

Special Item 7: Monocle of Salubrity



Monocle of Salubrity

Wondrous Item, Rare

This finely made monocle has a band and chain of electrum. It has 5 charges, and regains 1 expended charge daily at dawn. If it is held up to the dominant eye and used to examine a creature for a full round, a colored aura will appear around the creature indicating its health status. A blue aura indicates the creature is in relatively good health (at 75% or more of their total hit points), a purple aura indicates it is moderately wounded (at 25% to 75% of total hit points) and finally, a red aura indicates that the creature is near death (at 25% or less of total hit points). Wisps of green indicate that the creature is poisoned, while a pale yellow denotes disease. A shadowy gray indicates the creature is unconscious or dead, while an inky black appears around undead creatures. The monocle can show multiple colors if a creature is suffering from more than one type of affliction. However, it does not reveal a number of remaining hit points, types of poison or disease, category of undead, or any other specific information. It also only works when concentrated on a single creature at a time; it can't be used on a group, or be used to find a creature that is otherwise not visible to the user.