

# MISSING MAGIC: MISCELLANEOUS C<sup>TM</sup>

**For the Pathfinder Roleplaying Game.** A collection of random magic treasures. Includes 17 wondrous magic items inspired by classic editions, including 7 bardic instruments.



**Table 7-3 Miscellaneous Magic C**

01-15	<i>Figurine of Wondrous Power</i>
16	<i>Flask of Curses</i>
17-18	<i>Gauntlets of Dexterity</i>
19-20	<i>Gauntlets of Fumbling</i>
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23	<i>Gem of Brightness</i>
24	<i>Gem of Seeing</i>
25	<i>Girdle of Opposite Gender</i>
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29-31	<i>Goggles of Minute Seeing</i>
31	<i>Golem Manual</i>
32	<i>Helm of Brilliance</i>
33-37	<i>Helm of Comprehend Languages and Read Magic</i>
38-39	<i>Helm of Opposite Alignment</i>
40-41	<i>Helm of Telepathy</i>
42	<i>Helm of Teleportation</i>
43-44	<i>Helm of Underwater Action</i>
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48	<i>Horn of Collapsing</i>
49-52	<i>Horn of the Tritons</i>
53-59	<i>Horn of Valhalla</i>
60-62	<i>Horseshoes of Speed</i>
63-64	<i>Horseshoes of the Zephyr</i>
65-69	<i>Incense of Meditation</i>
70	<i>Incense of Obsession</i>
71-72	<i>Instant Fortress</i>
73-78	<i>Instrument of the Bards</i>
79	<i>Ioun Stones</i>
80-81	<i>Iron Flask</i>
83-86	<i>Javelin of Lightning</i>
87-98	<i>Javelin of Piercing</i>
99	<i>Jewel of Attacks</i>
100	<i>Jewel of Flawlessness</i>

## FIGURINE OF WONDROUS POWER

Roll to determine which figure is found in a random treasure hoard:

01-10	bronze griffon
11-20	ebony fly
21-25	golden lions
26-35	ivory goats
36-50	marble elephant
51-60	obsidian steed
61-80	onyx dog
81-85	serpentine owl
86-00	silver raven

See *figuring of wondrous power* in the *Pathfinder Roleplaying Game Core Rulebook*

## FLASK OF CURSES

See *flask of curses* in the *Pathfinder Roleplaying Game Core Rulebook*

## GAUNTLETS OF DEXTERITY

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

**Slot** hands; **Price** 32,000 gp; **Weight** --

### DESCRIPTION

These thin, light brown leather gloves, of masterwork craftsmanship, grant the wearer a +4 enhancement to Dexterity. They will shrink or enlarge to fit the hands of any wearer sized small to large. See *cat's grace* in the *Pathfinder Roleplaying Game Core Rulebook*

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *cat's grace*  
**Cost** 16,000 gp

## GAUNTLETS OF FUMBLING

See *gauntlets of fumbling* in the *Pathfinder Roleplaying Game Core Rulebook*

## GAUNTLETS OF OGRE POWER

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

**Slot** hands; **Price** 32,000 gp; **Weight** --

### DESCRIPTION

These heavy, greenish-brown leather gloves, of apparently crude craftsmanship, grant the wearer a +4 enhancement to Strength. They will shrink or enlarge to fit the hands of any wearer sized small to large. See *bull's strength* in the *Pathfinder Roleplaying Game Core Rulebook*

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *bull's strength*  
**Cost** 16,000 gp

### GEM OF BRIGHTNESS

See *gem of brightness* in the *Pathfinder Roleplaying Game Core Rulebook*

### GEM OF SEEING

See *gem of seeing* in the *Pathfinder Roleplaying Game Core Rulebook*

### GIRDLE OF OPPOSITE GENDER

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

**Slot** belts; **Price** 4,000 gp; **Weight** --

#### DESCRIPTION

This thick leather belt radiates magic appears to be and identifies as a *belt of giant strength*. When it is buckled on it, its curse takes effect and polymorphs the wearer into the opposite sex. This has no effect on the character's abilities, height, or weight, but their clothes will no longer fit properly. A *polymorph any object* or *remove curse* spell will reverse the effect. See *polymorph any object* in the *Pathfinder Roleplaying Game Core Rulebook*

