

Boundless Magic

Eyes, Goggles, & Spectacles



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Boundless Magic: BM013 – Eyes, Goggles, & Spectacles

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EYES SLOT ITEMS

Artificer Goggles

CL: 9th	Weight: 1 lb.	Price: 3,500 GP
Aura: moderate transmutation		
Slot: eyes		

These blue-tinted circular prisms are mounted in brass hardware attached to sturdy leather straps.

A pair of artificer goggles let their wearer detect minute details within the flow of magic around an object, granting a +5 competence bonus on Use Magic Device checks. It also aids in recognizing the capabilities of enchanted items, adding a +5 competence bonus on spellcraft checks when identifying magic items.

Construction Requirements	Cost
Craft Wondrous Item, identify, true seeing	1,750 GP

Chains of Comprehension

CL: 12th	Weight: --	Price: 6,000 GP
Aura: strong divination		
Slot: eyes		

This item is made up of a short silver chain connected to two small silver rings, one at either end of the chain.

Chains of comprehension are meant to be attached to another set of eyewear, magical or otherwise. If attached to another magical item that occupies the eyes slot both the chains and the other item function normally.

The chain can be attached to a piece of eyewear by holding one of the silver rings against the item and willing it to attach. This is a swift action, the chain becomes attached to the item, and the item is not

damaged by this process. It can be removed by the same process. The ring at the other end of the chain can be attached and detached to a piece of armor, clothing, or jewelry in the same manner.

The chains allow the user to understand spoken and written languages as if under the effects of comprehend languages.

Construction Requirements	Cost
Craft Wondrous Item, tongues	3,000 GP

Eyes of Adaptation

CL: 1st	Weight: --	Price: 2,000 GP
Aura: faint divination		
Slot: eyes		

This set of simple eye cups are carved from fine wood. They are painted in bright colors to resemble eyes. When placed over the wearer's own eyes they adhere in place and seemingly disappear.

Once in place the wearer must concentrate for ten minutes to attune the eyes to a specific culture. Once this has been done, the wearer gains the constant effects of the cultural adaptation spell.

Construction Requirements	Cost
Craft Wondrous Item, cultural adaptation	1,000 GP

Eyes of Awareness

CL: 12th	Weight: --	Price: 20,000 GP
Aura: moderate divination		
Slot: eyes		

This unremarkable pair of spectacles never seem to break or need cleaning and never fall off the wearer's face except when purposely removed by the wielder or another intelligent creature.

These lenses draw the wearers attention to details in her surroundings providing a +2 competence bonus on Perception and Sense Motive checks.

Eyes of awareness also allow the wearer to add her Dexterity modifier instead of her Strength modifier when calculating her Combat Maneuver Bonus.

Construction Requirements	Cost
Craft Wondrous Item, true seeing	10,000 GP

Eyes of Forest Sight

CL: 5th	Weight: --	Price: 4,000 GP
Aura: faint transmutation		
Slot: eyes		

These magical goggles seem to be constructed out of twigs and leaves around a pair of green crystal lenses. Despite their seemingly fragile construction they are exceptionally sturdy. In fact, the materials used to make them appear so freshly harvested that they still seem to be living plant matter.

The wearer gains the ability to see up to 60 feet through thick plant matter as though it were transparent. Greenery, leaves, and vines—even lichen, moss, and slime—offer no concealment to the recipient's sight, though her vision still can be blocked by solid wood, such as trees or wooden structures. Undergrowth does not grant concealment to a creature wearing eyes of forest sight. This functions exactly as the greensight spell

Construction Requirements	Cost
Craft Wondrous Item, greensight	2,000 GP

Explorer Goggles

CL: 15th	Weight: --	Price: 70,000 GP
Aura: strong divination		
Slot: eyes		

This thick pair of smoky quartz disks are set in a rugged leather band that is inscribed with numerous eldritch sigils. They fit securely around the head, and despite appearing near-opaque the lenses do not hamper the wearers vision in any way.

Explorer goggles grant the wearer darkvision 60 feet. If the wearer already has darkvision its range is extended by 60 feet.

The wearer also gains a climb speed and swim speed of 10. This functions as a monkey fish spell but without the physical alteration.

Furthermore, once per day on command, the wearer can use moment of prescience, as per the spell.

Construction Requirements	Cost
Craft Wondrous Item, darkvision, moment of prescience, monkey fish	35,000 GP

Loremaster Spectacles

CL: 2nd	Weight: --	Price: 2,600 GP
Aura: faint transmutation		
Slot: eyes		

These slim crystal lenses are held by delicate frames of gold wire.

