteristic loss that goes away. Even though there are no other magicks imbued in the coat, I feel it does not make sense to allow the curse to dissipate in 5 sessions (from the 1d10 roll). So, I overrule the duration guidelines and turn it into something of a 'moderate' curse by making the Minor Characteristic Loss permanent until dispelled.

**History:** This golden-fringed mail coat was once worn by a wealthy and respected Warrior Priest of Sigmar slain in battle by a Greater Daemon of Khorne. Though this finely detailed armour was never imbued with magicks itself, the corruption of the daemon seeped into the coat, creating a sense of unease in all those who see the coat's wearer.

### Leeching Scroll

**Procedure:** The roll on the **Random Magic Items Table** is **68**, resulting in a Scroll. I skip the Qualities & Flaws roll as this does not apply to the item, moving on to roll for the specific scroll type, rolling **25**: Leeching.

**History:** Since the Colleges were formed, the Magisters have fashioned a great many scrolls featuring different powers. Most of these scrolls are kept under lock-and-key for use in the Empire's many wars. Over the years, many have been misplaced or stolen and found themselves in the hands of adventurers.

### Potion of Hunger and Dancing

**Procedure:** This time, I roll **50** on the **Random Magic Items Table**: Potion. Again, I ignore Qualities & Flaws. Moving to the Potion section, I roll **100**—yet another Cursed item! (This happened for real...three out of four of the

items I rolled are cursed: magic is dangerous!) Checking the Cursed Potions description, a roll of **100** may be cursed but it also has another active power, for which I roll **20**: Dancing. Finally, I roll **53** on the **Minor Curses Table**, resulting in Hunger (for 3 sessions). In other words, this is a Slaanesh Potion of Dancing which compels you to dance for an hour, giving you *Fatigued* conditions, and after which you develop a strange and all-consuming hunger.

**History:** There are potions and draughts galore in the Old World. Most have little or no effect at all, but the nature of magick is that it can imbue strange effects in the drinker for the rare liquid that is magical. It is no secret that Slaanesh, the God of Excess and Desire, would take great amusement at unleashing this potion upon the civilians of the Empire.

### The Perfect Boots

**Procedure:** I rolled **32** on the **Random Magic Item Tables**, resulting in Boots. For Qualities & Flaws, I rolled a **44**: *Durable (1)*. Finally, I rolled a **52** for the boot type: Perfection. So I end up with some durable boots that look so amazing that I'll never want to give them up or get them dirty—so much so that I would take 1d10 Corruption if I lost them! Sounds like I rolled another curse, after all.

**History:** Who has not had the experience of the 'perfect' this-or-that; perhaps so much that it made them crazy when they got destroyed. It's like that, but with magic.

### Pike of Kingly Bearing

**Procedure:** Finally, I got a Weapon, by rolling a **78**. Because it's a weapon, I ignored the first Qualities table in favour of the one provided in the *Weapons* section, on which I rolled **79** for Polearm, then **4** on 1d10: Pike. Now, I roll a **72** for the weapon's Qualities: *Fine (3)*. That is one superb-looking weapon. Now, we want to find out its special properties: rolling a **52** on the first table to determine that the pike has a single ability. Next, under the *Melee* column, I roll **63** for Might. And, of course, I roll a **10**, resulting in a beautiful weapon that causes 1 less point of Damage when it hits.

**History:** Clearly, this weapon was designed by a Smith going for form over function, and magically enhanced by a Wizard of similar shallowness. What it lacks in hitting power, it makes up for in sheer awesomeness.

### Runed Lance of Smashing

**Procedure:** This entry is a roundabout one. First, I roll **80** indicating Weapon. Next, I roll for the type of weapon found: **55**, then **6** on 1d10. I've found a Lance. Not that handy in most combat situations, but charging against a Dragon, sure why not? Now, I roll a **6** on the Qualities table, which forwards me to the Flaws column—where I roll a **9**: no Qualities or Flaws to be had. Here's where things got tricky: I roll **95** for the weapon's number of abilities, resulting in a Rune Weapon. Because the Magic Runes section has its own Qualities & Flaws table, I ignore everything I've already rolled for those. Now, I move to the **Random Rune Table** and roll **25**: a single Klauser Rune. Under the Random Qualities Table section, I read that a weapon with a single Klauser Rune confers a -20 penalty to the Qualities roll. I rolled 31 - 20 = 11: The lance now has the *Durable (1)* Quality. Then, I have another detour, as I roll a **23** for the Klauser Rune: as Flight Runes are only intended for Ranged weapons, I reroll, getting **11**. This time, it's a Cutting and Smashing Rune.

**History:** Lances imbued with Klauser Runes are very situational weapons, and are stored in the Imperial Armoury, waiting to be pulled out in times of war. No one knows how many of these weapons have been made, but Scholars suggest there could be hundreds or thousands of such weapons waiting to be deployed in the next monstrous Chaos Incursion.