

[1.Velho Silmä](#); [2.Yhteys Ulko Tasoon](#)
[3.Lennä](#); [4.Raj. Magian Poisto](#)
[5.Puhu Kasveille](#) [6.Pidätä](#); [Eläin](#)
[7.Kasvi Ovi](#)

WIZARD EYE

Range: 240'

Duration: 6 turns

Effect: Creates movable invisible eye

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has infravision (60' range). The wizard eye floats through the air at up to 120' per turn, but will not go through solid objects nor move more than 240' away from the caster. The spellcaster must concentrate (without moving) to see through the eye.

CONTACT OUTER PLANE

Range: 0 (spellcaster only)

Duration: See below

Effect: 3-12 questions may be answered

This spell allows the spellcaster to contact one of the outer planes of existence to seek knowledge from an Immortal creature - a powerful magical being played by the DM. The wisest and most powerful Immortals live on the most distant outer planes. However, mental contact with an Immortal may cause a mortal to go insane. The more distant the plane, the greater the chance of a correct answer-but the greater the chance of insanity as well.

The number of questions the spellcaster may ask is equal to the "distance" to the outer plane. "Distance" to any other plane of existence is measured in the number of planes the character would have to cross in order to visit that plane.

See the chart on page 264 to see where the various planes of existence lie in relation to one another. The "distance" between the Prime Plane and the closest outer plane is 3-the Ethereal, elemental, and Astral Planes lie "between" them. There are many outer planes, many too far removed to be affected by this spell.

The caster may choose the distance, up to the maximum allowed. The DM checks the caster's chance of insanity once, when the Immortal is first contacted. If the caster is 21st level or greater, the chance of insanity is reduced by 5% per level of the caster above 20. Even if insanity does not result, the Immortal may still not know the answer to the character's questions, or may lie, at the DM's discretion. If the DM does not wish just to decide whether the Immortal knows or is lying, he can roll on the chart below to determine this.

Plane	Chance of Insanity	Knowing	Lying
3	5%	25%	50%
4	10%	30%	45%
5	15%	35%	40%
6	20%	40%	35%
7	25%	50%	30%
8	30%	60%	25%
9	35%	70%	20%
10	40%	80%	15%
11	45%	90%	10%
12	50%	95%	5%

* Or not knowing

The spellcaster can use this spell once a month at most (or less often, at the DM's option), An insane character recovers with rest, after a number of weeks of game time equal to the number of the plane contacted.

FLY

Range: Touch

Duration: 1d6 (1-6) turns + 1 turn per level of the caster

Effect: One creature may fly

This spell allows the target it is cast upon (possibly the spellcaster himself) to fly. The recipient can fly in any direction and at any speed up to 360' (120') by mere concentration. The recipient may also stop and hover at any point (as a levitate spell); this does not require concentration.

RAJOITETTU MAGIAN POISTO

Kesto: 4 pienkierrosta +1 pienkierros/taso

Kantama: 18 m

Vaikutus: Poistaa yhden loitsuvaikutuksen 6m kuutiosta

Tällä loitsulla voidaan poistaa jonkun toisen loitsun vaikutus väliaikaisesti. Rajoitettu magian poisto ei tehoa loitsuihin, jonka taikoja on korkeammalla tasolla kuin magian poistajan taso. Lisäksi magian poisto tehoaa ainoastaan yhteen loitsuun. Jos alueella on useimpia loitsuja, niin heikkotehoisin loitsuista poistuu.

SPEAK WITH PLANTS

Range: 0 (Cleric only)

Duration: 3 turns

Effect: All plants within 30'

This spell enables the cleric to talk to plants as though they are intelligent. The cleric may request a simple favor, and the plants will grant it if it is within the plants' power to understand and perform. This spell may be used to allow the cleric and party to pass through otherwise impenetrable undergrowth. It will also allow the cleric to communicate with plantlike monsters (such as truants).

HOLD ANIMAL

Range:180'

Duration: 1 turn per level of the caster

Effect: Paralyzes several animals

This spell will affect any normal or giant-sized animal, but will not affect any fantastic creature, nor one of greater than animal intelligence (2). Each victim must make a saving throw vs. spells or be paralyzed for the duration of the spell.

The druid can affect 1 Hit Die of animals for each level of experience, ignoring "plumes" to Hit Dice. For example, a 20th level druid could cast the spell at 10 giant toads (which have 2 + 2 Hit Dice each). Note that the spell can affect summoned, conjured, or controlled animals.

PLANT DOOR

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Opens a path through growth

For the duration of this spell, no plants can prevent the druid's passage, no matter how dense. Even trees will bend or magically open to allow the druid to pass. The druid can freely carry equipment while moving through such barriers, but no other creature can use the passage. Note that a druid can hide inside a large tree after casting this spell. The druid cannot see what is happening while he is in the tree.