

# Wizard Eye



240'



6 turns



Creates an invisible magical eye through which the caster can see. The eye has Darkvision, but otherwise sees exactly as the caster would. It can be created in any place the caster can see within range and thereafter can move at a rate of 40'/round. The eye will not move more than 240' away from the caster under any circumstances. The eye cannot pass through solid objects, but as it is exactly the size of a normal human's eye, it can pass through holes as small as 1" in diameter. The caster must concentrate to use the eye.



BF 35

