

MISSING MAGIC: MISCELLANEOUS D™

For the Pathfinder Roleplaying Game. A collection of random magic treasures. Includes 16 wondrous magic items inspired by classic editions, including manuals, necklaces and phyacteries.



Table 7-4 Miscellaneous Magic D

01-02	<i>libram of benevolence</i>
03-04	<i>libram of conjuration</i>
05-06	<i>libram of damnation</i>
07-08	<i>lyre of building</i>
09-10	<i>manual of bodily health</i>
11-12	<i>manual of gainful exercise</i>
13-14	<i>manual of quick action</i>
15-16	<i>manual of skill at arms</i>
17-18	<i>manual of trapfinding</i>
19-20	<i>marvelous pigments</i>
21-22	<i>mattock of the titans</i>
23-24	<i>maul of the titans</i>
25-27	<i>medallion of thoughts</i>
28-29	<i>medallion of thought projection</i>
30	<i>mirror of life trapping</i>
31-32	<i>mirror of opposition</i>
33-34	<i>mirror of scrying</i>
35-37	<i>necklace of adaptation</i>
38-40	<i>necklace of fireballs</i>
41-44	<i>necklace of prayer beads</i>
45-46	<i>necklace of strangulation</i>
47-49	<i>net of entrapment</i>
50-53	<i>pet of snaring</i>
54-55	<i>pearl of power</i>
56-57	<i>pearl of wisdom</i>
58-59	<i>periapt of foul rotting</i>
60-62	<i>periapt of health</i>
63-69	<i>periapt of proof against poison</i>
70-73	<i>periapt of wound closure</i>
74-79	<i>phylactery of faithfulness</i>
80-83	<i>phylactery of long years</i>
84-85	<i>phylactery of monsters</i>
86-93	<i>pipes of the sewers</i>
94-95	<i>poisonous cloak</i>
96-100	<i>portable hole</i>

LIBRAM OF BENEVOLENCE

Aura abjuration; **CL** 5th

Slot none; **Price** 10,000; **Weight** 1 lb.

DESCRIPTION

This magical spellbook is beneficial only to good-aligned wizards. Spells prepared from this book are cast as if they were a level higher, as per the Heighten Spell metamagic feat. Each libram can hold 10 spells. The gamemaster can include 1d10-1 spells if the book is found in a random hoard. A wizard can then scribe additional spells into the book up to the book's limit. See *heighten spell* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, Heighten Spell; **Cost** 5,000 gp

LIBRAM OF CONJURATION

This functions exactly as a *libram of benevolence*, with the exception that it only benefits neutral-aligned wizards (including neutral, chaotic neutral, and lawful neutral).

LIBRAM OF DAMNATION

This functions exactly as a *libram of benevolence*, with the exception that it only benefits evil-aligned wizards.

LYRE OF BUILDING

See *lyre of building* in the *Pathfinder Roleplaying Game Core Rulebook*.

MANUAL OF BODILY HEALTH

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

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

See *manual of bodily health* in the *Pathfinder Roleplaying Game Core Rulebook*.

MANUAL OF GAINFUL EXERCISE

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

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

See *manual of gainful exercise* in the *Pathfinder Roleplaying Game Core Rulebook*.

MANUAL OF QUICKNESS

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

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

See *manual of quickness of action* in the *Pathfinder Roleplaying Game Core Rulebook*.

MANUAL OF SKILL AT ARMS

Aura none; **CL** --

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

DESCRIPTION

This non-magical book details combat techniques for one category of armor or weapon proficiency. If a character spends a minimum of 48 hours over the course of one week studying this illustrated manual, she gains proficiency with that category of weapon.

Randomly roll to determine the type of manual found in a random treasure hoard:

01-20	Armor Proficiency, Light
21-30	Armor Proficiency, Medium
31-40	Armor Proficiency, Heavy
41-50	Exotic Weapon Proficiency*
51-75	Martial Weapon Proficiency**
76-95	Shield Proficiency
96-100	Tower Shield Proficiency

*Roll again on the Exotic Weapon Proficiency table

**Roll again on the Martial Weapon Proficiency table

Exotic Weapon Proficiency

01-05	axe, orc double
06-09	bolas
10-13	chain, spiked
14-20	crossbow, hand
21-25	crossbow, repeating heavy
26-30	crossbow, repeating light
31-36	curve blade, elven
37-41	flail, dire
42-48	hammer, gnome hooked
49-50	kama
51-60	net
61-64	nunchaku
65-67	sai
68-70	shuriken
71-73	siangham
74-78	sling staff, halfling
79-83	sword, bastard
84-87	sword, two-bladed
88-90	urgrosh, dwarven
91-95	waraxe, dwarven
96-100	whip

