

# MISSING MAGIC: MISCELLANEOUS E™

**For the Pathfinder Roleplaying Game.** A collection of random magic treasures. Includes 11 wondrous magic items inspired by classic editions.



**Table 7-5 Miscellaneous Magic E**

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20-26	<i>robe of blending</i>
17	<i>robe of eyes</i>
18	<i>robe of powerlessness</i>
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34-35	<i>rope of entanglement</i>
36-39	<i>rope of entrapment</i>
40	<i>rug of iron</i>
41	<i>rug of silken tentacles</i>
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45	<i>scarab of death</i>
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76	<i>tome of clear thought</i>
77	<i>tome of leadership and influence</i>
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79-85	<i>trident of fish command</i>
86-87	<i>trident of submission</i>
88-92	<i>trident of warning</i>
93-94	<i>trident of yearning</i>
95-96	<i>vacuous grimoire</i>
97	<i>well of many worlds</i>
98-100	<i>wings of flying</i>

\*See Table 8-1: Artifacts and Relics, or roll again twice.

## RESTORATIVE OINTMENT

See *restorative ointment* in the *Pathfinder Roleplaying Game Core Rulebook*.

## ROBE OF THE ARCHMAGI

See *robe of the archmagi* in the *Pathfinder Roleplaying Game Core Rulebook*.

## ROBE OF BLENDING

See *robes of blending* in the *Pathfinder Roleplaying Game Core Rulebook*.

## ROBE OF EYES

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

## ROBE OF POWERLESSNESS

See *robe of powerlessness* in the *Pathfinder Roleplaying Game Core Rulebook*.

## ROBE OF SCINTILLATING COLORS

See *robe of scintillating colors* in the *Pathfinder Roleplaying Game Core Rulebook*.

## ROBE OF USEFUL ITEMS

See *robe of useful items* in the *Pathfinder Roleplaying Game Core Rulebook*.

## ROPE OF CLIMBING

See *rope of climbing* in the *Pathfinder Roleplaying Game Core Rulebook*.

## ROPE OF ENTANGLEMENT

See *rope of entanglement* in the *Pathfinder Roleplaying Game Core Rulebook*.

## ROPE OF ENTRAPMENT

**Aura** transmutation; **CL** 5th  
**Slot** none; **Price** 1,500; **Weight** --

### DESCRIPTION

This item looks like and identifies as a *rope of entanglement*. 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

#### RUG OF IRON

**Aura** conjuration; **CL** 11<sup>th</sup>  
**Slot** none; **Price** 150,000 gp; **Weight** 10 lbs.

#### DESCRIPTION

This thick 10 ft x 10 ft. rug is of a dull gray color and not particularly attractive. When a command word is spoken the rug unfurls and stands on end, forming a *wall of iron*. It will do this 3 times per day. It is 3 inches thick, with 90 HP, and a hardness of 10. It can be unfurled above and dropped on creatures, provided there is a minimum height of 10 feet for it to drop, and deals 10d6 points of crushing damage to any creature it lands on. It can be pushed over with a DC 40, dealing the same crushing damage. See *wall of iron* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item; *wall of iron*; **Cost** 75,000 gp

#### RUG OF SILKEN TENTACLES

**Aura** conjuration; **CL** 7<sup>th</sup>  
**Slot** none; **Price** 50,000 gp; **Weight** 10 lbs.

#### DESCRIPTION

This finely-woven 5 ft. by 5 ft. silk rug looks similar to a rug of flying and will identify as such. The pattern on the rug features attractive, brightly-colored loops and swirls. When a person sits on the rug, the pattern transforms and expands into strong, silken tentacles which will grapple the victim. The rug has a CMB of 12 and CMD of 22, and does 1d6+4 points of damage per round to the grappled victim. The tentacles vanish when the victim has either been killed or has freed itself from the grapple. This item will only activate once per day.

See *black tentacles* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *black tentacles*; **Cost** 25,000 gp

#### SAW, ADAMANTINE

**Aura** transmutation; **CL** 7<sup>th</sup>  
**Slot** none; **Price** 28,000 gp; **Weight** --

#### DESCRIPTION

This adamantine saw is 5 ft. long with handles on each end, and requires two people to operate. The saw is designed to cut through trees, stone columns, iron pillars, and similar large structures without dulling. It is extremely sharp, and deals 1d12+1 points of damage per round to any object it is used on.

Once per day a command word can be spoken and the saw will magically animate and begin cutting an object indicated by the speaker. It will continue to work until the target has been cut down, at which point it will carefully place itself upon the ground.

