

# Farscry



**Alteration, Divination, Mentalist**

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 12 rds. +2 rds/level

Area of Effect: Creature touched

Saving Throw: None

The caster confers upon the recipient the ability to hear, see, speak, and even touch distant beings and objects on the same plane. The spell recipient's normal vision and hearing can be used through up to three focal objects (though only one focal point can be used at a time). The recipient can transfer his senses to another focus for the next round, at will. The spell requires from one to three focal points through which the affected being can farscry. These must be solid, inorganic objects with a smaller surface area than the spell recipient's head. The objects must be touched during casting; they are not altered by the spell. The focal points radiate a magical dweomer.

By means of the farscry spell, the recipient sees and hears things as if he were standing where the focal points are, but he cannot "turn" or move a focal point to change its view. The spell is not impaired if the focal point is moved by another being or by other causes. The recipient can speak normally through a focal point and touch what the focal point touches—in fact, anything that heals or otherwise harms a focal point harms the spell recipient (though he can end the spell at will).

The transfer of the recipient's sense of touch through the spell also allows him to activate magical items by touching them with the focal point and speaking through it. Touch spells can be delivered through the focal point, and words of activation spoken through it. This spell is often used with an accomplice who holds and directs an item triggered by a wizard who has cast this spell on himself.

While the recipient's speech is emitted from a focal point, other sounds around the recipient are not transmitted. Unlike objects enchanted with the magic mouth spell, the focal point does not change its appearance or exhibit other spell manifestations.

The spell requires a gloss, crystal, or amber ring (which must be transparent, not 'frosted') of any shape or size, that bears the engraved symbol of a human eye.

Notes: Uncommon for diviners; otherwise very rare. Originally from the FORGOTTEN REALMS setting.