

MISSING MAGIC: MISCELLANEOUS A™

For the Pathfinder Roleplaying Game. A collection of random magic treasures. Includes 14 wondrous magic items inspired by classic editions.



Table 7-1 Miscellaneous Magic A

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03-04	<i>amulet of inescapable location</i>
05	<i>amulet of life protection</i>
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12-13	<i>apparatus of the crab</i>
14-16	<i>arrow of direction</i>
17-19	<i>bag of beans</i>
20	<i>bag of devouring</i>
21-26	<i>bag of holding</i>
27	<i>bag of transmuting</i>
28-29	<i>bag of tricks</i>
30-31	<i>beaker of plentiful potions</i>
32	<i>belt of giant strength</i>
33	<i>boat, folding</i>
34	<i>book of hallowed wisdom</i>
35	<i>book of infinite spells</i>
36	<i>book of unhallowed wisdom</i>
36	<i>boots of dancing</i>
37-42	<i>boots of elvenkind</i>
43-47	<i>boots of levitation</i>
48-51	<i>boots of speed</i>
52-55	<i>boots of striding and springing</i>
56-58	<i>bowl of commanding</i>
59	<i>bowl of watery death</i>
60-79	<i>bracers of armor</i>
80-81	<i>bracers of defenselessness</i>
82-84	<i>brazier of commanding</i>
85	<i>brazier of sleep smoke</i>
86-92	<i>brooch of shielding</i>
93	<i>broom of animated attack</i>
94-98	<i>broom of flying</i>
99-00	<i>bursar's coinpurse</i>

ALCHEMY JUG

Aura conjuration (creation); **CL** 5th

Slot none; **Price** 200 gp; **Weight** 7 lbs.

DESCRIPTION

This magical jug can pour out a variety of different liquids, but it only creates one type of liquid per day. The jug can pour 2 gallons per round, for up to 5 rounds.

The liquids pourable are:

- alcohol, beer
- alcohol, grain
- alcohol, wine
- ammonia
- chlorine
- milk
- oil
- vinegar
- water, fresh
- water, salt

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water*; **Cost** 100 gp

AMULET OF INESCAPABLE LOCATION

See *amulet of inescapable location* in the *Pathfinder Roleplaying Game Core Rulebook*.

AMULET OF LIFE PROTECTION

Aura abjuration; **CL** 9th

Slot neck; **Price** 50,000 gp; **Weight** --

DESCRIPTION

This amulet contains a large gem the size of a human eye. The wearer of this amulet is protected from *magic jar* attacks and similar possession attempts, as per the *protection from evil* spell. Additionally, if the wearer is slain while wearing the amulet their soul automatically takes refuge in the gem as per the *magic jar* spell for a number of days equal to the caster level. After that, the soul moves on to its final destination.

CONSTRUCTION

Requirements Craft Wondrous Item, *magic jar*, *protection from evil*; **Cost** 25,000 gp

AMULET OF THE PLANES

See *amulet of the planes* in the *Pathfinder Roleplaying Game Core Rulebook*.

AMULET OF PROOF

AGAINST DETECTION AND LOCATION

See *amulet of proof against detection and location* in the *Pathfinder Roleplaying Game Core Rulebook*.

APPARATUS OF THE CRAB

See *apparatus of the crab* in the *Pathfinder Roleplaying Game Core Rulebook*.

ARROW OF DIRECTION

Aura divination; **CL** 7th

Slot none; **Price** 30,000; **Weight** --

DESCRIPTION

To use this arrow first name the place you are looking for, then fire it or even throw it in the air. It will always land pointing in the direction of the person, place, or thing you are looking for. It can be used as a normal arrow and deals normal damage, but using it this way will damage it and cause its magical powers to stop working. See the spells *know direction*, *locate creature*, and *locate object* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *know direction*, *locate creature*, *locate object*; **Cost** 15,400 gp

BAG OF BEANS

Aura conjuration (summoning); **CL** 13th

Slot none; **Price** 2,500; **Weight** --

DESCRIPTION

This heavy cloth bag contains what appear to be 3d4 dried beans. If the beans are planted in the soil and watered, one of the following creatures will sprout up on next round. Roll randomly for each bean:

01-14	giant spider
15-28	monitor lizard
29-42	giant scorpion
43-56	manticore
57-70	bulette
71-84	roc
85-100	purple worm

Roll a separate percentile for the creature's disposition. On a roll of 01-30 it will be hostile and attack the nearest creature (creatures springing from separate beans will attack each other). On a roll of 31-100 the planter can control the creature as per the *summon nature's ally* spell. In either case, the sprouted creature will vanish a number of rounds equal to caster level after it appears.

