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Phantom Eye

Evolving Magic Item



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Phantom Eye

Wondrous item, rare (requires attunement)

This mysterious amulet contains a swirling purple eye at its center, which seems to follow your every move. The amulet is crafted with intricate designs and is attached to a chain, allowing it to be worn around the neck. While wearing the amulet, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

See the Unseen. You can use an action to speak the command word and activate it. For the next 10 minutes, you can see invisible creatures and objects as if they were visible. Once you use this ability, you can't use it again until the next dawn.

Crystal Lure. As an action, you can project a glowing lure 5 feet ahead of you for up to 1 minute. The lure sheds bright light in a 10-foot radius and dim light for an additional 10 feet. While the lure is active, you are invisible to any creature with a passive Perception score of 15 or lower that is farther away than 5 feet from you. A creature that sees the lure's light must succeed on a DC 13 Wisdom saving throw or become charmed by you. While charmed in this way, the target must use its movement on each of its turns to move towards the lure by the most direct route. A creature that touches the lure, ends the charm effect on itself. A successful save against the charm grants immunity to the Phantom Eye's Crystal Lure for the next 24 hours. Once you use this ability, you cannot use it again until the next dawn.

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Evolution Requirement

The Phantom Eye seeks to unlock its true potential by witnessing and understanding the unseen. To evolve the Phantom Eye from an uncommon item to a rare item, the wearer must complete the following task:

Witness the Unseen

The wearer must use the Phantom Eye's "See the Unseen" ability to observe and interact with at least five different invisible creatures or objects. Each encounter must last for at least one minute and involve meaningful interaction or observation. This could include communication, combat, or any significant exchange that provides insight into the nature of the unseen entities.

Phantom Eye

Very rare version

This upgraded version of the Phantom Eye retains its intricate design and swirling purple eye, now glowing with a deeper, more intense light. It grants the following properties:

Glimpse of the Phantom. Once per day, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. When this happens, you become invisible until the end of your next turn or until you attack, cast a spell, or deal damage. The Phantom Eye can't be used in this way again until the next dawn.

Ethereal Sight. The Phantom Eye's "See the Unseen" ability allows you to see into the Ethereal Plane. You can also cast it as a bonus action now, and it has 1 hour duration.

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