

1 -Choker for a slender female or elven neck made of black felt edged in lace; while worn the wearer need not breath or eat. It does not confer immunity to deep pressure or vacuums, but simply the ability to not need to breath or eat.

2 -Crystal glass. The glass is a +1 spell adder (1pp) for female channeling/essence users. It also grants the ability to cast one spell per day from the Witches base list Potion Magic under fifth level (P. 55, RMC II)

3 -Green candle that grants +15 to meditation roles when burned.

4 -Orc-made Broad sword that is +5(M) when used by orcs, with an additional +5(M) when used vrs. elves regardless of the wielder's race. Scabbard is embroidered with "Sylvan Cleaver" in orcish. Also automatically cleans the blade when sheathed.

5 -Pillow of restlessness. This pillow is cursed such that the owner can never dispose of it. Whenever the owner attempts to, it magically replaces the current pillow after the owner retires to bed. The pillow is so uncomfortable that for every night it is used, it confers a cumulative -1 penalty to all skill or ability rolls. The pillow can be rid of by a remove curse spell.

6 -Earing of raging pleasure. Small gold stud earring gives +5 DB & +5 to all adrenal moves. Whenever character is in a battle, he will feel intense pleasure from the experience, giving a +15 OB and ability to ignore stuns. Eventually owner will be addicted to the sensation; becoming hostile and attempting to start conflicts and refusing to give up the earring.

7 -Dagger +5, there is a flaw in the physical construction. Every time it's used, there is a 1% chance that it will shatter and deliver an A shrapnel critical to the victim and wielder.

8 -Everbright is a torch that burns continuously and eternally. The torch has an intelligence of 60 in all mental stats and can converse widely in trade or elven on a number of subjects including: history, flora, city planning, interior decorating & lighting. Everbright is partly neurotic and prefers to be attached to one who will treat him well, preferably as an equal.

9 -Unicorns hair rope. It is 50 feet in length and can support 10x more weight than a normal rope of this length.

10 -Tome. Reading the book gives 3 ranks of Physics, and additional +5 on physics role if used as a reference.

11 -Sharks teeth necklace; adds 1 spell point per 3 levels for non-spell users. (For those who can cast spells.)

12 -Twig. This small green branch allows user to float up SD feet when concentrating at rate of SD/10 feet per round.

13 -Mirror of nothingness. Nothing reflects in the mirror, unless it's cursed, however, if an item is cursed and of intelligent make, its image will also not appear.

14 -Wooden oak box, encrusted with 5 garnets worth 15sp each. Can hold 50 cubic feet despite it's 6"x6"x3" size.

15 -Wooden Mallet. 1/day casts Shatter as an 11th level sorcerer base list Solid Destruction (SL P. 84).

16 -Shoe polish. Black paste meant for polishing shoes also doubles as weapon black for some not so nice personages. However this tin is enchanted & cause weapons it's used on to become invisible for 24hrs or until used in a combat. The tin contains enough for 2d4 applications.

17 -Bronze +10(M) short sword. It never dulls.

18 -Tunic, x2 multiplier for Druids. Allows wearer to cast each of the following spells once per day: Call mist, Overcast, Unmist, Clear Skies. (RMC V, P. 56) As a side effect, the wearer's arms are bathed in non-damaging flame when used.

19 -String; when tied around his finger, it allows the bearer to remember any single fact flawlessly, until string is undone.

20 -First aid kit, will this kit adds +10 to first aid with out magic, the bag also allows user to cast any spell of 6th level or less from the Prosaic spell list Healing (SUC P. 118). (12pp worth of casting, MAX)

21 -Tin spoon of flavors. Food eaten with this utensil will never be flavorless, bland, or foul. The spoon doesn't cause rotten food to become healthy, but it would taste good.

22 -Bron's Razor, created by Archmage Bron of the southern plains. Once caught shaving when he was attacked by a band of brigands, Bron had nothing to defend himself but a straight razor. Vowing to never be caught unprepared again, Bron created a razor that transmutes into a dagger or long sword by willing it so. Will give a clean shave with one pass.

