

MISSING MAGIC: RANDOM TREASURE™

For the Pathfinder Roleplaying Game. A collection of random treasure generation tables inspired by classic editions, for those times when gamemasters don't have the time or inclination to craft a balanced treasure hoard. Includes a sampler of 11 items from other Missing Magic products.



An Unbalanced Treasure Hoard

There are times when it is either more expedient or simply more fun to randomly roll treasure rather than intentionally design the treasure hoard for each encounter. A low-level character finding a powerful item can spark ideas that add some texture to the adventure. Is there a backstory to how that creature ended up with that magic item? Is the monster using the item, and what are the implications of that? Does the existence of that item in this scenario chance the balance of power, story-wise? These are the types of story hooks and character motivations that you won't get with a carefully planned, "balanced" treasure hoard.

Random chance can create opportunity... or the gamemaster can simply throw out results that don't make sense for her campaign.

Table 1-1 Monetary Treasure Only

01-10	1d4 x 10,000 copper pieces
11-25	1d4 x 1,000 silver pieces
26-50	1d4 x 100 gold pieces
51-60	1d4 x 10 platinum pieces
61-75	d10 gems worth 1d4 x 100 gp
76-85	d10 jewelry worth 1d4 x 100 gp
87-90	Roll twice, ignoring rerolls
91-95	Roll three times, ignoring rerolls
100	All of the above, except rerolls

Multiply the number of coins by average party level for the final treasure value. The values on this table will average out to the values per encounter in the *Pathfinder Roleplaying Game Core Rulebook*, but will offer some variety.

Table 1-2 Magic Treasure Only

01-50	1 magic item
02-75	2 magic items
76-90	3 magic item
91-99	4 magic items
100+	5 magic items

Use this table if the treasure contains magic items only and no coins. Roll a percentile and add the average party level, then roll on Table 2-1 to determine the types of magic items found. It skews toward fewer items, but

does allow players a chance to gain multiple magic items.

Table 1-3 Combined Hoard

01-20	1d4 x 5,000 copper pieces, 1 magic item
21-40	1d10 gems*, 1 magic item
41-50	1d4 x 500 silver pieces, 1 magic item
51-60	1d10 jewelry*, 2 magic items
61-80	1d4 x 50 gold pieces, 2 magic items
81-100	1d4 x 5 platinum pieces, 3 magic items

Use this table for a treasure containing a mixture of coins and magic items. Multiply the number of coins by average party level for the final monetary value. Do not multiply the number of magic items.

*Value is worth 1d4 x 50 gp each.

Table 2-1 Magic Items

01-20	Potions
21-35	Scrolls
36-40	Rings
41-45	Rods, Staves, Wands
46-48	Miscellaneous Magic A
49-51	Miscellaneous Magic B
52-54	Miscellaneous Magic C
55-57	Miscellaneous Magic D
58-60	Miscellaneous Magic E
61-75	Armor and Shields
76-00	Magic Weapons

A Missing Magic Sampler

Here is a collection of items drawn from other Missing Magic products. Enjoy!

BELT OF GIANT STRENGTH

Aura strong transmutation; **CL** 13th

Slot belts; **Price** 180,000 gp (cloud giant); 130,000 gp (fire giant); 120,000 gp (frost giant); 100,000 gp (hill giant); 110,000 gp (stone giant); 260,000 gp (storm giant); **Weight** 1 lb.

DESCRIPTION

This wide leather belt increases the strength of its wearer. Roll to determine the type found in a random treasure hoard:

01-10	<i>belt of cloud giant strength (+12)</i>
11-25	<i>belt of fire giant strength (+10)</i>
26-45	<i>belt of frost giant strength (+9)</i>
46-75	<i>belt of hill giant strength (+7)</i>
76-95	<i>belt of stone giant strength (+8)</i>
96-100	<i>belt of storm giant strength (+14)</i>

Note that the belt increases the character's Strength score, not the Strength modifier; a character with a Strength of 10 wearing a *belt of frost giant strength* (+9) has an effective Strength score of 19. Strength modifier is calculated from this increased score.

CONSTRUCTION

Requirements Craft Wondrous Item, *polymorph, greater* **Cost** 90,000 gp (cloud giant); 65,000 gp (fire giant); 60,000 gp (frost giant); 50,000 gp (hill giant); 55,000 gp (stone giant); 130,000 gp (storm giant)

CHIME OF HUNGER

Aura transmutation; **CL** 11th

Slot none; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

This chime will identify as and function as a *chime of opening* (below) the first 1d4 times the user activates it. After that, it will instead trigger a *mass suggestion* affecting all creatures within a 60 ft. radius that are able to hear the chime. The suggestion is that the targets are ravenously hungry, and will tear into rations or attack anything they perceive to be a source of food. A DC 21 Will save negates the effect,

CONSTRUCTION

Requirements Craft Wondrous Item, *suggestion, mass* **Cost** 1,500 gp

INSTRUMENT OF THE BARDS:

CITTERN OF THE WOODLANDS

Aura conjuration; **CL** 5th

Slot none; **Price** 30,000 gp; **Weight** 3 lbs.

