

*Illusion (Figment)***Level:** Brd 0, Sor/Wiz 0**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Touch**Effect:** One disembodied eyeball**Duration:** 1 min./level**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** No

You create a disembodied eyeball identical in appearance to your own eyeball (you must have at least one intact eyeball for this spell to produce any magical effect at all) that is a solid-seeming, opaque but weightless illusion that can't see anything and can't be magically linked to you or anyone else. All it can do is float or rest where you put it (the caster alone can handle this eyeball as if it is solid), staring—and blinking from time to time, though in its own rhythm and not that of the caster—at anything within twenty feet. The eyeball will turn to apparently track, and seemingly focus on, anything moving that is within range or enters or heads out of its range of sight, and so may seem alive or guided by sentience, but it's nothing but a dupe (a lure or distraction). You can use it as the focus for another spell (it can, for instance, be the location a teleport reaches).

Material Component: A pebble, glass fragment, or polished piece of metal of any size, that's reflective.