23 -Tent pole. These four steel rods create a 10'x20'x15' simmering tent when placed in the ground. Tent is formed of bright scintillating colors on the out side but is completely climate controlled and fully furnished on the inside. The door (flap) is magically locked by the owner, and the walls will take 150 concussion hits before breaching. If the walls are breached the item is ruined, however if put away partially damaged, it will be at full strength when it is used again.

24 -Flute of chilling. When played, this haunting crystalline flute will slowly lower the temperature of the surrounding 30'R by 1 degree Celsius per round of playing until it reaches a maximum of -PR degrees. The player is not affected by the cold of this instrument and gets a +5 RR roll vs cold in all other situations.

25 -Axe of felling. Axe is +25(M) vs wooden structures or creatures & plants and gives double damage to such targets.

26 -Thin woman jade figureine. Allows user to walk/run on tree limbs <Lofty Movements (SP, P.27) 9th level spell Limbrunning>. While doing so (or in any tree), user's skin turns green giving +5 stalk/hide bonus while in green foliage.

27 -Flask of Centaur wine that is enchanted so that the drinker's CO becomes 102 and is able to take 150% of his concussion hits for a number of days equal to drinker's unmodified CO bonus.

28 -Dragon tooth dagger +15(M), can fire a +10 firebolt once per day.

29 -Small ring with two opals, one white, one black. When both are touched simultaneously, wearer transforms into a mole with the physical statistics thereof; while maintaining mental stats. To transform back, the wearer simply wills it.

30 -Thin twisted wand made of cherry. When found it has 20+10d10 charges, and can cast Animal Sleep I from the Animal Mastery Druid base list. (RMC I, P. 18)

31 -Slipper of stone walking. Slippers operate a continuous Stonewalking from the Lofty Movements list (SP, P. 26) and once per week it can generate a Corridor as per the Druid Base list Stone Mastery (RMC I, P.21)

32 -Nut Cheese wheel, eat slice provides a days nourishment. The wheel has enough for eight days.

33 -Needle, when embedded in wood, it effectively double the wood's integrity, often used on seafaring ships.

34 -Spear +5(NM) is enchanted so that it may be thrown at x3 the normal ranges.

35 -Arrow of Utterdark, at point of impact an Utterdark spell goes off as per 17th level spell Utterdark on the Dark Law list (RMC II, P. 45) The arrow can always be recovered.

36 -Darts of Life stealing. When hit, target must make a RR vs essence or loose one level. 1d4 of these darts are found.

37 -Belt of height, donning belt causes wearer to double height and weight increases to 125% of his current weight.

38 -Quarter staff of subdual. Staff is enchanted so that criticals causing a stun are doubled for duration, thus two stuns would be four.

39 -Helmet of full plate. When helmet is donned, wearer is covered in shimmering AT 20 +5. The plate encumbers as normal plate, but can be removed by taking off the helmet.

40 -Lantern of light. This lantern sheds light equal to full daylight up to 75'.

41 -Robe of the Animist. This robe (AT 2) offers +20 DB and is a +3pp adder for animists. Wearer of the robe receives +30 on all animal related skills.

42 -Endless Saddle bags; bags hold any quantity of non magical items, if a single enchanted item is placed inside, all items are lost & saddle bags explode doing a C explosion critical to all within 30'. Bag & anything inside are weightless.

43 -Crystal Pyramid. This small crystal is power battery of psion points. When found it will have 50+1d00 points inside. If the owner is not a psion user, 111-SD successful nights of meditation and 1 point per night spent from the pyramid will allow the user to develop psion lists at a cost of 5/*.

44 -Thin Dogwood staff +5(M). Staff adds +10 spell points to any user regardless realm and grants knowledge of the Prosaic spell list Tricks of the Trade (SUC, P. 119) through 10th level and the Prosaic spell list Entertainment Law (SUC, P. 114) through 5th level. Owners from the realm of arms also get additional +5 spell points and knowledge of the Prosaic list Warrior Law (SUC, P. 108) through 5th level.

