

New Spells commonly known by members of the Secret Crafts of Glantri

by Micky the Mage

‘The Inner Planes are places of raw power and pure element. They are of ultimate states and extreme conditions. As destinations go, they are generally the least hospitable planes to those from the Material Planes. Unprepared travelers either find themselves helpless or dead very quickly’

One of the glaring weaknesses of the BECMI ruleset was the lack of information about the Elemental Planes. While getting there can be difficult, surviving it once there can be even more difficult unless one possessed one of the rare magic items allowing one to breathe the elemental matter and survive the extreme conditions there. BECMI spells did not cover the kinds of magics needed to survive on all the elemental planes.

Using the excellent Planescape Guide to the Inner Planes as inspiration I’ve added some new spells to address the absence of spells in the BECMI rules needed, in particular, to survive on the two harshest elemental planes; fire and earth. They also provide a basis for the spells that went into the creation of the magic items that existed in the BECMI game and allow characters to create their own magic items.

As a late addition we’ve added a spell to allow wizards who specialize in air magic to be able to teleport themselves into free air which seems a no brainer to be able to do, but both the BECMI spells (in order to prevent obvious use as an offensive spell to teleport an enemy into open air or into solid ground) specifically exclude any teleportation except on to solid ground even if it was just the spellcaster as the recipient of the spell.

1st Level Spell:

Extinguish (Abjuration)

Range: 0’

Duration: Instantaneous

Area of Effect: 60’ radius/level

With this spell and with a snap of their fingers the caster can snuff out all applicable fires within the area of effect depending on the casters level. At 1st level, this spell snuffs out all candles, torches, lanterns, small campfires, or other similarly exposed flames. At 3rd level this fire puts out large campfires and braziers. At 5th level this spell puts out bonfires and small structure fires. At 7th level this spell puts out burning buildings. At 9th level this spell puts out all non-magical flames in its area of affect, even a raging forest fire.

This spell is known to nearly all Flaemish spellcasters and taught as part of any apprenticeship or formal education just after *read magic* and *detect magic*. Due to the usefulness of the spell as well as the exposure of basic Flaemish fire magic to the non-Flaem in Glantri, the spell is commonly known to all Glantrians.

Firewater (Alteration)

Range: Touch

Duration: 6 rounds

Area of Effect: Varies

This spell is a basic fire mage spell and is known by most all Flaemish spellcasters including all members of the Secret Craft of Fire but also after centuries of coexistence with other Glantrians is a commonly known spell among all Glantrians. However, it is worth noting that the spell is also a popular spell with the Secret Craft of Water and for those who do not already have the spell is often one of the first spells taught to initiates into that Secret Craft.

With this spell the caster can touch a volume of water up to 1 pint, and it changes into an equal volume of flammable liquid similar to alcohol. A 1-pint flask of firewater can be splashed, thrown or poured on the ground, then ignited as though it were a flask of oil. When the duration of the spell ends, the liquid evaporates completely, and any fire burning is immediately extinguished. The volume of water that can be transmuted increases to 2 pints at 5th level, 4 pints at 9th level, and a maximum of 1 gallon at 13th level.

3rd Level Spell:

Johan's Arcane Eye (Divination)

Range: 30'

Duration: 1 hour/level of caster

Area of Effect: Creates one immovable invisible eye

This spell is a common one used by Dragons to keep an eye on their lairs and their hordes when they are away. The spell is considered very rare as few outside of Dragons know of the existence of the spell but for Dracologists familiar with the magic and unique spells of Dragons the spell is considered a common spell. The spell has been known among Dracologistis for many years and was first discovered by Prince Johan von Drachenfels in AC 933

The spell creates an invisible magical eye that hovers in the air, at the caster's desired height, for the duration of the spell. The eye has normal vision and infravision out to 30'. The caster by concentrating can look through the eye and see all the eye can see and direct the eye to rotate 360" in any direction side to side or up or down.

Fire Breathing (Alteration)

Range: 30'

Duration: 1 day

Area of Effect: One creature

This spell is a variation of the basic Water Breathing spell and functions exactly in the same way. This spell allows the recipient of the spell to breathe toxic gases and poisonous vapors. It does not provide protection against heat nor affect movement nor interfere with the ability to breathe air.

