# Goggles of (Epic) Champion Sight

**Price (Market):** 510,000 gp; **Body Slot:** Eyes; **Caster Level:** 23rd; **Aura:** StrongTransmutation; **Activation:** Continuous**; Weight: -**

DESCRIPTION

*“The light orange, round, translucent lenses of these goggles are made of silvered crystal, and mounted within a flexible metal frame, that has a soft leather strap with a clasp at the back. “*

![A close up of a blue tray

Description automatically generated]()The visor confers the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing confer red is 360 feet.

The visor also grants the viewer the Blindsight special quality, gaining sensitivity to vibrations, so that it maneuvers and fights as well as a sighted creature. The target creature's senses extend to a 30-foot radius, and the creature need not make Spot or Listen checks to notice creatures within this range. Invisibility and darkness are irrelevant, even allowing the wearer to still discern ethereal beings and non-corporeal beings.

Provides the wearer the ability to discern all spells and magical properties present on several creatures or objects.

As the wearers sight comes into focus, they feel the rest of their sense(s) begin to sharpen - hearing, taste, touch, and smell (and of course sight). Gaining a bonus to noticing thieves who are hiding in shadows or moving silently (+20 spot). The thief's skill chance is halved when someone with heightened senses is observing him. Second, the wearer can track someone like a bloodhound. He must make an intelligence check every turn to stay on the trail or recover the trail if it is lost. His movement rate when tracking is 30ft. The trail can be no more than 24 hours old. Third, the wearers range for hearing and seeing are tripled. Fourth, the wearer can taste poisons or other impurities in quantities that are much too small to cause any harm. Fifth, the character can identify almost anything by touch. He can, for example, tell two gold pieces from each other after having previously handled just one of them. He can also tell if something has been handled in the last five minutes simply by handling it himself.

The visor helps the viewer gauge the strengths and weaknesses an opponent to gain combat advantages. Upon casting your gaze on a opponent, you learn a number up to four strengths or weaknesses of the target. You can choose to learn strengths, weaknesses, or some combination thereof that you specify. If a creature has more strengths or weaknesses than you can learn, you learn the most powerful ones first. Thus, if a monster can use finger of death at will and has resistance to sonic 5, you would learn about finger of death first.

Lastly, while wearing the googles, a wearer cannot be surprised, gains a +4 to initiative, and can read/comprehend unknown languages. Provided the wearer is attuned to the goggles, the wearer can call the goggles to them if they are anywhere on the same plane. Speaking the proper command word, regardless of the intervening distance. (as Called; MIC pg. 9)

**Activation:** Continuous

**Body Slot:** Eyes

CONSTRUCTION REQUIREMENTS

**Aura: Strong** Transmutation, Strong Divination

**Caster Level:** 23rd

**Craft Feat:** Craft Epic Wonderous Items

**Craft Skill:** Dwarvencraft (DC32), Gemcraft (DC26)

**Socket(1):** (Open)

**Dwarven Runes:** Sight, Hearing, Taste, Touch, and Sound (Etched into Frame)

**Material Components:** Mithril, Manacite, Silvered Sapphire Crystal, Gem of Seeing, Spellbreaker(1x)

**Alchemical Reagents:** Ground Eyeballs (various: Dragon, Beholder, etc…), Vial of Mind Flayer Brain Matter, Troll Olfactory Membrane, Stirge Larynx, and Ear Drum, Alchemist Tongue, Phase Spider Trichobothria, and Cyclops Corneas (x2)

**Item Properties:** Dwarvencraft - +2 hardness, +10 item hit points, and +2 to all saving throws

**Special Abilities:** Called [+1], Socket [+1]

**Spell Prerequisites:** True Seeing, Blindsight, Know Opponent, Know Vulnerabilities; Heightened Senses; Analyze Dweomer; Arcane Sight (Greater), Comprehend Languages

**Forge/Tools:** Elemental Forge; Anvil of Fire, Mana-welder, Runehammer, Gemcarver’s Tools

**Craft Cost:** 76,500gp

BUILDER NOTES

**Next Version Adds:** Foresight, Lifesense, Blessed Sight, Scry Reverse, Teleport Tracer