45 -Dongi's jo staff. The warrior monk Donji was a meditative soul who was known more for his peaceful nature than combat prowess. His staff grants +15 to all meditation rolls, +10 to Body damage stabilization, and +5 to SLA. Staff appears to be worked in pattern of feathers ending in a clenched bird's claw.

46 -Silver rod. Has 20+1d10 charges which can be used to cast Detect Traps as Arcane Coven Base list Barrier Ways.

47 -Bone scroll tube with a rune paper inside. The paper is inscribed with a random rune of level 1d20.

48 -Gem of Halflings: this ruby pendant increases users PR +20 toward halflings, gives a +10 to picking pockets, cooking, & stalk/hide, & allows the user to successfully appraise treasures 30% of the time. A side effect, the wearer shortens 6 inches and gains 50 pounds, unless the wearer is a halfling.

49 -Gold ring, +5 DB. The wearer cannot become dirtied.

50 -Long Sword +15(M) made of white metal alloy. Sword is cold to the touch making it -5 to wield unless gloves are worn. It delivers a cold critical of two levels less severity on a successful strike.

51 -Fire elemental locket. Captured inside gold locket is a normal fire guardian elemental. By opening it, user releases it to perform a service for the owner for ten rounds once per day. Owner may set the elemental permanently free whenever he wishes. The locket will be worthless after that.

52 -Copper piece. Every night this copper piece is rapped inside a piece of cloth, it will double into two. Other piece is not magical, and the magical piece will never spawn more than one per night.

53 -Shoulder scabbard for 2-H sword. Any two handed sword placed in this scabbard for a full 24 hours gains a +5(M) bonus that lasts for a number of days equal to the user's level. No effect on already magical swords.

54 -Sextant of the navigator, operates constant Star Paths as per the 1st level spell from the list Way of the Navigator (RMC III, P. 78)

55 -Jin'ma's tome. This is the tome of Magician Jin'ma, (Orc of ill repute). The book contains levels 6-10 of the Evil Magician Spell list Corrosion Mastery (RMC V, P. 60). The book appears as an old dusty tome in poor condition with two metal locks.

56 -Throwing dagger +5(NM) with a large jewel in theommel that will store any one spell of 5th level or less to be used at a later time.

57 -Hand Axe made of Ravorite (Vibration-Earth). Used in battle, it sings songs of glory & battle giving ALL combatants understanding elven a +10 to their OB. In addition, wielder's DB is +10.

58 -Shawl of piercing gaze. Twice per day wearer can cast Detect Illusion as per the Seer Base list True Perceptions.

59 -Handkerchief, when folded across user's face, both disappear becoming invisible until handkerchief is removed or a violent action is taken.

60 -A reed whistle that allows user to teleport 15' as a dodge. When any blow would incapacitate or kill the bearer, he disappears before the blow connects and reappears in a random safe direction 15' away. The whistle is broken there after. It also is +15 to play musical instrument.

61 -Tortoise shell comb that when worn in hair of a female human or elf will cause others to see her as though she had an appearance of 90 or +5 to her current APP; whichever is higher.

62 -Teddy Bear, while sleeping, stuffed bear will watch over the owner, polymorphing into a Large Bear (C&T, P. 17) defending it's owner.

63 -Long Bow +10(M), crafted from the bone of an Air Drake. Arrows fired from the bow do x2 damage as they fly past at near supersonic speeds. Victims have 5% chance of being knocked off their feet. Take an A unbalancing critical. Arrows are always broken when used.

64 -A metallic vial clearly labeled "healing" in trade contains a -25 RR muscle poison.

65 -A minor wizard staff created as per the spell on the Wizardstaff list (RMC V, P. 45) with a Rune of Wyrdlight as per both spells of the same list. The staff is +5 and a +1 essence adder because of the spell.

66 -Bracelet with permanent spirit rune of extension II of list Spell Enhancement (SP, P. 72). There are 50+1d10 charges in the Bracelet.