4th Level Spell:

Soil Breathing (Alteration)

Range: 30'

Duration: 1 day

Area of Effect: One creature

This spell is a more complex variation of the basic Water Breathing spell, and less common Fire Breathing spell. Unlike those two spells it operates in a very different way. This spell allows the recipient of the spell to breathe in solid matter such as soil or stone without using their lungs. Instead, the recipient breathes through their skin using a process called diffusion to draw oxygen molecules present in the environment around them. It does not affect movement nor interfere with the recipient's ability to use their lungs to breathe air if available.

Summon Ethereal Denizen (Conjuration)

Range: 240'

Duration: Concentration

Area of Effect: Summons one 5HD Planar Spider

This spell allows the caster to summon one Planar Spider (AC6, HD5**) the primary intelligence of the Ethereal Plane. There is a 10% chance the Planar Spider will be spellcaster of 5th level with an equal chance of being a cleric or a magic user. The alignment of the summoned spider is determined with a d6 roll. (Lawful: 1-2, Neutral: 3-5, Chaotic: 6).

The Planar Spider will perform any simple tasks within its power (carrying, defending the caster) as long as the caster maintains contact and control by concentrating. A Planar Spider summoned by this spell whose caster loses control of them will react based on its alignment. A Lawful Planar Spider simply returns immediately to the Ethereal Plane partially amused at the interruption of its life; a Chaotic will attack being very angry at the amateur spellcaster's interruption. A neutral will leave 5% of the time and attack the caster 50% of the time. The difference between Chaotic and Neutral Planar attacks upon the caster of the spell being the Chaotic will bite to kill and seek to use its poisonous bite whereas a Neutral will not.

5th Level Spell:

Air Walk (Alteration)

Range: Touch

Duration: 6 turns + 1 turn/level of caster

Area of Effect: Special

The ancient Alphatian spell dates back 1000's of years and was a product of advanced mastery over the element of Air by the Alphatians. The spells used to be a basic spell to Alphatians, but knowledge of the spell has less widespread since their arrival on Mystara but is still quite commonly known among dedicated Air Wizards and members of the Glantrian Secret Craft of Air Elementalism. This spell enables the caster to tread upon air as if it were walking on solid ground. Moving upward is similar to walking up a hill. A maximum upward angle of 45 degrees is possible at one-half the creature's movement rate, as is a maximum downward angle of 45 degrees at the normal movement rate. An air-walking creature is in control of its movement, except when a strong wind is blowing in which the creature gains or loses 10 feet of movement for every 10 miles per hour of wind velocity. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control of movement or suffering physical damage.

Airy Earth (Alteration)

Range: 30'

Duration: 1 day

Area of Effect: One creature

Developed specifically for use on the Elemental Plane of Earth, this spell turns normal earth (rock, dirt, sand, mineral, and so on) into a less dense, breathable substance. Anyone within the area of effect is able to breathe even if completely 'submerged' within rock or soil. This spell not only permits all air-breathing creatures within the radius of the spell to survive without suffocating, but it allows them to move slowly as if swimming through the earthy medium. The rate of movement depends on the type of earth:

Sand 30' per round
Soil 20' per round
Rock 10' per round

If characters within an airy earth spell attempt complicated maneuvers such as combat strikes, the DM should treat the situation as though the characters are underwater. Earth-based creatures, such as Elementals, Hordes, and Krysts, and are not hindered or affected by this spell.

The globe is centered on and moves with the caster. Uniquely, this spell has only material components. Thus, even if a caster cannot move or speak, he can cast the spell simply by willing it. The material

components, a pinch of salt and a drop of acid, are consumed at that time. Airy earth is effective only on the Elemental Planes.

Lesser Etherealness (Alteration)

Range: Touch

Duration: 3 Turns/level

Area of Effect: Special

When this spell is cast, the wizard and up to three other travelers fade into the area of the Border Ethereal Plane corresponding to the location where the spell was cast. This spell only works on both the Prime Material as well as Inner Planes. Once upon the Ethereal Plane travelers are not bound to stay with the caster of the spell.

