

## Exalted Eye

### Alteration, Mentalism

Level: 7

Range: Special

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This is a much more powerful form of the wizard eye spell. By casting this spell, the wizard can view anywhere within a 10 square mile area per level of the caster. For example, a 10th-level wizard can view within a 100 square mile area. The exalted eye moves one mile per round, half that if it is searching for something, and everything in view of the eye is subject to the spell's automatic clairaudience and clairvoyance abilities. Further, the caster need not concentrate to use the exalted eye; he can perform other duties, rest, or cast other spells.

The exalted eye cannot be seen by others, but a detect magic spell will show its location. A successful dispel magic will end the spell.

The eye can move in any direction and, unlike a wizard eye, it can pass through solid objects, including living creatures. The eye also can be used in conjunction with a crystal ball, giving the caster a much greater range. The caster uses the crystal ball to observe an area, and then casts the eye through the ball to whatever range the caster's level allows the eye to wander.

The exalted eye is in some respects an extension of the caster's mind. Therefore, if the caster has the ability to communicate telepathically, he can do so through the eye.

The material component is an eyelash from the caster.

Notes: Very rare spell