67 -Talespinner's knife. Small pocket knife once owned by famous traveler Talespinner when he wandered across the continent. Knife gives +5 to all Adrenal Moves & Tumbling. Adds +10 to Tracking & Skinning rolls, as well as +5 DB. Knife is a famous among Hobbits.

68 -Horn of summoning. When blown (once/day), a swarm of 0 or 1st level animals (50% chance of either) native to area appear in 1d4 rounds. Number encountered is listed under animal descriptions. Summoned creatures are loyal to summoner and will perform as directed for an hour.

69 -Spectacles. +3 spell adder for essence/channeling hybrids.

70 -Crystal perfume bottle. x2 spell multiplier for arcane users.

71 -Ebon Flame. this morning star glows with black light when held and is +10(M). Used in the Sorcerer wars centuries ago, weapon delivers slaying criticals to sorcerers as well as double damage to summoned creatures.

72 -Doubler Coat. Leather coat (AT 6) creates a double of the character that mimics the wearer ten feet away. The double is illusionary, but acts exactly as wearer does until dispelled. If wearer is invisible or under an aura-type spell, they do not affect the image.

73 -Chicken stone. Small stone, found in the brain of a chicken, has been enchanted to offer wearer a +1 QU and +1 AG. However, user has a 1% chance per round to flee any combat for 1d10 rounds. The item is cursed so it cannot be dropped or given away without a remove curse.

74 -Thin electrum wand of Sleep VI as per the Warrior Mage list Mind's Touch. It has 1d10 charges.

75 -Metallic construct in the shape of a dog. If "fed" 4 spell points each day, it will activate and follow the "master." It knows the follow commands: sit, follow, guard, and attack. It has the stats as a Large Dog (C&T, P. 17) except that it is immune to stuns and bleeding effects as well as dropping criticals by one level.

76 -Short sword of speed. Sword allows the wielder to move twice his running rate as well as allowing an extra attack every second round. It is +5(M)

77 -Backpack of landing. This carrying pack operates permanent Landing spell so that wearer can fall 200 feet and be undamaged. Falls exceeding 200 feet are calculated -200 feet.

78 -Small wooden shield +5 DB, also adds +15 to casting of all Shielding Ways spells (Sp, P. 72). It also doubles the range of all bolt spells.

79 -Asnim's Staff, this +10(M) Quarter staff is crafted from elven Hazelwood and is capable of increasing caster's effective casting level by one for effects, range, & duration. Staff was created by the Fair elven Archmage Asnim before he left to explore the other planes. Whatever became of him or how his staff returned to this plane is unknown, but it has been seen at several noteworthy battles and occurrences.

80 -Fire Woods Short bow. Short bow has no string, & requires no arrows. When user pulls back arm as if to loose an arrow, a string of flame and a flaming arrow appears. Bow uses the bearers short bow bonus -50 and fires a firebolt with short bow ranges.

81 -Spiced Wine in a ornate bottle. Drinker of this wine falls into stasis for 24 hours. During this time, nothing can awaken him. When they awake, all wounds, no matter how severe, will be healed.

82 -Dust of Lightning. Pouch containing 1d6 handfuls of this dust is found. When the dust is thrown into the air it creates a Lesser Elemental Cloud of lightning as per Lesser Elemental Area Attacks (EC, P. 34).

83 -Small clay tablet. Tablet doubles duration of caster's next 10d10 spells regardless of user's wishes. It has no effect on instantaneous spells.

84 -Towel of drying. This swatch cloth can absorb 300 + 10x level cubic feet of water twice per day. Also adds +10 RR vs water elemental attacks.

85 -Dagger of the Kinshi. Dagger summons solid image of a small Vacid drake were the wielder stood. When drawn, dagger can cast vacid bolt 3x/day. Bolt appears to come from mouth of the drake and any damage done by the dagger appears to come from drake's claws. Because of the large illusion over the wielder, he gets an effective +15 to their DB.

86 -Black satin cape. +4 spell adder for mentalists.

87 -Herbalists Pouch, any herb placed in pouch will be affected by an Herb Enhancement as per Creations spell list (SP, P.33). It also is +10 to herb lore rolls.

