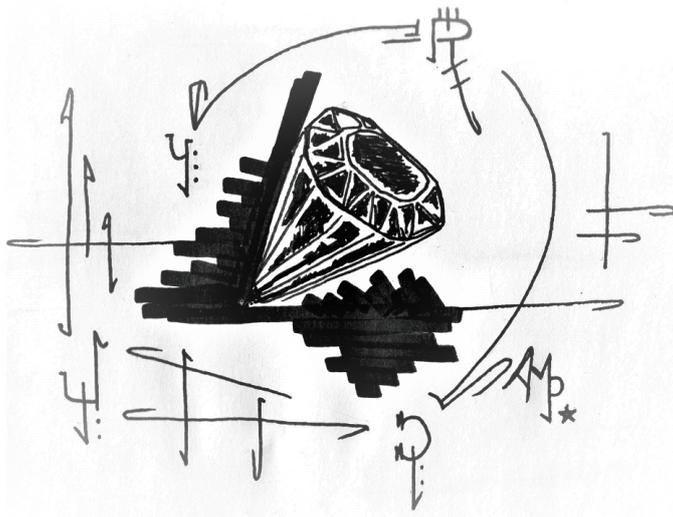


This document contains the description and details for the Farsight Diamond, a renown magical artefact.



## The Farsight Diamond

**Description:** Created long ago on the ziggurat-islands of the far south, the Farsight Diamond is a legendary feat of craftsmanship. Although their culture is now much declined by the ravages of fate, the islanders still remember the Age of the Master Aethermancers when such artefacts were more commonplace.

The histories of the islanders tell of great telescopes and mirrors, through which the Aether Kings gazed through the veil and beyond, ruling an empire both on the waves and below them as a council of enlightened but stern despots. It is said that their rule only came to an end when they turned their eyes skywards, reaching toward the spheres to expand their dominion. As they gazed into the vast darkness of space something gazed back, and descended down to end their rule. The charred blast-craters pockmarking the ancient island monuments and the squalid conditions of their remaining inhabitants bear witness to the totality of the destruction.

As the island empire collapsed, its secrets were buried beneath rubble and ruin, there to be discovered by intrepid adventurers. One such treasure is the Farsight Diamond, an exceptionally large gemstone cut with multitudinous facets. Its original purpose was lost with the aethermancers who created it, but it seems to function both as a lens and a prism, filtering and enhancing the light and reality flowing through it. When gazing through the Farsight Diamond a watcher can see many things imperceptible to the naked eye.

Like its ancient origins, most of the Diamond's more recent past is shrouded in mystery. It is postulated that a crew of adventurous swashbucklers found it while exploring a remote island ruin in the south, and that it has changed owners many times since. It is said that the diamond is currently in the possession of the elderly pirate queen Aen Gan, known simply as the Diamond Eye by her enemies. Reputedly she has replaced her missing right eye with the gemstone, and uses its mystical powers to guide her all-female crew from one victory to the next.

**Abilities and effects:** There are two known ways to use the Farsight Diamond. Firstly, the artefact can be used much like a lens or a prism. Viewing the world through it reveals many things unseen by the naked eye, and it is postulated that its original purpose was to do just this as a part of some ancient telescope-like viewing machine. Secondly, it can be used as a prosthetic eye. When utilized in this fashion it fuses with the user, granting them a sight beyond sight and acting as a prism through which they can channel their will through the aether. Obviously, replacing your eye with an almost fist-sized diamond is quite gruesome and no simple process. Accordingly, this use was only discovered recently by the famous Pirate Queen of the South Sea, Aen Gan.

**The Farsight Prism:** Gazing through the Farsight Prism, the user can uncover many things about the world, and the longer one focuses on what they see, the more is revealed. Looking through the Prism requires the users full focus, and they cannot take any other actions while doing so. Each round looked through the lens reveals more details about the surroundings; this information appears to the viewer as gleaming visual effects which they can instinctively interpret.

**1<sup>st</sup> round:** The user can decipher the moods and motivations of creatures visible to them as vague, coloured and glowing auras. This information can be applied for circumstantial bonuses for social checks at Judge's discretion.

