

WONDROUS ITEMS

TOME OF CLEAR THOUGHT

PRICE
VARIES

+1 Intelligence	27,500 GP
+2 Intelligence	55,000 GP
+3 Intelligence	82,500 GP
+4 Intelligence	110,000 GP
+5 Intelligence	137,500 GP

AURA strong universal	CL 17th	WEIGHT 5 lbs.
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This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total

of 48 hours over a minimum of 6 days, she gains an inherent bonus from +1 to +5 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Intelligence	26,250 GP
+2 Intelligence	52,500 GP
+3 Intelligence	78,750 GP
+4 Intelligence	105,000 GP
+5 Intelligence	131,250 GP

Craft Wondrous Item, *miracle* or *wish*

TOME OF LEADERSHIP AND INFLUENCE

PRICE
VARIES

+1 Charisma	27,500 GP
+2 Charisma	55,000 GP
+3 Charisma	82,500 GP
+4 Charisma	110,000 GP
+5 Charisma	137,500 GP

AURA strong universal	CL 17th	WEIGHT 5 lbs.
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This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Charisma	26,250 GP
+2 Charisma	52,500 GP
+3 Charisma	78,750 GP
+4 Charisma	105,000 GP
+5 Charisma	131,250 GP

Craft Wondrous Item, *miracle* or *wish*

TOME OF UNDERSTANDING

PRICE
VARIES

+1 Wisdom	27,500 GP
+2 Wisdom	55,000 GP
+3 Wisdom	82,500 GP
+4 Wisdom	110,000 GP
+5 Wisdom	137,500 GP

AURA strong universal	CL 17th	WEIGHT 5 lbs.
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This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, she gains an inherent bonus from +1 to +5 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Wisdom	26,250 GP
+2 Wisdom	52,500 GP
+3 Wisdom	78,750 GP
+4 Wisdom	105,000 GP
+5 Wisdom	131,250 GP

Craft Wondrous Item, *miracle* or *wish*

TRAVELER'S ANY-TOOL

PRICE
250 GP

AURA moderate transmutation	CL 9th	WEIGHT 2 lbs.
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This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

CONSTRUCTION REQUIREMENTS	COST 125 GP
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Craft Wondrous Item, *major creation*

TREASURER'S SEAL

PRICE
10,000 GP

AURA faint abjuration	CL 3rd	WEIGHT 1 lb.
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Six inches in diameter, one side of this porcelain seal shows a many-keyholed padlock, while the other displays a lightning bolt superimposed on an open hand. The padlock side is used to lock and alarm doors, chests, and other portals. The bearer may speak a command word to activate it when holding it against a lockable item. If the padlock side of the seal is touching the item, it bestows an *alarm* (mental alarm) and *arcane lock* on the target item. If the lightning bolt side of the seal is touching the item, it casts *fire trap* on the lock (the seal must be held to the lock for 10 minutes to use this ability).

A creature carrying the seal can speak a command word to suspend its effects on an item for 1 minute. This ability is usable at will, but only works on effects created by that specific seal.

The seal can be used at will but can only maintain effects on three items at any given time. Using it on a fourth item automatically negates the oldest effect.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, *alarm*, *arcane lock*, *fire trap*

BELTS

BODY

CHEST

EYES

FEET

HANDS

HEAD

HEADBAND

NECK

SHOULDERS

WRISTS

SLOTLESS