Once the duration of the spell ends all travelers drop back into the Inner/Prime location corresponding to their location on the Ethereal Plane once the spell has ended. If a traveler/spell caster has moved past the Border Ethereal into the Deep Ethereal they are flung into a randomly rolled Plane when the spell ended.

6th Level Spells:

Carlijn's Fire Proofing (Abjuration)

Range: 50 feet

Duration: 1 turn + 1 turn/level

Area of Effect: The caster

The renowned Flaem Arch Mage Carlijn Huibregtse developed this spell many years ago during the siege by the dragons of Braejr (Glantri City) in the 6th century to protect important items or structures against the various incendiary spells with which she was very familiar. The existence of the spell is known to most Flaem, as well as other Glantrian wizards but is not an easy spell to master for non-Flaemish. The spell is often only taught to non-Flaem at the Great School who are employed as officers in the Fire Banners of Glantri City and its largest settlements. The spell however is found, almost without fail, in the spell book of any 3rd Circle and higher member of the Secret Craft of Fire Elementalism.

Proofing renders an inanimate object nearly impervious to fire, granting the affected item a +3 bonus to saving throws vs. magical fire (including a dragon's breath), and a +6 bonus to saving throws vs. normal fire. The item affected must be one discrete construction or object, although it can be articulated or composed of several parts (for example, a suit of armor, a catapult, a house, or a carriage). At 12th level, the caster can fireproof small objects such as wagons or doors. At 18th level, a small building and at 21st level or higher, a large building or small fortification.

Create Undead (Necromancy)

Range: Touch

Duration: Permanent

Area of Effect: 1 Corpse

This spell is a more powerful version of the animate dead spell and allows the caster to create more powerful types of undead creatures than skeletons or zombies. The caster may create 1 undead out of 1 corpse with each spell. The type of undead the caster may create is based upon the casters' level and is as follows

Caster Level	Type of Undead Created
12-13	Ghoul
14-15	Wight
16-17	Wraith
18-20	Spectre
21+	Mummy

A caster may choose to create an undead type lower than they are allowed from a corpse. Undead created with this spell will obey the caster until they are destroyed by wandering adventurers, turned/destroyed by a cleric, or destroyed with a *dispel magic* spell.

Eyes Wide Open (Illusion)

Range: 50 feet

Duration: 1 turn + 1 turn/level

Area of Effect: The caster

This spell is similar to the 2nd level divination spell *detect basic illusions* but enables the caster and everyone within 10' of the caster to recognize illusions within the range of the spell created by 1st-5th level spells/effects and also allows the caster and those within 10' of them to ignore the effects of any illusions created by 1st-5th level spells/effects.

7th Level Spells:

Breath In The Magic (Alteration)

Range: Touch

Duration: 1 hour/level +d6 hours

Area of Effect: Caster or 1 creature

Most useful and powerful of all breathing-related magic spells, this spell completely frees one subject of the need to breathe. The subject's body sustains itself for the duration on magical energies rather than oxygen. The spell allows the caster or recipient of the spell to be able to survive without oxygen underwater, within rock/ground, and within areas of naturally occurring fumes, gasses, silt, and smoke. The recipient is not, however, immune to magical poisonous gases like Cloudkill, [Stinking Cloud](#), Green Dragon's breath weapon attacks, and similar magical attacks. In fact, anyone under the affects of this spell which attacked by such spells suffers:

- a -6 penalty to Saving Throws against breathing spells: a Green Dragon's chlorine gas breath weapon, or the effects of a Stinking Cloud spell
- an extra three points of damage per round from Cloudkill spell

Gateway (Conjuration)

Range: 60'

Duration: Instantaneous

Area of Effect: 2 cubic feet/level of caster

With this spell the caster opens a portal or doorway which then briefly opens to one of the four elemental planes, letting the raw energy and material of the plane flow into the world. The portal opens for only a second or two, but this time it is bi-directional. The caster must choose any one of the elemental plane at the time of casting. Just as with the *conjure (greater) elemental* spells one can be a member of a Secret Craft of one element but is allowed to choose one different from his specialty for this spell. A portal drawn at half the size would produce 25% of the volume, so a half-opening a portal to the Plane of Water would produce 1500 cubic feet of water.

