

Winking Eye

(from "The Ruins of Undermountain")

These rare items appear as flat, coin-sized pieces of polished bone shaped like staring eyes and plated with everbright silver. They are pierced, to be worn on neck chains or (with a pin) as cloak brooches. On the back, the eyes bear a single word inscription; a command word, typically "Phaera."

An eye of winking protects any being wearing it against *ESP* and *know alignment* attempts, causing them to simply fail. It reflects *charm*, *suggestion*, and *sleep* attacks of all origins back at the originator. The eye wearer is immune to such effects. All of the above powers operate continuously and automatically, even if the wearer is unconscious, asleep, or disabled.

An eye will visibly wink in the same round in which the wearer or holder utters the command word; this power can be used up to three times a month. This power releases a pulse of white light. In the round in which the wink occurs (only), it protects the wearer or holder from all damage and effects caused by any magic. This protection includes resistance to spells, magical item effects, or even the physical strike of an enchanted weapon. The wink effectively makes the wearer immune to all magical effects for one round.

An eye can be commanded, by uttering the command word in three successive rounds, to wink in three consecutive rounds. (If used in this manner, the eye crumbles to dust immediately after the third round, its magic drained and destroyed.) Even if more than one being is touching it, only one being is protected by it during a wink round. Precedence is given to the wearer, as opposed to someone merely touching the item. Protection is also granted to living beings as opposed to the dead. In all other cases, the being who owns the eye, or has had a long period of contact with it, is the one protected.

XP Value: 4,000

GP Value: 35,000