See the spells *summon nature's ally II-VIII* in the *Pathfinder Roleplaying Game Core Rulebook*. See the *Pathfinder Roleplaying Game Bestiary* for creature statistics.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon nature's ally II-VIII* **Cost** 1,250 gp

BAG OF DEVOURING

See *bag of devouring* in the *Pathfinder Roleplaying Game Core Rulebook*.

BAG OF HOLDING

Roll to see which type of bag is found in a random treasure hoard:

01-50	type I bag of holding
51-75	type II bag of holding
76-90	type III bag of holding
91-100	type IV bag of holding

See *bag of holding* in the *Pathfinder Roleplaying Game Core Rulebook*.

BAG OF TRANSMUTING

Aura mild conjuration **CL** 9th

Slot none; **Price** see below; **Weight** see below

DESCRIPTION

This bag will appear to be one type of bag of holding (randomly roll above) and will function as such for 1d4+1 days. After that time, all precious metals contained within will be transmuted into base metals such as iron and lead, and all gems will be turned into common rocks and glass. There is no saving throw. Magic items must make a DC 19 saving throw (roll a d20 and add 2+ 1/2 the item's caster level) or take 2d6 damage.

CONSTRUCTION

Requirements Craft Wondrous Item **Cost** 1,250 gp

BAG OF TRICKS

Roll to see which type of bag is found in a random treasure hoard:

01-50	gray bag
51-85	rust bag
86-100	tan bag

See *bag of tricks* in the *Pathfinder Roleplaying Game Core Rulebook*.

BEAKER OF PLENTIFUL POTIONS

Aura transmutation; **CL** 5th

Slot none; **Price** 22,500 gp; **Weight** 1 lb.

DESCRIPTION

This beaker pours forth random potions, rolled below:

01-14	bear's endurance
15-28	bull's strength
29-43	cure light wounds
44-57	haste
58-71	neutralize poison
72-85	poison
86-100	water breathing

Alternately, you can use the table in *Missing Magic: Potions* to generate a wider variety of potion types.

This item can be used 1d4+1 times, after which is goes dry. It cannot be recharged. See the spells *bear's endurance*, *bull's strength*, *cure light wounds*, *haste*, *neutralize poison*, *water breathing* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cure light wounds*, *haste*, *neutralize poison*, *water breathing* **Cost** 11,250 gp

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

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)

BOAT, FOLDING

See *boat, folding* in the *Pathfinder Roleplaying Game Core Rulebook*.

BOOK OF HALLOWED WISDOM

Aura strong evocation; **CL** 17th

Slot none; **Price** 19,250 gp (+1), 38,500 gp (+2), 57,750 gp (+3), 77,000 gp (+4), 96,250 gp (+5); **Weight** 5 lbs.

DESCRIPTION

This book functions as a *tome of understanding*, but only works for good-aligned users of divine magic. It will have no effect for anyone else. Roll to determine the type of book found in a random treasure hoard:

01-50	+1 Wisdom
51-75	+2 Wisdom
76-90	+3 Wisdom
91-99	+4 Wisdom
100	+5 Wisdom

See *tome of understanding* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *miracle* or *wish*; **Cost** 18,375 gp (+1), 36,750 gp (+2), 55,125 gp (+3), 73,500 gp (+4), 91,875 gp (+5)

BOOK OF INFINITE SPELLS

See *book of infinite spells* in the *Pathfinder Roleplaying Game Core Rulebook*.

BOOK OF UNHALLOWED WISDOM

Aura strong evocation; **CL** 17th

Slot none; **Price** 19,250 gp (+1), 38,500 gp (+2), 57,750 gp (+3), 77,000 gp (+4), 96,250 gp (+5); **Weight** 5 lbs.

DESCRIPTION

This book functions as a *tome of understanding*, but only works for evil-aligned users of divine magic. It will have no effect for anyone else. Roll to determine the type of book found in a random treasure hoard:

01-50	+1 Wisdom
51-75	+2 Wisdom
76-90	+3 Wisdom
91-99	+4 Wisdom
100	+5 Wisdom

See *tome of understanding* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *miracle* or *wish*; **Cost** 18,375 gp (+1), 36,750 gp (+2), 55,125 gp (+3), 73,500 gp (+4), 91,875 gp (+5)

BOOTS OF DANCING

See *boots of dancing* in the *Pathfinder Roleplaying Game Core Rulebook*.

BOOTS OF ELVENKIND

See *boots of elvenkind* in the *Pathfinder Roleplaying Game Core Rulebook*.

BOOTS OF LEVITATION

See *boots of levitation* in the *Pathfinder Roleplaying Game Core Rulebook*.