Plane of Fire: When the portal opens, a half sphere of heat and energy bursts forth, enveloping everything within 20' in flames and dealing 8d6 points of fire damage. Creatures in the area of effect can save for half damage.

Plane of Air: A strong gust of fresh air rushes out, blowing over anything not firmly attached to the ground. Creatures within 20' must make a strength check to stay on their feet. If there is nowhere for the air to go, for example if the portal is opened in a sealed room, the pressure in the room raises, but there is no wind. If opened in a hallway or other restricted space the effects are intensified, possibly knocking creatures back.

Plane of Water: 3000' cubic feet (30 x 10 x 10) of fresh water burst forth from the portal. Like a portal to the plane of air, the effects are largely determined by the terrain the portal is opened into.

Plane of Earth: Considering that the plane of earth is solid material, this spell effectively creates a very solid mass of earth that can act as a wall or smother anything buried by the portal discharge unless they have a way to breath or are able to be rescued before suffocating.

Greater Etherealness (Alteration)

Range: Touch

Duration: Special

Area of Effect: Special

Like Lesser Etherealness this spell allows the caster and a specific amount of weight to enter the Border Ethereal corresponding to the location where the spell was cast. This spell only works on both the Prime Material as well as Inner Planes. The spellcaster is able to transfer a maximum weight of 10,000 coins plus an additional 1150 coin for each level above level 15 (the minimum level to cast this spell). Once upon the Ethereal Plane travelers are not bound to stay with the caster of the spell.

Unlike Lesser Etherealness this spell is permanent for each creature or object transferred to the Ethereal Plane unless one chose to leave the Ethereal Plane. A traveler/spell caster wishing to leave to the Ethereal Plane simply concentrates and they will reenter a bordering plane based on their location in the Ethereal Plane when they chose to leave.

Major Elemental Conjunction (Conjuration)

Range: 240'

Duration: Concentration

Area of Effect: 1 creature

The spell allows the spellcaster to conjure and control any one specific creature native to one of the four elemental planes for the duration of the spell. Other than the number and type of elemental creature conjured this spell is otherwise handled exactly like the conjure elemental spell.

8th Level Spell:

Tatsijänkä's Teleporting Tool (Alteration)

Range: touch

Duration: Instantaneous

Area of Effect: Caster and up to 3 people

This spell named for one of the main leaders of the Alphatians during the escape to Mystara from their doomed home world is considered a commonly known spell by Alphatian Air Wizards. Over time the spell migrated to Glantri and Thyatis with Alphatian spellcasters though it is considered a uncommonly known spell to non Alphatian spellcasters in those countries and considered a rarely known spell throughout the rest of the known world.

With this spell the caster can instantly transport himself and up to 3 companions to another location. Distance is not a factor, and interplanar transport is possible. If a caster is teleporting more than his self,

the caster must be in the center of a circle formed by his companions, who must hold hands while the caster touches one member of the circle.

Unlike other the other two lower level teleportation spells the desired target location does not have to be onto solid ground thus the caster could teleport up into the air, down into water, or even into solid ground if it scratched the particular itch of the caster. While the caster can teleport without error per the 7th level spell using this spell onto solid ground, such teleportations not onto solid ground are automatically imprecise and involve in an automatic error.

The caster when choosing to teleport NOT onto solid ground must name a height, or depth and say it when casting the spell. The DM will roll a d6 and d10 when the spell is cast, the d6 will say too high or too low (even or odd) and the distance off will be d10x10. Thus, a caster should never try to arrive less than 100 feet above ground unless they take the risk of unintentionally ending up not in the air but in solid ground and thus dead unless they had proper magical protection such as Breathe Earth and Airy Earth.

The spell also enables the caster (only) to travel to other planes of existence. This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for an eventual teleportation spell. There is no accuracy check as many planes have no Prime Material notions of up and down, the spell simply will not work if the caster can not satisfy the 'General knowledge' conditions set out in the spell description for the 5th level Teleport spell.

Tiberius's Animate Stone (Alteration)

Range: 40'

Duration: 1 round/level of caster

Area of Effect: 2 cubic feet/level of caster

This ancient Thyatian spell came to Glantri with the settlers who migrated to Glantri and has become a signature spell for high-ranking members of the Secret Craft of Earth. This spell allows the caster to animate a stone object of up to the indicated size. The animated stone object must be separate object (not a part of a huge boulder or the like). It follows the desire of the caster—attacking, breaking objects, blocking—while the magic lasts.

