

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. Preform 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 independantly.

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.

