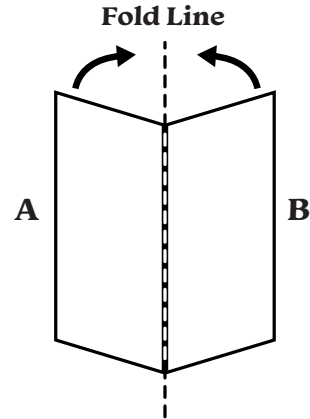


# ABYSSAL BREWS

## FOLDABLE MAGIC ITEM CARD

**Instructions.** Print out this page on a heavy weight paper (Regular printer paper may work, but could easily bend). Cut the card out carefully but do not cut along the dotted fold line. Fold the card on the dotted fold line so that side A aligns with side B. You can use a glue stick on the back of each side to adhere the sides together.



**Fold the Dash**

**Cut the Edges**

**A**

OBSERVER'S COWL	ITEM 6
<div> <div>DIVINATION</div> <div>INVESTED</div> <div>MAGICAL</div> </div>	
<p><b>Price</b> 216 gp  <b>Usage</b> worn headwear; <b>Bulk</b> L</p>	
<p>Drudgework Observers are known for their immaculate vision and ability to spot potential threats long before they become obvious to the naked eye. A cunning inventor has seen fit to fashion the same kind of vision system used by the observers into a convenient headpiece that can be worn by most anyone. Looking at the world through the goggles of the cowl reveals a vibrance and sharpness to the world granting you a +1 item bonus to perception checks based on sight.</p> <p>You can use one action at any time to manipulate the magnification provided by the goggles to make objects appear anywhere from normal to twice as large as they actually are.</p> <p><b>Activate</b> ♦ manipulate; <b>Frequency</b> once per day; <b>Effect</b> You flip the switch on the side of the goggles and cause them to glow a piercing shade of blue. While the goggles are glowing, you gain darkvision. If you already have darkvision, you gain greater darkvision. If you focus on a container such as a chest or crate for 1 minute you can see vague outlines of what is within. This property does not work if the container is lined with lead or similar heavy metals. This effect lasts for 1 hour.</p>	
AB	AB

**B**



OBSERVER'S COWL