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *polymorph any object* **Cost** 2,000 gp

### GLOVES OF SWIMMING AND CLIMBING

See *gloves of swimming and climbing* in the *Pathfinder Roleplaying Game Core Rulebook*

### GOGGLES OF MINUTE SEEING

See *goggles of minute seeing* in the *Pathfinder Roleplaying Game Core Rulebook*

### GOLEM MANUAL

Roll to determine which type of manual is found in a random treasure hoard:

01-25	clay
26-75	flesh
76-90	iron
91-99	stone
100	stone guardian

See *golem manual* in the *Pathfinder Roleplaying Game Core Rulebook*

### HELM OF BRILLIANCE

See *helm of brilliance* in the *Pathfinder Roleplaying Game Core Rulebook*

### HELM OF COMPREHEND LANGUAGES AND READ MAGIC

See *helm of comprehend languages and read magic* in the *Pathfinder Roleplaying Game Core Rulebook*

### HELM OF OPPOSITE ALIGNMENT

See *helm of opposite alignment* in the *Pathfinder Roleplaying Game Core Rulebook*

### HELM OF TELEPATHY

See *helm of telepathy* in the *Pathfinder Roleplaying Game Core Rulebook*

### HELM OF TELEPORTATION

See *helm of teleportation* in the *Pathfinder Roleplaying Game Core Rulebook*

### HELM OF UNDERWATER ACTION

See *helm of underwater action* in the *Pathfinder Roleplaying Game Core Rulebook*

### HORN OF BLASTING

See *horn of blasting* in the *Pathfinder Roleplaying Game Core Rulebook*

### HORN OF BUBBLES

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

**Slot** none; **Price** 2,000 gp; **Weight** --

#### DESCRIPTION

When sounded, this ordinary looking brass instrument unleashes a stream of colorful soap bubbles that surrounds the person who blew it. That character is blinded for 1d4 rounds. See *color spray* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *color spray* **Cost** 1,000 gp

### HORN OF COLLAPSING

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

**Slot** none; **Price** 90,000 gp; **Weight** --

#### DESCRIPTION

This instrument is carved from the horn of some great animal and banded in iron. It can be blown as an ordinary horn, but if the command word is spoken first it unleashes a shockwave that disrupts the landscape. Caverns and buildings collapse, cliffs crumble, and creatures are knocked off their feet. See *earthquake* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *earthquake* **Cost** 45,000 gp

### HORN OF THE TRITONS

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

**Slot** none; **Price** 240,000 gp; **Weight** --

#### DESCRIPTION

This horn is made from a large pearlescent conch shell. When blown, it can create one of the following effects:

- *control water*
- *fear*, usable against aquatic creatures only
- *summon monster I-IV* (aquatic and water elementals only)

The horn can be used three times per day by tritons, merfolk, and other aquatic humanoids, but only once per day by other creatures. It can be blown underwater in spite of the absence of air. See *control water*, *fear*,

and *summon monster I-IV*, in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *control water*, *fear*, *summon monster I-IV*, **Cost** 118,800 gp

#### HORN OF VALHALLA

Roll to determine which type of horn is found in a random treasure hoard:

01-40	silver
41-75	brass
76-90	bronze
91-100	iron

See *horn of valhalla* in the *Pathfinder Roleplaying Game Core Rulebook*

#### HORSESHOES OF SPEED

See *horseshoes of speed* in the *Pathfinder Roleplaying Game Core Rulebook*

#### HORSESHOES OF THE ZEPHYR

See *horseshoes of the zephyr* in the *Pathfinder Roleplaying Game Core Rulebook*