**2<sup>nd</sup> round:** The viewer can spot things and creatures hidden by invisibility magics within their visual range as shimmering shapes. They can accurately spot size and position, although exact details of the invisible target remain hidden in the swirling mist.

**3<sup>rd</sup> round:** The watcher can determine the alignment of targets around them accurately. The information appears to them as a vague colour-beyond-colour.

**4<sup>th</sup> round:** The prism reveals the condition of things and creatures within the visual range of the viewer: this can be used for example to aid in the recognition of an illness or poison, or to reveal structural faults in construction; exact situational details are left to Judge's discretion. The knowledge appears as manifold gleaming threads and glow effects.

**5<sup>th</sup> round:** The viewer can peer into the veil of arcana, and perceive the flow of magical power. They can accurately spot magical auras in their surroundings. They perceive locuses of arcane power exactly, and can interpret a rough estimation of the intention and power of the magic, although any exact details remain a mystery. Certain magical auras can even be perceptible through what surrounds them (at Judge's discretion), although generally this effect is limited by the user's natural sight.

Each round spent gazing into the Prism the user must roll a Will save of increasing difficulty, starting with a DC of 3 and increasing by 3 each round. If they fail they suffer 1 point of Intelligence damage as the kaleidoscopic visions confuse their visual cortex. It is said that prolonged use of the Prism may have other ill effects as well, but this is pure speculation (any additional effects are left to the Judge's discretion)

**The Farsight Eye:** Replacing one's own eye with an ancient sorcerous diamond is a madcap plan at best, and Judges should require suitable justification from anyone determined enough to attempt digging out their eye in favour of this prismatic implant (in the form of Will saves, if nothing else).

Additionally there is a possibility that the implant leads to the prospective recipient's demise, as the diamond overloads their brain with visual information. In addition to any other saves required during the procedure, the

recipient must roll a DC 20 Will during implantation. Failure indicates that they suffer a major visual shock as the Eye attempts to bond with them, and suffering 5d6 damage to the Intelligence and developing a rabid, uncontrollable phobia of gemstones and lenses (leading to a flat-out refusal to ever attempt implanting the Farsight Eye again).

Successful implantation grants the wearer the following abilities and powers, all powers function perfectly within the wearer's visual range.

**Prismatic perception:** As a baseline, the wearer perceives the world as swirling pattern of lights forming their environment. They have perfect darkvision, as their sight is not dependent on natural light. Additionally their vision is augmented in the ways described below. Their vision is very different from natural sight however, and this may skew their perception and attitude towards the world at large.

**Eye of truth:** The wearer can accurately perceive the moods of others, granting them a +5 bonus to all social checks requiring personal contact. Additionally, they can accurately see the alignments of others, and perceive whether those around them are lying.

**Eye of arcana:** The wearer can see magic as auras, receiving accurate information considering the locus and power of the enchantment. Hints of the function may also be interpreted, although this information is only accurate at Judge's discretion, and may only be interpretable by those already vested with magical learning. Additionally, things and creatures hidden by invisibility magics are visible to the wearer, although this effect only reveals size and position, not further details. The effect does not reveal the auras of objects hidden from the wearer, although more powerful magical auras may permeate the matter around them.

**Eye of details:** Looking through the Farsight Eye, the wearer perceives the world as a complex network of details and connections, although their brain actively attempts to dampen to information overload. If they focus however they may be able to see more: by spending a round just perceiving their environment. They may roll a DC 16 Intelligence check at any time. If they succeed, they receive accurate information about a visual detail that is otherwise hidden or difficult to notice (such as the weak spot on an enemy or a hidden door in their surroundings, etc.), but should they fail their visual sense is overloaded and they suffer 1d6 points of Intelligence damage.

**Healing vision:** As the wearer is merged with the Farsight Eye, they can channel their personal will through it. Three times a day the wearer may attempt to heal a target within their visual range as per the rules for lay on hands for a cleric of similar level (DCC rulebook pg. 30).

Finally, as an effect of prolonged use of the Farsight Eye, the wearer's other eye sinks into its socket and withers, as it becomes useless and atrophied. This is of course unsightly, and should the wearer somehow lose the Farsight Eye, they become completely blind.