

CLAIRVOYANCE

BARBARIAN

BARD

CLERIC

DRUID

ELDRITCH KNIGHT

MONK

PALADIN

RANGER

ARC. TRICKSTER

SORCERER

GREAT OLD ONE

WIZARD

3rd level divination

⚙ Casting Time: 10 minutes

🎯 Range: 1 mile

⌚ Duration: ☉ 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.



VERBAL



SOMATIC



MATERIAL

Either a jeweled horn for hearing or a glass eye for seeing (100GP)

PLAYER'S
HANDBOOK

222