#### INCENSE OF MEDITATION

See *incense of meditation* in the *Pathfinder Roleplaying Game Core Rulebook*

#### INCENSE OF OBSESSION

See *incense of obsession* in the *Pathfinder Roleplaying Game Core Rulebook*

#### INSTANT FORTRESS

See *instant fortress* in the *Pathfinder Roleplaying Game Core Rulebook*

#### INSTRUMENTS OF THE BARDS

Roll to determine which sort of instrument is found in a random treasure hoard:

01-25	<i>bandora of the fey</i>
26-45	<i>cittern of the woodlands</i>
46-55	<i>harp of reckoning</i>
56-60	<i>harp of fury</i>
61-75	<i>lute of the salamander</i>
76-85	<i>lyre of the elements</i>
81-100	<i>mandolin of liturgy</i>

Each of these magical instruments can only be used by a bard. They are the bardic equivalent of magical staves, containing spells and spell-like abilities that can be unleashed when played. Most were not created by bards themselves, but by clerics, druids, and wizards as gifts or rewards for bards.

#### INSTRUMENT OF THE BARDS:

##### BANDORA OF THE FEY

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

**Slot** none; **Price** 40,000 gp; **Weight** 5 lbs.

#### DESCRIPTION

This simple plucked instrument with three metal strings, a sort of bass version of a cittern, is delicately carved with inscriptions in the sylvan language. The bard can play a song upon it that produces the following effects, once per day each:

- *entangle*
- *magic circle against evil*
- *shillelagh*
- *speak with animals*

See *entangle*, *magic circle against evil*, *shillelagh*, and *speak with animals* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *entangle*, *magic circle against evil*, *shillelagh*, *speak with animals*;

**Cost** 20,000 gp

#### INSTRUMENT OF THE BARDS:

##### CITTERN OF THE WOODLANDS

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

**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

#### INSTRUMENT OF THE BARDS:

##### HARP OF RECKONING

**Aura** conjuration; **CL** 13<sup>th</sup>

**Slot** none; **Price** 198,000 gp; **Weight** 3 lbs.

#### DESCRIPTION

This small, medieval-style harp is carved and painted to look as if it is covered in vines, with small flowers crafted from inlaid mother of pearl. When played by a bard, it can perform each of the following functions once per day:

- *control weather*
- *cure critical wounds*
- *magic circle against evil*
- *wall of thorns*

See *control weather*, *cure critical wounds*, *magic circle against evil*, and *wall of thorns* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *control weather*, *cure critical wounds*, *magic circle against evil*, and *wall of thorns*; **Cost** 99,000 gp

#### INSTRUMENT OF THE BARDS:

##### HARP OF FURY

**Aura** evocation; **CL** 13<sup>th</sup>

**Slot** none; **Price** 200,000 gp; **Weight** 20 lbs.

#### DESCRIPTION

This large, single-pedal type golden harp resembles an angel's wing, and glows with an obvious magical aura.

- *confusion*
- *control weather*
- *fire storm*
- *magic circle against evil*

See *confusion*, *control weather*, *fire storm*, and *magic circle against evil* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *confusion*, *control weather*, *fire storm*, and *magic circle against evil*; **Cost** 116,000 gp

#### INSTRUMENT OF THE BARDS:

##### LUTE OF THE SALAMANDER

**Aura** abjuration; **CL** 7<sup>th</sup>

**Slot** none; **Price** 76,000 gp; **Weight** --

#### DESCRIPTION

This lute has a deep red glossy finish with a motif of orange and yellow flames. When played by a bard, it can perform the following functions once per day:

- *hold animal*
- *magic circle against evil*
- *neutralize poison*
- *protection from energy (fire)*

See *hold animal*, *magic circle against evil*, *neutralize poison*, *protection from energy* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *hold animal*, *magic circle against evil*, *neutralize poison*, *protection from energy*; **Cost** 38,000 gp

#### INSTRUMENT OF THE BARDS:

##### LYRE OF THE ELEMENTS

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

**Slot** none; **Price** 150,000 gp; **Weight** --

#### DESCRIPTION

This lyre is carved from a single piece of hardwood, and is inscribed with the symbols of the four elements. When played by a bard, it can produce each of the following effects once per day:

