

# MISSING MAGIC: MISCELLANEOUS B™

**For the Pathfinder Roleplaying Game.** A collection of random magic treasures. Includes 6 wondrous magic items inspired by classic editions.



**Table 7-2 Miscellaneous Magic B**

01-06	<i>candle of invocation</i>
07-08	<i>carpet of flying</i>
09-10	<i>censer of controlling</i>
11	<i>censer of hostility</i>
12	<i>chime of hunger</i>
13-14	<i>chime of opening</i>
15-18	<i>cloak of displacement</i>
19-27	<i>cloak of elvenkind</i>
28-30	<i>cloak of the manta ray</i>
31-53	<i>cloak of protection</i>
54-58	<i>crystal ball</i>
59	<i>crystal hypnosis ball</i>
60-61	<i>cube of force</i>
62-63	<i>cube of frost resistance</i>
64-65	<i>cubic gate</i>
66-68	<i>decanter of endless water</i>
70-73	<i>deck of many things</i>
74	<i>drums of deafening</i>
75-76	<i>drums of panic</i>
77-82	<i>dust of appearance</i>
83-88	<i>dust of disappearance</i>
89	<i>dust of sneezing and choking</i>
90	<i>efreeti bottle</i>
91	<i>eversmoking bottle</i>
92	<i>eyes of charming</i>
93-94	<i>eyes of the eagle</i>
95	<i>eyes of petrification</i>
96-00	<i>feather token</i>

## CANDLE OF INVOCATION

Roll to determine the alignment of candles found in a random treasure hoard:

01-11	lawful good
12-22	chaotic good
23-33	neutral good
34-44	lawful neutral
45-55	chaotic neutral
56-66	neutral
67-77	lawful evil
78-88	chaotic evil
89-100	neutral evil

See *candle of invocation* in the *Pathfinder Roleplaying Game Core Rulebook*.

## CARPET OF FLYING

Roll to determine the size of carpets found in a random treasure hoard:

01-50	5 ft. x 5 ft.
51-90	5 ft. x 10 ft.
91-100	10 ft. x 10 ft.

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

## CENSER OF CONTROLLING

**Aura** conjuration; **CL** 15<sup>th</sup>

**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 incense and lit, this golden censer allows the user to summon forth and command an air 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)

## CENSER OF HOSTILITY

**Aura** conjuration; **CL** 15<sup>th</sup>

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

### DESCRIPTION

This bowl exactly resembles a *censer of controlling*, above, except conjured air 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

### CHIME OF HUNGER

**Aura** transmutation; **CL** 11<sup>th</sup>

**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

### CHIME OF OPENING

See *chime of opening* in the *Pathfinder Roleplaying Game Core Rulebook*.

### CLOAK OF DISPLACEMENT

Roll to determine the type of cloak found in a random treasure hoard:

01-75	<i>cloak of displacement, minor</i>
76-100	<i>cloak of displacement, major</i>

See *cloak of displacement* in the *Pathfinder Roleplaying Game Core Rulebook*.

### CLOAK OF ELVENKIND

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

### CLOAK OF THE MANTA RAY

See *cloak of the manta ray* in the *Pathfinder Roleplaying Game Core Rulebook*.

### CLOAK OF PROTECTION

**Aura** conjuration; **CL** 5<sup>th</sup>

**Slot** shoulders; **Price** 5,000 gp (+1), 20,000 gp (+2), 45,000 gp (+3), 80,000 gp (+4), 125,000 gp (+5); **Weight** 1 lb.

#### DESCRIPTION

This cloak has a thin layer of magic force embedded within it, and offers the wearer an armor class bonus. Roll to determine the type of cloak found in a random treasure hoard:

01-50	<i>cloak of protection +1</i>
51-75	<i>cloak of protection +2</i>
76-90	<i>cloak of protection +3</i>
91-99	<i>cloak of protection +4</i>
100	<i>cloak of protection +5</i>

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *mage armor* **Cost** 2,500 gp (+1), 10,000 gp (+2), 22,500 gp (+3), 40,000 gp (+4), 62,500 gp (+5)

### CRYSTAL BALL

Roll to determine if the crystal ball found in a random treasure hoard has additional powers:

01-50	no additional powers
51-62	<i>see invisibility</i>
63-75	<i>detect thoughts</i>
76-87	<i>telepathy</i>
88-100	<i>true seeing</i>

See *crystal ball* in the *Pathfinder Roleplaying Game Core Rulebook*.

### CRYSTAL HYPNOSIS BALL

See *crystal hypnosis ball* in the *Pathfinder Roleplaying Game Core Rulebook*.

### CUBE OF FORCE

See *cube of force* in the *Pathfinder Roleplaying Game Core Rulebook*.

### CUBE OF FROST RESISTANCE

See *cube of frost resistance* in the *Pathfinder Roleplaying Game Core Rulebook*.

### CUBIC GATE

See *cubic gate* in the *Pathfinder Roleplaying Game Core Rulebook*.

### DECANTER OF ENDLESS WATER

See *decanter of endless water* in the *Pathfinder Roleplaying Game Core Rulebook*.

### DECK OF MANY THINGS

See *deck of many things* in the *Pathfinder Roleplaying Game Core Rulebook*.

### DRUMS OF DEAFENING

**Aura** necromancy; **CL** 9<sup>th</sup>

**Slot** none; **Price** 15,000 gp; **Weight** 3 lbs.

#### DESCRIPTION

This small drum, the size of a single bongo, is deceptively loud. All creatures within 100 ft. must make a DC 15 Fortitude save or be *deafened*. See *blindness/deafness* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *Widen Spell*, *blindness/deafness* which must be cast as if it is a 5<sup>th</sup> level spell **Cost** 7,500 gp

### DRUMS OF PANIC

See *drums of panic* in the *Pathfinder Roleplaying Game Core Rulebook*.

### DUST OF APPEARANCE

See *dust of appearance* in the *Pathfinder Roleplaying Game Core Rulebook*.

### DUST OF DISAPPEARANCE

See *dust of disappearance* in the *Pathfinder Roleplaying Game Core Rulebook*.

### DUST OF SNEEZING AND CHOKING

See *dust of sneezing and choking* in the *Pathfinder Roleplaying Game Core Rulebook*.

### EFREETI BOTTLE

See *dust of disappearance* in the *Pathfinder Roleplaying Game Core Rulebook*.

### EVERSMOKING BOTTLE

See *eversmoking bottle* in the *Pathfinder Roleplaying Game Core Rulebook*.

### EYES OF CHARMING

See *eyes of charming* in the *Pathfinder Roleplaying Game Core Rulebook*.

### EYES OF THE EAGLE

See *eyes of the eagle* in the *Pathfinder Roleplaying Game Core Rulebook*.

### EYES OF PETRIFICATION

**Aura** transmutation CL 11<sup>th</sup>

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

#### DESCRIPTION

These special lenses allow the wearer to transform a single target creature to stone once per day. A DC 16 Fortitude save negates. See *flesh to stone* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *flesh to stone*

**Cost** 10,000 gp

### FEATHER TOKEN

Roll to determine the type of feather token found in a random treasure hoard:

01-21	anchor
22-37	bird
38-53	fan
54-69	swan boat
70-85	tree
86-100	whip

See *feather token* in the *Pathfinder Roleplaying Game Core Rulebook*.

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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