The wearer of these lenses gains a +2 competence bonus on Appraise and Linguistics checks. In addition, once per day, the wearer of loremaster spectacles can gain the effects of either erase or forced quiet on command (wearer's choice).

Construction Requirements	Cost
Craft Wondrous Item, erase, forced quiet	1,300 GP

Mask of the Master

CL: 2nd	Weight: 1 lb.	Price: 7,500 GP
Aura: faint divination		
Slot: eyes		

This featureless wooden mask is constructed of an unbroken piece of rare wood. Despite its lack of holes for eyes and mouth it does not obstruct sight or breathing and only slightly muffles the wearers voice. The wearer must remove the mask to eat and drink.

The mask is linked to two specially prepared gemstones. These gemstones can be given away to other individuals or left sitting in the open, on a desk or bookshelf for example.

The wearer of the mask may speak a command word to see through the eyes of a being carrying one of the gemstones, or through the gemstone itself. The mask functions only while the mask and the gem remain within 500 feet of one another. Each gem has a separate command word and the wearer of the mask can switch between gems as a standard action. A third command word ceases contact.

Construction Requirements	Cost
Craft Wondrous Item, share senses	3,750 GP

Mask of the Void

CL: 9th	Weight: 1 lb.	Price: 5,000 GP
Aura: moderate necromancy		
Slot: eyes		

This heavy black-leather half-mask completely covers the wearers eyes, nose, and most of the forehead. Set in the center of this mask is a single oval shaped piece of black glass. The mask does not hinder the wearers sight or breathing.

When commanded to open, this single eye reveals itself as the terrifying, multi-pupilled eye of some abomination from the dark spaces between the stars.

Once per day, the wearer can speak one of two command words to open the eye. The first word creates a gaze effect in a 30-foot cone. The second word creates a gaze effect in a 15-foot sphere. Each creature subject to the gaze must make a DC 16 Will save; success means the creature is shaken for 1 minute, failure means it becomes frightened for 1 minute and takes 1d6 points of Wisdom damage. This is a mind-affecting fear effect.

Construction Requirements	Cost
Craft Wondrous Item, fear	2,500 GP

Monocle of Mental Oppression

CL: 11th	Weight: --	Price: 95,000 GP
Aura: strong enchantment		
Slot: eyes		

This thin and faceted topaz crystal fits over either of the wearer's eyes and is attached to a delicate gold chain.

On command, the wearer can unleash an invisible cone of despair causing great sadness in the targets. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. This functions as the spell crushing despair (Will DC 19 to negate).

Also, once per day, on command, the wearer can use smug narcissism (Will DC 20 to negate) instead.

Construction Requirements	Cost
Craft Wondrous Item, crushing despair, smug narcissism	47,500 GP

Poison Sight Lenses

CL: 12th	Weight: --	Price: 8,000 GP
Aura: strong divination		
Slot: eyes		

This set of slender crystal lenses has a slight green tint. They are mounted in plain brass frames.

At all times, these lenses allow the wearer to immediately notice any poison within 5 feet. This effect is otherwise identical to the detect poison spell.

Construction Requirements	Cost
Craft Wondrous Item, detect poison	4,000 GP

Spectacles of Interrogation

CL: 3rd	Weight: --	Price: 2,500 GP
Aura: faint divination		
Slot: eyes		

These lenses are made of special crystal and are fitted into finely crafted silver frames. They are normally found in a velvet-lined hardwood case.

They grant a +5 competence bonus on Sense Motive checks. The lenses can be worn without the frame but both lenses must be worn to gain the benefit. Wearing only one causes a character to become dizzy and stunned for 1 round.

Construction Requirements	Cost
Craft Wondrous Item, clairaudience/clairvoyance	1,250 GP

Tracker's Goggles

CL: 3rd	Weight: --	Price: 2,500 GP
Aura: faint divination		
Slot: eyes		

The lenses of this item are made of dark crystal, its band woven with patterns of metallic thread in the image of wolves and big cats.

When placed over the eyes of the wearer, the lenses enable her to see much better than normal when hunting and tracking, granting her a +5 competence bonus on Survival checks to track. Both lenses must be worn for the magic to be effective.

Construction Requirements	Cost
Craft Wondrous Item, true seeing;	1,250 GP

Treasure Hunter's Eyepatch

CL: 2nd	Weight: --	Price: 3,000 GP
Aura: faint divination		
Slot: eyes		

When worn, this well used leather eye patch does not hinder the wearer's vision and gives her the ability to concentrate and detect secret doors just like the spell. The eyepatch also grants their wearer a +5 bonus to Appraise checks to identify the value of found treasure.

Construction Requirements	Cost
Craft Wondrous Item, detect secret doors	1,500 GP

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GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

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