- *control winds*
- *magic circle against evil*
- *transmute rock to mud*
- *wall of fire*

See *control winds*, *magic circle against evil*, *transmute rock to mud*, and *wall of fire* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *control winds*, *magic circle against evil*, *transmute rock to mud*, and *wall of fire*; **Cost** 75,000 gp

#### INSTRUMENT OF THE BARDS:

##### MANDOLIN OF LITURGY

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

**Slot** none; **Price** 72,000 gp; **Weight** --

#### DESCRIPTION

This plain but well-crafted mandolin is inscribed with the holy symbols of the deities of arts and music. When played by a bard, it can produce the following effects once per day:

- *cure serious wounds*
- *dispel magic*
- *magic circle against evil*
- *protection from energy (electricity)*

See *cure serious wounds*, *dispel magic*, *magic circle against evil*, and *protection from energy* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *cure serious wounds*, *dispel magic*, *magic circle against evil*, *protection from energy*; **Cost** 36,000 gp

#### IOUN STONES

Roll to determine which type of stone is found in a random treasure hoard:

01-10	Clear
11-20	Dusty rose
21-26	Deep red
27-32	Incandescent blue
33-38	Pale blue
39-44	Pink
45-50	Pink and green
51-56	Scarlet and blue
57-62	Dark blue
63-68	Iridescent
69-74	Pale lavender
75-80	Pearly white
81-86	Pale green
87-92	Orange
93-99	Vibrant purple
100	Lavender and green

See *ioun stones* in the *Pathfinder Roleplaying Game Core Rulebook*

#### IRON FLASK

See *iron flask* in the *Pathfinder Roleplaying Game Core Rulebook*

#### JAVELIN OF LIGHTNING

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

**Slot** none; **Price** 750 gp; **Weight** 2 lbs.

#### DESCRIPTION

This single-use item looks more like an iron rod than a javelin. It transforms into a lightning bolt when thrown, dealing 5d6 to a single target. No roll is required to hit, but the target can make a DC 15 Reflex save for half damage. See *lightning bolt* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *lightning bolt*; **Cost** 375 gp

#### JAVELIN OF PIERCING

**Aura** strong transmutation; **CL** 15<sup>th</sup>

**Slot** none; **Price** 32,000 gp; **Weight** 2 lbs.

#### DESCRIPTION

When the user holds it in her hand and utters a command word, this javelin magically flies toward a designated target. A normal to hit roll must be made, and it deals normal damage for a javelin (2d4/2d6). It will attack any target chosen by the user for up to 4 rounds, after which it flies back to the user's hand for one round.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *animate object*; **Cost** 16,000 gp

#### JEWEL OF ATTACKS

**Aura** necromancy; **CL** 7<sup>th</sup>

**Slot** none; **Price** 1,000 gp; **Weight** --

#### DESCRIPTION

This large, flawless 1,000 gold piece gem is as beautiful as it is cursed. It is safe to handle, examine and admire it, but once placed into a pocket, pouch, purse or pack for more than 1 minute the person carrying the gem gains a –4 penalty on all attack rolls, saving throws, ability checks, and skill checks. Once the curse has been unleashed, the gem turns into an ugly, worthless rock. This can only be countered by a *remove curse* spell. See *bestow curse* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *bestow curse*; **Cost** 500 gp

#### JEWEL OF FLAWLESSNESS

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

**Slot** none; **Price** 750 gp; **Weight** --

#### DESCRIPTION

When placed among other jewels and gemstones, this jewel will cause an appraiser to rate the gems as one category higher in value than they actually are.

Low-quality gems	10 gp each
Semi-precious gems	50 gp each
Medium quality gems	100 gp each
High quality gems	500 gp each
Jewels	1,000 gp each
Grand jewels	5,000 gp+ each

Grand jewels will be appraised to have unknown magical properties, even if they do not, and will be valued 10% higher. This item can be used once per day.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *suggestion*; **Cost** 375 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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