Martial Weapon Proficiency

01-03	axe, throwing
04-06	battleaxe
07	falchion
08-09	flail
10	flail, heavy
11	glaive
12-13	greataxe
14	greatclub
15-16	greatsword
17	guisarme
18	halberd
19-20	hammer, light
21-23	handaxe
24	kukri
25	lance
26-32	longbow
33-35	longbow, composite
36-55	longsword
56-57	pick, heavy
58-59	pick, light
60-64	rapier
65-67	sap
68-71	scimitar
72-73	scythe
74	shield, heavy
75	shield, light
76-80	shortbow
81-83	shortbow, composite
84	spiked armor
85	spiked shield, heavy
86	spiked shield, light
87	starknife
88-92	sword, short
93-95	trident
96-100	warhammer

See *combat feats* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft (book), the appropriate weapon proficiency **Cost** 250 gp

MANUAL OF TRAPFINDING

Aura none; **CL** --

Slot none; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

This non-magical book details advanced techniques in locating traps and disabling devices. A rogue who spends at least 48 hours reading this book over the course of a week can afterward calculate their bonuses for the trapfinding class ability as if she were two levels higher. See *trapfinding* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft (book); *trapfinding* **Cost** 4,000 gp

MARVELOUS PIGMENTS

See *marvelous pigments* in the *Pathfinder Roleplaying Game Core Rulebook*.

MATTOCK OF THE TITANS

See *mattock of the titans* in the *Pathfinder Roleplaying Game Core Rulebook*.

MAUL OF TITANS

See *maul of the titans* in the *Pathfinder Roleplaying Game Core Rulebook*.

MEDALLION OF THOUGHTS

See *medallion of thoughts* in the *Pathfinder Roleplaying Game Core Rulebook*.

MEDALLION OF THOUGHT PROJECTION

See *medallion of thought projection* in the *Pathfinder Roleplaying Game Core Rulebook*.

MIRROR OF LIFE TRAPPING

See *mirror of life trapping* in the *Pathfinder Roleplaying Game Core Rulebook*.

MIRROR OF OPPOSITION

See *mirror of opposition* in the *Pathfinder Roleplaying Game Core Rulebook*.

MIRROR OF SCRYING

Aura divination; **CL** 17th

Slot none; **Price** 320,000 gp; **Weight** 10 lbs.

DESCRIPTION

This large upright mirror, mounted in an ornate gold frame, has glass that appears to be old and clouded. When the command word is spoken, the reflection becomes incredibly clear and sharp. It has the following abilities:

- It can *detect thoughts* of one the person looking into the mirror once per day. The user of the mirror does not need to be looking into the mirror as well and can even be in another room, but needs to be within 60 feet.
- It can observe other creatures at a distance as per the *scrying, greater* spell. The mirror can do this 3 times per day.
- It can be used as a portal to other places as per the *gate* spell. This ability can be used once per week.

See *detect thoughts*, *gate*, and *scrying, greater* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts*, *gate*, *scrying, greater* **Cost** 160,000 gp

NECKLACE OF ADAPTATION

See *necklace of adaptation* in the *Pathfinder Roleplaying Game Core Rulebook*.

NECKLACE OF FIREBALLS

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

01-25	type I
26-50	type II

51-75	type III
76-85	type IV
86-95	type V
96-99	type VI
100	type VII

See *necklace of fireballs* in the *Pathfinder Roleplaying Game Core Rulebook*.

NECKLACE OF MEDITATION

Aura varies; **CL** varies

Slot neck; **Price** varies; **Weight** --

DESCRIPTION

These special necklaces appear to be an ordinary string of non-valuable beads. They are given by deities as tokens of favor to followers of exceptional faith. At the end of each strand is a special bead, inscribed with a holy symbol, which allows a believer to cast a particular spell once per day.

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

01-05	<i>atonement</i>
16-17	<i>augury</i>
06-10	<i>bless</i>
18	<i>planar ally, lesser</i>
11-15	<i>remove disease</i>
19-20	<i>wind walk</i>

See the descriptions for each necklace of prayer beads below.

NECKLACE OF MEDITATION: ATONEMENT

Aura abjuration; **CL** 9th

Slot neck; **Price** 32,400 gp; **Weight** --

DESCRIPTION

This finely crafted necklace is made of delicate silver links with golden topaz beads, ending in a large black pearl. Once per day the wearer can petition their deity as per the *atonement* spell. The proper offerings of incense and other items appropriate to the deity's worship must still be made as required.

See *atonement* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *atonement* **Cost** 16,200 gp

NECKLACE OF MEDITATION: AUGURY

Aura divination; **CL** 5th

Slot neck; **Price** 7,200 gp; **Weight** --

DESCRIPTION

This crude-looking necklace is no more than a leather cord strung with beads of tiger's eye and common crystals. It allows the wearer to petition their deity as per the *augury* spell. Offerings of incense and other items are not required.

See *augury* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *augury*; **Cost** 3,600 gp

NECKLACE OF MEDITATION: BLESS

Aura enchantment; **CL** 5th

Slot neck; **Price** 3,600 gp; **Weight** --

DESCRIPTION

This necklace is naught but a piece of cord string with clay beads, with a holy symbol formed from the same clay at the end. It allows the wearer to petition their deity for the effects of a *bless* spell once per day.

