

# Clairvoyance



60'



12 turns



The caster to sees through the eyes of a living creature in another area. The caster must specify the direction and approximate distance. If there is no appropriate creature in that area, the spell fails. No saving throw is allowed, and the target creature is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be viewed. If the subject creature moves out of range, contact is lost, though the caster may choose another target.



BF 18

