

Darsson's Eye in the Sky



Alteration, Air

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 4

Duration: 3 rds.

Area of Effect: 10-ft. diameter circle

Saving Throw: None

By use of this spell, a form of programmed levitation, a wizard causes all people and loose objects within the area of effect to move upwards to a desired height, rotate once, and return to the ground. The maximum height is 10 yards per caster level, to a limit of 100 yards. The upward journey requires one round. Objects reaching that height then circle the vertical axis of the spell like a merry-go-round, taking one round for a full circle (any object or person at the center of the upper circle simply rotates in place). After one rotation, all affected objects descend and land gently by the end of the third round.

All affected objects rise and fall at the same rate and maintain their relative positions to one another. If the height desired by the caster is solidly blocked, as by a ceiling, the objects will rise as far as they can, and stop gently just before impact. Normally, to be affected, an object must fit entirely within the area of effect, but a single object larger than the area of effect can be lifted by this spell, also.

The spell allows anyone in the area of effect to rise into the air, visually scout the area, and return safely to the ground.

The material component is the eye of a bird.

Notes: Rare or very rare. Known to be in Darsson's Notebook