See *bless* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *bless*;

Cost 1,800 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

NECKLACE OF MEDITATION:

REMOVE DISEASE

Aura conjuration; **CL** 5th

Slot neck; **Price** 10,800 gp; **Weight** --

DESCRIPTION

This simple necklace is made of plain silver beads on a silk cord, ending in a silver holy symbol. Once per day, the wearer can call upon her deity to *remove disease*.

See *remove disease* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove disease*; **Cost** 5,400 gp

NECKLACE OF MEDITATION: WIND WALK

Aura transmutation; **CL** 11th

Slot neck; **Price** 47,520; **Weight** 1 lb.

DESCRIPTION

This large, ornate pendant contains a blue star sapphire that seems to glow from within. It is strung on a thick white silk ribbon. It allows the wearer to transform herself and three other people into a *gaseous form* as per the *wind walk* spell. See *wind walk* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *wind walk*; **Cost** 23,760 gp

NECKLACE OF STRANGULATION

See *necklace of strangulation* in the *Pathfinder Roleplaying Game Core Rulebook*.

NET OF ENTRAPMENT

Aura conjuration; **CL** 5th

Slot none; **Price** 36,000 gp; **Weight** 6 lbs.

DESCRIPTION

When thrown, this tiny magical net expands to cover a 20 foot radius. All creatures in that area must make a DC23 *Reflect* save or be grappled. A DC 23 combat maneuver or *Escape Artist* check can be made each round to try to escape. The net as AC 10 and 2 HP and can be cut by those not entangled. If the net is cut or damaged in any way, it will automatically mend itself within 10 minutes. See *hold monster, mass* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate rope, web*; **Cost** 18,000 gp

NET OF SNARING

See *net of snaring* in the *Pathfinder Roleplaying Game Core Rulebook*.

PEARL OF POWER

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

01-25	1 st level spell
26-50	2 nd level spell
51-65	3 rd level spell
66-76	4 th level spell
76-85	5 th level spell
86-90	6 th level spell
91-95	7 th level spell
96-99	8 th level spell
100	9 th level spells

See *pearl of power* in the *Pathfinder Roleplaying Game Core Rulebook*.

PEARL OF WISDOM

Aura transmutation; **CL** 5th

Slot none; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); **Weight** --

DESCRIPTION

This ordinary-looking pearl comes in an embroidered satin bag. It grants a *Wisdom* bonus to a possessor, provided she is a caster of divine magic. The bonus takes effects after the user has carried the pearl on her person for 10 minutes. If the pearl is removed from the user's body, the *Wisdom* bonus vanishes after 1 minute. Roll to determine the type of pearl located in a random treasure hoard:

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

See *owl's wisdom* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *owl's wisdom*
Cost 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5);

PERIAPT OF FOUL ROTTING

See *periapt of foul rotting* in the *Pathfinder Roleplaying Game Core Rulebook*.

PERIAPT OF HEALTH

See *periapt of health* in the *Pathfinder Roleplaying Game Core Rulebook*.

PERIAPT OF PROOF AGAINST POISON

See *periapt of proof against poison* in the *Pathfinder Roleplaying Game Core Rulebook*.

PERIAPT OF WOUND CLOSURE

See *periapt of wound closure* in the *Pathfinder Roleplaying Game Core Rulebook*.

PHYLACTERY OF FAITHFULNESS

See *phylactery of faithfulness* in the *Pathfinder Roleplaying Game Core Rulebook*.

PHYLACTERY OF ETERNAL YOUTH

Aura transmutation; **CL** 9th
Slot headband; **Price** 32,400; **Weight** --

DESCRIPTION

This exquisite, tasteful headband serves but one purpose – the wearer never ages. The first time it is put on, the wearer is transformed to the age they wish to return to and remain. When the phylactery is removed, the wearer begins to age rapidly, at a rate of one year per minute, until they return to their actual age. See *polymorph* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *polymorph*
Cost 16,200 gp

PHYLACTERY OF MONSTERS

Aura evocation; **CL** 9th
Slot headband; **Price** --; **Weight** --

DESCRIPTION

When this hammered copper headband is worn, it immediately bathes the wearer in a bright orange light. This invokes a -20 penalty to all stealth attempts, and effectively negates the benefits of *blur*, *darkness*, *blink*, and *invisibility*. Additionally, it becomes grafted to the wearer's head and can only be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish spell*.

See *bestow curse*, *faerie fire* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*, *faerie fire*; **Cost** xx gp

PIPES OF THE SEWERS

See *pipes of the sewers* in the *Pathfinder Roleplaying Game Core Rulebook*.

POISONOUS CLOAK

See *poisonous cloak* in the *Pathfinder Roleplaying Game Core Rulebook*.

PORTABLE HOLE

See *portable hole* 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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Asparagus Jumpsuit™

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