

Eye of Power



Alteration, Evocation

Level: 9

Range: 10 ft./level

Components: V, S

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

This spell enables the caster to create a wizard eye that is akin in all respects to the effect of the 4th-level wizard spell of the same name, except that it can appear anywhere, at any distance from the caster in the spell range. It is a visible, flying eyeball, and spells can be cast through it.

In other words, the caster can work spells in the usual way, but elect to have them emitted silently from the eye, as if the eye was one of the caster's hands. Saving throws against these magics are permitted if the spells normally allow saving throws.

The caster need not concentrate on the eye to maintain its existence, but must do so to move it. Only one spell per round can be cast through the eye, and the eye halts during the casting. Only spells of 7th level or less can be cast through an eye of power. More powerful spells fail, simultaneously causing the eye to collapse. No being other than the creator of an eye of power can cast spells through it.

If the eye is destroyed by damage, the spell ends early.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; very rare.

Eye of Power: AC 1; MV fl 21 (A); HP 77, SD makes saving throws as if it were the caster