

Eyes of the Departed

wondrous item, rare, requires attunement

To attune to this item, you need to press them against your eye sockets for a minute, they will then merge with them. If a creature without eyes attunes to this item, they regain vision.

As an action, you can focus your energy into these mystical eyes, tugging on the fabric time. The area in a 30 feet radius centered on a point that you can see within 5 feet of you shifts and turn, and becomes illuminated with a dim cyan light. Illusions manifest themselves reproducing people and object in the radius of the light, which perfectly replicate the course of what happened in the past 24 hours. You can control the speed at which the illusion unfolds, slowing it down, stopping it, accelerating it, or even reversing it. The illusion cannot replicate facial features of the people that were present, and is completely silent, although tattoos and similar features can be seen if they were visible at the time. Clothes and equipment are perfectly replicated.

A creature hidden from divination magic (such as with the *nondetection* or *mind blank* spells) doesn't appear in the illusion, although interactions it has with the world can still be seen (a creature opening a door will be seen as the door opening on its own for example). The illusion lasts for 10 minutes, and when it ends you need to succeed on a DC 15 Wisdom saving throw, or become haunted by visions of the past, giving you disadvantage on all saving throws against charm and fear until you complete a long rest.

Curse - Parasitic Bond: A creature that breaks attunement with this item loses their eyes.

Art by Dean Spencer



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Arcane Sigil

magic tattoo, rare, requires attunement

When you attune to this tattoo you must hold your spellbook against your bare skin or the attunement will fail. After attuning the writings in your spellbook vanish and transform into tattoos which populate your skin, each tattoo representing one spell, your body becoming your spellbook. After that each time you add a new spell to your blank spellbook, it gets transcribed in tattoo form on your skin and vanishes from the book. If you ever lose the original blank spellbook, you can perform a 1-hour ceremony to link a new empty book to your tattoos, severing the connection with the previous one. The tattoos which represent spells can always be seen and read by you, even if your skin is burnt or scared, the only way to remove them being to remove your limbs.

In addition, while attuned to the arcane sigil, you can cast a spell that you have in your spellbook (tattoos), but not prepared. Doing so removes the ink of the spell from your body. Once you've used this ability, you cannot use it again until you complete a long rest.