It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Only one set of instructions for one single action can be given to the animated rock, and the directions must be brief, about a dozen words or so. The animated rock has an Armor Class of 2, and it has 1d3 hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level.

9th Level Spell:

Fiona's Warped Sense (Divination)

Range: 0' (Spellcaster only)

Duration: 1 round

Area of Effect: 1 mile/level of spellcaster

This spell was discovered by the famous Kaelic arch mage and water wizard Fiona McBane in AC872. The spell is of special interest to wizards of the elemental secret crafts and while it is considered a very rarely known outside of Glantri it is considered a uncommon spell for those elemental wizards of high enough level and its existence is introduced to newly ascended 4th circle members of the elemental secret crafts.

This spell when cast gives the caster the ability to sense the existence and the general direction to any gates and portals to the inner elemental plane with the area of effect of the spell. The spell has a short duration, and the caster must be able to concentrate on nothing else the round after casting the spell or the spell will fail, and the caster will learn nothing. It is worth noting that the ability to sense the existence of a gate or portal is not challenging and lower level commonly known spells have the same effect as this spell, the very limited range of those spells made them sort of ineffective. The rarity of this spell, and the very high 9th level of the spell, reflects the is the very wide area of effect. The detection range in lower level spells was in the 10's of feet, with Fiona's spell it became 10's of miles and is far more valuable and useful a spell for Elementalist wizards hunting down previously unknown portals to the Inner Planes.

Hämäläinen's Walk Upon the Winds (Alteration)

Range: Touch

Duration: 1 Hour (6 Turns)/level of caster

Area of Effect: Caster + 1 creature/9 levels

This spell was designed by Halzunthram's Great Marshall and legendary Arch Mage Hämäläinen and today is known to only a few Alpathian Arch Mages and high-ranking members of the Secret Craft of Air. This spell enables the caster to alter the substance of his body to a cloudlike vapor. A magical wind then wafts the wizard along at a maximum movement rate of 120. The wind walk spell lasts as long as the caster desires, up to a maximum duration of the spell. For every nine levels of experience the caster has they are able to touch another person/creature and carry that person, or those persons, along on the wind walk. Those carrying also take the form of a cloudlike vapor just as the caster.

Those who *walk upon the winds* are not invisible, but rather appear misty and translucent. While in vaporous form, the caster and any companions can only be attacked by magic or magical weapons though they may be subject to high winds at the DM's discretion. No attacks or spellcasting are possible by the caster or their companions while they are in vaporous form.

Ungreatful Dead (Necromancy)

Range: Touch

Duration: Permanent

Area of Effect: 1 Corpse

This spell is a more powerful version of the lower level animate dead and create undead spells and allows the caster to create more powerful types of undead creatures than those spells. The caster may create 1 undead out of 1 corpse with each spell. The type of undead the caster may create is based upon the casters' level and is as follows

Caster Level	Type of Undead Created
21-24	Apparition
25-27	Shade
28-30	Banshee
31-33	Druj or Odic
34-36	Revenant

A caster may choose to create an undead type lower than they are allowed from a corpse. Undead created with this spell will obey the caster until they are destroyed by wandering adventurers, turned/destroyed by a cleric, or destroyed with a *dispel magic* spell.

Rodolphus's Fire Swarm (Conjuration)

Range: 240 Yards

Duration: 6 Turn

Area of Effect: Special

This special was created by the great Flaemish general Rodolphus Vlaardoen in 796. This spell enables the caster to open a portal to the elemental plane of fire. They can then summon Elementals from that plane. After the first turn of casting, 3d3 Elementals of 12HD each appear; after the second turn, 2d3 Elementals of 16HD each appear; after the third turn, 1d3 Elementals of 20HD each appear. Each Elemental has at least 5 hit points per hit die. The Elementals remain for six turns from the time they first appear. These Elementals will obey the caster explicitly and cannot be turned against the caster. The caster does not need to concentrate to maintain control over the Elementals. They cannot be dismissed with spells such as *dispel magic*; the Elementals remain for the duration of the spell.