BOOTS OF SPEED

See *boots of speed* in the *Pathfinder Roleplaying Game Core Rulebook*.

BOOTS OF STRIDING AND SPRINGING

See *boots of striding and springing* in the *Pathfinder Roleplaying Game Core Rulebook*.

BOWL OF COMMANDING

Aura conjuration; **CL** 15th

Slot none; **Price** 31,500 gp (type II), 63,000 gp (type IV), 80,000 gp (type V), 95,000 gp (type VI), 110,000 gp (type VII), 125,000 gp (type VIII); **Weight** 1 to 8 lbs.

DESCRIPTION

When filled with water this bowl, crafted from semi-precious blue-green stone, allows the user to summon forth and command a water elemental. This functions as the *summon monster* spell appropriate to bring forth the size elemental indicated. Roll to determine the type of bowl found in a random treasure hoard:

01-50	type II elemental, small
51-80	type IV elemental, medium
81-90	type V elemental, large
91-95	type VI elemental, huge
96-99	type VII elemental, greater
100	type VIII elemental, elder

Each bowl is 2 inches in diameter times the type of bowl; from 4 inches in diameter for a type II bowl to 16 inches in diameter for a type VIII. See *summon monster II-VIII* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster* of the appropriate level; **Cost** 15,750 gp (type

II), 31,500 gp (type IV), 39,375 gp (type V), 47,250 gp (type VI), 55,125 gp (type VII), 63,000 gp (type VIII)

BOWL OF WATERY DEATH

Aura conjuration; **CL** 15th

Slot none; **Price** see below; **Weight** 1 to 8 lbs.

DESCRIPTION

This bowl exactly resembles a *bowl of commanding*, above, except conjured water elementals do not obey and instead attack the user. See *summon monster II-VIII* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster* of the appropriate level; **Cost** 15,750 gp

BRACERS OF ARMOR

Roll to see what type of bracers are found in a random treasure hoard.

01-50	bracers of armor +1
51-75	bracers of armor +2
76-85	bracers of armor +3
86-90	bracers of armor +4
91-94	bracers of armor +5
95-97	bracers of armor +6
98-99	bracers of armor +7
100	bracers of armor +8

See *bracers of armor* in the *Pathfinder Roleplaying Game Core Rulebook*.

BRACERS OF DEFENSELESSNESS

See *bracers of defenselessness* in the *Pathfinder Roleplaying Game Core Rulebook*.

BRAZIER OF COMMANDING

Aura conjuration; **CL** 15th

Slot none; **Price** 31,500 gp (type II), 63,000 gp (type IV), 80,000 gp (type V), 95,000 gp (type VI), 110,000 gp (type VII), 125,000 gp (type VIII); **Weight** 1 to 8 lbs.

DESCRIPTION

When filled with coals and set lit this brass brazier allows the user to summon forth and command a fire elemental. This functions as the *summon monster* spell appropriate to bring forth the size elemental indicated. Roll to determine the type of bowl found in a random treasure hoard:

01-50	type II elemental, small
51-80	type IV elemental, medium
81-90	type V elemental, large
91-95	type VI elemental, huge
96-99	type VII elemental, greater
100	type VIII elemental, elder

See *summon monster II-VIII* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster* of the appropriate level, **Cost** 15,750 gp (type II), 31,500 gp (type IV), 39,375 gp (type V), 47,250 gp (type VI), 55,125 gp (type VII), 63,000 gp (type VIII)

BRAZIER OF SMOKING DEATH

Aura conjuration; **CL** 15th

Slot none; **Price** see below; **Weight** 1 to 8 lbs.

DESCRIPTION

This brazier exactly resembles a *brazier of command*, above, except conjured fire elementals do not obey and instead attack the user. See *summon monster II-VIII* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster* of the appropriate level; **Cost** 15,750 gp

BROOCH OF SHIELDING

See *brooch of shielding* in the *Pathfinder Roleplaying Game Core Rulebook*.

BROOM OF FLYING

See *broom of flying* in the *Pathfinder Roleplaying Game Core Rulebook*.

BURSAR'S COINPURSE

Aura transmutation; **CL** 9th

Slot none; **Price** 5,000; **Weight** 1 lb.

DESCRIPTION

This small leather purse will be found with a random assortment of coins. If it is left empty overnight, the next morning it will be filled again with a random assortment. If coins or other items are left in the purse overnight, nothing happens. Roll 1d4 times to determine the contents of the purse.

01-50	1d20 copper pieces
51-90	1d12 silver pieces
91-99	1d10 gold pieces
100	1d8 platinum pieces

CONSTRUCTION

Requirements Craft Wondrous Item, *fabricate*; **Cost** 2,500 gp

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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Asparagus Jumpsuit™

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