88 -Brush of the Master. This slim painting brush gives user a +100 to painting skill. Once per week owner may attempt to paint a work that will reveal some insight. Artisan gives himself over to the art and crafts the painting in 2 hours and the GM may tell the painter some cryptic hints for whatever the user may be searching for. There is a 5% chance that the user may develop an insanity from it's use.

89 -Map of weather's ways. When concentrated on, map will cast spell Avoid Weather as per the list Fisherman's Way (RMC V, P. 61). This can be used any number of times but requires a full round of concentration. Map does not appear to be of any particular landscape.

90 -Bag of 1d8 marbles each has a random 1st level spell embedded in them. They are not magical after they are used.

91 -Pin of an eagle. Small pin gives ability to cast Fly III 4/day {9th level spell in the Highriding list (RMC II, P. 75)}

92 -Emerald's Eye. High Warrior Monk Emerald once possessed a green stone that would circle her head at a slow rate of speed. Adds +25 to all perception skills while moving in its orbit. Has the following stats: AT20, 25hits, & 30DB.

93 -Carved duck figurine, which allows owner to swim at 3 times his normal rate. He's also capable of conversing with all migratory water fowl.

94 -Vampire's Soul: This long sword has an empathic intelligence and thirst for blood. Any wound caused by the blade will cause a 1 point bleeder as well as drain 1d10 power points from the victim. It constantly urges the owner to seek blood and power points to feed it.

95 -Gloves of Resistance: gloves allow wearer a +40 resistance to spells of one realm (1-3 channeling, 4-6 essence, 7-9 mentalism, 10 arcane) and a +20vs poison. User becomes unable to cast spells of realm that the gloves protect against.

96 -Halbard of biting. This +10(M) Polearm inflicts an additional puncture critical of one level less severity if the user open ends on the to hit roll. If the user open ends down, it inflicts an additional C puncture critical to the user in addition to any fumble criticals or penalties.

97 -Bridle of flight. Once per day bridle can cause owner's mount to be able to fly at normal running speeds for 1 hour.

98 -Changing Sash, this red silk sash can change to a +5(M) flail at the owner's will.

99 -Purse, this hip purse is capable of magically locking.

00 -Ruler. Magic measuring device will allow owner to instantly know exact length of any object. Also +1 spell adder for mentalists.

Random Rings

1 -Ring of Timelessness: Wearer of this ring ceases to age as long as the ring is worn. If ring is removed, owner begins to age again.

2 -Ring of Deflection: Wearer of ring is able to conjure "hands of force" which are able to deflect NON-MAGICAL missiles heading toward the wearer. Wearer is able to perform a yado-like maneuver with his mind at 15%+SD bonus. Non-magical attacks cause no damage but if a magical missile is attempted to be blocked, the hands are dispelled and unable to be recalled until next morning. In addition, ring has %chance of being destroyed per point of damage caused by the magical missile.

3 -Ring of Shadow: Wearer of ring becomes insubstantial for 200-CO rounds when worn (1/day). When in use, the wearer looks like a shadow of himself.

4 -Gold Ring with a ruby (30gp), +5DB

5 -Ring of Cloud-Walking: Ring allows wearer to walk on clouds or fog as though it were solid. The ring in no way confers ability to get to the clouds, but simply ability to walk on them.

6 -Ring of Sleep: Whomever puts on the ring falls into a deep slumber, incapable of being awakened until the ring is removed. Once the ring is removed, the bearer instantly awakens.

7 -Ring of Storage: Rings of storage are capable of storing a spell of a specific 1d10 level. Individual rings can only store spells of that level and only one at a time (as per spell: Spell Store).

8 -Invisible Ring: This large, gemmed ring, is completely invisible.

9 -Wraith ring: This evil, cursed ring drains one life level per week until the wearer dies & becomes a wraith or it's removed through a remove curse spell. If wearer cuts off finger with the ring, ring magically reappears on another finger.

10 -Ring of Sparrows: Donning ring causes the wearer to be transformed into a sparrow for as long as the user wishes.