

Fire Eyes

Level: Sorcerer 4, Elementalist/Demonologist 3

Range: 100'+10'/level (see text)

Duration: 1 turn+1 round/level (D)

Casting Time: 4

Area of Effect: Caster

Saving Throw: None

Magic Resistance: No

This spell allows the sorcerer to spy on his enemies using Man's oldest tool and comfort - fire. The spell is initially cast onto any normal fire within range. The caster needs to be able to see it personally. This creates a clairvoyant viewpoint in the flames from which the sorcerer can view his surroundings in all directions as if with his own vision and hear as if with his own ears. Unlike *Scrying*, there is no chance for observed persons to notice the viewpoint, although the fire does radiate magic if such is being detected for.

Thereafter, the viewpoint may be moved once per round to any other suitable fire within 10' per caster level. The caster is automatically aware of suitable fires in range; they do not have to be visible from the current viewpoint, nor do physical barriers interfere. The viewpoint may make as many 'hops' as the caster has levels.

At 15th level, the caster gains the ability to manifest a face from the flames and converse with anyone near the viewpoint if he desires.

The caster is blind and deaf to his own surroundings for the duration though he can end the spell and 'return' at will. If the fire containing the viewpoint is snuffed the spell also ends.