DESCRIPTION

The rough-hewn, metal-stringed instrument looks like a flat-backed mandolin. Its neck is crafted from a knotty tree branch and the back of the body is covered with smooth bark. When played by a bard, it can produce the following effects:

- *barkskin*
- *cure light wounds*
- *magic circle against evil*
- *obscuring mist*

See *barkskin*, *cure light wounds*, *magic circle against evil*, *obscuring mist* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *barkskin*, *cure light wounds*, *magic circle against evil*, *obscuring mist*; **Cost** 15,000 gp

POTION OF CURE LIGHT WOUNDS

Aura conjuration; **CL** 1st

Slot none; **Price** 100 gp; **Weight** --

DESCRIPTION

This oily fluid is topaz in color. When the stopper is removed it smells like celery and spinach, but tastes like herbs when imbibed.

When consumed this potion restores 1d8+1 hit points of damage. If imbibed by an undead creature, it inflicts that same amount of damage. See the spell *cure light*

wounds in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *cure light wounds*;

Cost: 50 gp

NECKLACE OF MEDITATION:

PLANAR ALLY, LESSER

Aura conjuration; **CL** 7th

Slot neck; **Price** 20,160 gp; **Weight** 3 lbs.

DESCRIPTION

This finely crafted golden pectoral is enameled with designs in bright colors. Once per day the wearer can petition her deity to send forth a creature to perform a task, as per the *lesser planar ally* spell. This creature must be paid as per the specifications of the spell.

See *planar ally, lesser* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *planar ally, lesser*; **Cost** 10,080 gp

POTION OF REDUCE PERSON

Aura transmutation; **CL** 1st

Slot none; **Price** 100 gp; **Weight** --

DESCRIPTION

This glowing mixture is silver in color. It smells like raspberries, but tastes like mushrooms when imbibed.

This potion causes the drinker to shrink by one size category for 1 minute. See the spell *reduce person* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *reduce person*; **Cost:** 50 gp

RING OF GHOUL TOUCH

Aura necromancy; **CL** 3rd

Slot ring; **Price** 20,000 gp; **Weight** --

DESCRIPTION

The wearer of this ring can paralyze a target with a touch as per the spell of the same name. The DC for the target's saving throw is 12 and the effect lasts for 1d6+2 rounds. See the *endure elements* spell in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Forge Ring, *ghoul touch*;

Cost 10,000 gp

ROPE OF SUFFOCATION

Aura transmutation; **CL** 5th

Slot none; **Price** 1,500; **Weight** --

DESCRIPTION

This item looks like and identifies as a *rope of climbing*. When the user activates it, it will wrap around her and attempt to grapple. Make a DC 23 combat maneuver or Escape Artist check to avoid. On the next round after a successful grapple, it will wrap around its victim's

throat and start to strangle. The victim takes 1d4+4 points of damage per round until dead or freed. The rope is a single-use item. It can be stopped by casting *dispel magic*. Characters not entangled in the rope can cut it; it has AC 10 and 5 HP. See *snare* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item; *snare*;
Cost 750 gp

SCROLL OF BLASPHEMY

CL 13th; **Save** Will partial (DC 23)
Duration varies

DESCRIPTION

Reading this cursed scroll unleashes a *blasphemy* spell on all non-evil player characters in a 40-foot radius centered on the reader. The effects are dependent upon character level:

Level 14 and above	No Effect
Level 13	Dazed
Level 12 and below	Weakened
Level 8 and below	Paralyzed
Level 3 and below	Killed

See *blasphemy* in the *Pathfinder Roleplaying Game Core Rulebook* for specific effects and durations.

STAFF OF WOUNDING

Aura conjuration (healing); **CL** 11th
Slot none; **Price** 44,000 gp; **Weight** 5 lbs.

DESCRIPTION

This staff acts as a +3 weapon, and also allows the wielder to inflict additional damage depending upon the number of charges used.

- *inflict light wounds* 1d8+5 (1 charge)
- *inflict moderate wounds* 2d8+5 (2 charges)
- *inflict moderate wounds* 3d8+5 (3 charges)

See the spells *inflict light wounds*, *inflict moderate wounds*, and *inflict serious wounds* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Staff, *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*;
Cost 22,000 gp

WAND OF SUMMONING, IMPROVED

Aura conjuration (summoning);
CL 9th (V); 11th (VI); 13th (VII)
Slot none; **Price** 67,500 gp (V), 99,000 gp (VI), 136,500 gp (VII); **Weight** --

DESCRIPTION

This wand is charged with one of the following summon monster spells:

01-50	<i>summon monster V</i>
51-75	<i>summon monster VI</i>
76-99	<i>summon monster VII</i>
100	<i>summoning, greater*</i>

See the *summon monsters* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wand, Improved; *summon monster* of the appropriate level; **Cost** 33,750 gp (V), 49,500 gp (VI), 68,250 gp (VII)

For more tables, as well as statistics for a full range of magic items, check out the following Asparagus Jumpsuit Missing Magic products*:

AJ7300	Missing Magic: Random Treasure
AJ7301	Missing Magic: Potions
AJ7302	Missing Magic: Scrolls
AJ7303	Missing Magic: Rings
AJ7304	Missing Magic: Rods, Staves, Wands
AJ7305	Missing Magic: Miscellaneous Magic A
AJ7306	Missing Magic: Miscellaneous Magic B
AJ7307	Missing Magic: Miscellaneous Magic C
AJ7308	Missing Magic: Miscellaneous Magic D
AJ7309	Missing Magic: Miscellaneous Magic E
AJ7310	Missing Magic: Artifacts and Relics
AJ7311	Missing Magic: Armor and Shields
AJ7312	Missing Magic: Magic Weapons

*If you don't own any of the above fine Asparagus Jumpsuit products, the gamemaster can choose a pre-generated item of the type rolls from the selection in the *Pathfinder Roleplaying Game Core Rulebook*.

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