**DIFFERENCES WITH FIRST EDITION:**

This generator takes items from many sources, including Apocrypha Now and Apocrypha 2. The items are, when possible, directly adapted to 2nd edition. When it isn’t, but a fix is relatively easy, the description is the same than the one in 1st edition. When necessary, it is suggested the manual is consulted so the GM can make the adjustments they see fit.

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

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

When level 1, etc. spells are mentioned, we take it as the spell’s TN, as follows:

1-10 Level 1

11-15 Level 2

16-20 Level 3

21+ Level 4

As for what constitutes battle magic, druidic magic, etc., in 2nd edition, that if left for the GM to decide on a case-by-case basis.

I have tried my best to avoid absurdities and unnecessary reiterations but, due to the nature of a random generator, and my programming skill level, it is impossible to be 100% certain they can be avoided. For example, due to the way the runes function, there is a small chance you’ll get a Crown of the Dwarven Kings when rolling for a ring or amulet.

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

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

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

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

**CURSED POTIONS**

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

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

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

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

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

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

**ARMOR**

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

Helm with Wizardry effect:

* Spell Absorption: this helm can absorb up to 7 levels of spells cast at the wearer. These spell levels can be spent as bonus to spellcasting rolls by the wearer. Should the helm absorb more than 7 levels worth of spells, it explodes, destroying itself and causing 1d3 S10 impacts to the wearer and everyone within 5 yards.
* Storage: this helm can store spells cast at it by the wearer, up to the limit indicated in the object’s description. These spells can later be cast by the wearer without needing to make a spellcasting roll.