See *object hardness and hit points* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *animate object*, *stone shape*, *warp wood*; **Cost** 14,000 gp

#### SCARAB OF CONFUSION

**Aura** enchantment; **CL** 7<sup>th</sup>  
**Slot** none; **Price** 21,000; **Weight** --

#### DESCRIPTION

This small dark purple scarab can be mounted in an amulet or ring. When a command word is spoken, it projects a ball of amber light that bathes all creatures in a 15 ft. radius. Targeted creatures must make a DC 15 Will save or suffer the effects of the *confusion* spell.

This is a charged item, and holds up to 50 charges. In a random treasure hoard, it will be found with 2d20+10 charged. It can be recharged.

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

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *confusion*; **Cost** 10,500 gp

#### SCARAB OF DEATH

See *restorative ointment* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### SCARAB OF PROTECTION

See *scarab of protection* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### SCARAB OF RAGE

**Aura** enchantment; **CL** 13<sup>th</sup>  
**Slot** none; **Price** 30,000 gp; **Weight** --

#### DESCRIPTION

This large beetle is preserved within a fist-sized chunk of amber, and glows by an ominous red light from within. When a command word is spoken, up to four creatures indicated by the user gain the effects of *rage* (+2 morale bonus to Strength and Constitution, +1 morale bonus on Will saves, –2 penalty to AC). There is no saving throw. The effect lasts for as long as the user maintains concentration, plus 13 rounds. This item can be used once per day. See *restorative ointment* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *rage*; **Cost** 15,000 gp

#### SPADE OF SOFT EARTH

**Aura** transmutation; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 20,600 gp; **Weight** --

#### DESCRIPTION

When driven into the ground this magical shovel transforms soil, clay, mud, or even rock into material that is softer and easier to dig through. See *soften earth and stone* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *soften earth and stone*; **Cost** 10,800 gp

#### SPHERE OF ANNIHILATION

See *sphere of annihilation* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### STONE 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 (type VI), 110,000 gp (type VII), 125,000 gp (type VIII); **Weight** up to 8 lbs.

#### DESCRIPTION

This rough-edged black rock, apparently covered with clots of dried mud, allows the user to summon forth and command an earth 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 stone is 1 inches in diameter times the type of stone; from 2 inches in diameter for a type II stone to 8 inches in diameter for a type VIII. See *summon monster II-VIII* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### STONE OF EARTHBANE

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

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

#### DESCRIPTION

This stone exactly resembles a *stone of controlling*, above, except conjured earth 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

#### STONE OF GOOD LUCK

See *stone of good luck* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### STONE OF WEIGHT

See *stone of weight* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### TALISMAN OF PURE GOOD

See *talisman of pure good* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### TALISMAN OF THE SPHERE

See *talisman of the sphere* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### TALISMAN OF ULTIMATE EVIL

See *talisman of ultimate evil* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### TOME OF CLEAR THOUGHT

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

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

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

#### TOME OF LEADERSHIP AND INFLUENCE

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

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

See *tome of leadership and influence* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### TOME OF UNDERSTANDING

Roll to determine the type of manual found in a random 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*.

#### TRIDENT OF DROWNING

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

**Slot** none; **Price** 8,000 gp; **Weight** --

#### DESCRIPTION

This shining steel trident allows the user to breathe under water for up to 10 hours the first time it is used, as per the spell *water breathing*. On the next use, water breathing will function for only 1d10 minutes, then stop. If the character does not have other options for breathing under water, she will drown. See *water breathing* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *water breathing*; **Cost** 4,000 gp

### TRIDENT OF FISH COMMAND

See *restorative ointment* in the *Pathfinder Roleplaying Game Core Rulebook*.

### TRIDENT OF FEAR

**Aura** enchantment; **CL** 5th  
**Slot** none; **Price** 4,000 gp; **Weight** 5 lbs.

#### DESCRIPTION

This +1 iron trident is covered with rust and slime, with seaweed tangled in the tines. When struck by this weapon, the target must make a DC 15 Will save or suffer a –1 penalty on attack rolls and a –1 penalty on saving throws due to fear. See *bane* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *bane*; **Cost** 2,000 gp

### TRIDENT OF WARNING

See *trident of warning* in the *Pathfinder Roleplaying Game Core Rulebook*.

### VACUOUS GRIMOIRE

See *vacuous grimoire* in the *Pathfinder Roleplaying Game Core Rulebook*.

### WELL OF MANY WORLDS

See *well of many worlds* in the *Pathfinder Roleplaying Game Core Rulebook*.

### WINGS OF FLYING

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

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AJ7300	Missing Magic: Random Treasure
AJ7301	Missing Magic: Potions
AJ7302	Missing Magic: Scrolls
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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

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