

# Enchanted Items, Explanation of: Eye, Reveal

**Area of Effect:** One single item or creature

**Avoidance-roll:** None.

**Charges:** Permanent. Usable 1 time per 24 hours.

**Command word(s):** None.

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This item is exactly as the spell, "Reveal", except that the item or person to be revealed does not have to be touched. The item will reveal the following:

1. Infirmities (not infirmities that a character is naturally born with). Prerequisite(s): Healer.
2. Magical properties of one item per 4 points of intelligence (i.e., 20 intelligence would be able to reveal 4 items ( $5 \div 20 = 4$ )).
3. Creature Legend (will Reveal all about a creature scanned). The extent of knowledge given will be strictly up to the G.M.

**Hand movement:** None.

**Healing:** None.

**History:** It is suspected that Gnomes had something to do in the creation of this enchanted item.

**Immunities:** G.M.: Magical resistances may hinder the revealing probe of this item, and must be checked for before the nature of an item is disclosed to the one who uses it.

**Invoke time:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** See: "Explanation of Enchanted Item"

**Range:** 2 spaces (10 feet).

**Resting time:** None.

**Special:** Needed preparation: There is a price to pay to use this enchanted item. You must replace your actual eye with the Reveal Eye. Do do this independently, on your own without the aid of a medic or healer, you must do the following, and not fail any of the following steps (no luck can be used to succeed):

1. Seriously contemplate the act of removing your natural eye: Avoidance-roll vs. "Mental Attack" (2 chances to succeed).
2. Perform the act: The avoidance-rolls vs. "Mental Attack", Faith", then "Pain" (1 chance to succeed each avoidance-roll).

If any of these avoidance-rolls are failed, you will shrink from doing this, and will never be able to do it independently.

When a Reveal Eye replaces your natural eye, it will mimic your natural vision abilities. In other words, if you have night-vision, and replace your natural eye with the Reveal Eye, you will still have night-vision. If you have feelsight, you will still have feelsight.

**Susceptibilities:** None.

**Value:** 28,000 White-gold.

