

EARTHDAWN, Revised Edition

Elementalist's Grimoire



Being a summary of spells known, both common and rare, and a source of reference for spellcasters of the Elementalist Discipline. Updated to include spells up to the Fifteenth Circle of use from published Earthdawn® rulebooks and supplements.

Credits

Revised Edition Development

Dialog Publishing, James Flowers

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Abbreviations:

AM = Arcane Mysteries of Barsaive; EC = Earthdawn Companion; ED = Earthdawn Rulebook; hrs = hours; mins = minutes; MS = Magic: A Manual of Mystic Secrets; mths = months; NA = Not Applicable; R = Spellcasting Rank; rnds = rounds; SD = Spell Defense; TSD = Target's Spell Defense; WF = Willforce; WP = Willpower; yds = yards

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Elementalist Spells

Circle One Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Air Armor	AM:6	None	NA/10	Touch	5+R mins	+3 Armor, +3 steps vs. heat exhaustion	TSD
<input type="checkbox"/>	<input type="checkbox"/>	2	Crunch Climb	ED:158	1	6/14	Touch	5+R mins	+3 steps to Climbing tests	TSD
<input type="checkbox"/>	<input type="checkbox"/>	3	Earth Blend	ED:158	None	NA/7	Touch	5+R mins	WF+7 result Difficulty Number to be spotted	TSD
<input type="checkbox"/>	<input type="checkbox"/>	4	Earth Darts	ED:158	1	5/12	30 yds	1 round	Casts WF+6 Damage step crystal darts	TSD
<input type="checkbox"/>	<input type="checkbox"/>	5	Flameweapon	ED:158	2	5/14	10 yds	10+R rnds	+D4 points to weapon Damage result	Target Weapon's SD
<input type="checkbox"/>	<input type="checkbox"/>	6	Heat Food	ED:159	1	5/7	Touch	10+R mins	Heats rejuvenating food (R meals), adds +R steps to Recovery test made after eating meal	2
<input type="checkbox"/>	<input type="checkbox"/>	7	Moonglow	AM:6	None	NA/10	10 yds	5+R mins	Creates light	4
<input type="checkbox"/>	<input type="checkbox"/>	8	Plant Talk	ED:159	None	NA/7	Self	10+R mins	Converse with plant spirits	2
<input type="checkbox"/>	<input type="checkbox"/>	9	Purify Earth	AM:6	1	5/13	10 yds	1 round	Purifies earth and soil	5+ (see text)
<input type="checkbox"/>	<input type="checkbox"/>	10	Purify Water	ED:159	1	5/13	Touch	1 round	Purifies WF+8 result quarts of water	2+ (see text)
<input type="checkbox"/>	<input type="checkbox"/>	11	Resist Cold	ED:159	None	NA/7	Touch	6+R mins	+3 Armor against cold-based damage	TSD
<input type="checkbox"/>	<input type="checkbox"/>	12	Resist Fire	ED:159	None	NA/7	Touch	6+R mins	+3 Armor against fire-based damage	TSD

Circle Two Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Air Mattress	AM:6	1	7/17	Touch	10 hrs	Creates air cushion	5
<input type="checkbox"/>	<input type="checkbox"/>	2	Billowing Cloak	AM:6	1	6/14	Touch	3+R rnds	WF+5	TSD
<input type="checkbox"/>	<input type="checkbox"/>	3	Boil Water	ED:159	2	7/13	Touch	3+R mins	Boils 1 quart of water	2
<input type="checkbox"/>	<input type="checkbox"/>	4	Detect (Discipline) Magic	MS:132	2	5/15	60 yds	10+R mins	WF+6	6
<input type="checkbox"/>	<input type="checkbox"/>	5	Gills	ED:159	2	4/13	Touch	10+R mins	Allows breathing while underwater	TSD
<input type="checkbox"/>	<input type="checkbox"/>	6	Hunter's Sense	AM:7	None	NA/14	25 yds	3+R mins	WF+5	TSD
<input type="checkbox"/>	<input type="checkbox"/>	7	Ice Spear	ED:159	1	7/14	120 yds	1 round	Casts WF+3 Damage step spear of ice	TSD
<input type="checkbox"/>	<input type="checkbox"/>	8	Icy Surface	ED:159	None	NA/8	Touch	3+R mins	Creates a slippery icy surface	2
<input type="checkbox"/>	<input type="checkbox"/>	9	Path Home	ED:160	2	7/14	60 yds	20+R mins	Shows a path to last place slept	5
<input type="checkbox"/>	<input type="checkbox"/>	10	Shield Willow	AM:7	1	6/14	Touch	R mins	+6 Shatter Threshold, +1 Armor/Mystic Armor	TSD
<input type="checkbox"/>	<input type="checkbox"/>	11	Slow Metal Weapon	ED:160	1	9/13	60 yds	8+R rnds	-3 weapon Damage steps	TSD
<input type="checkbox"/>	<input type="checkbox"/>	12	Small Slayer	AM:7	1	6/14	10 yds	3+R rnds	Summons a poisonous creature	6
<input type="checkbox"/>	<input type="checkbox"/>	13	Sterilize Object	ED:160	1	5/14	10 yds	1 round	WF+7, cleanses disease or poison	2
<input type="checkbox"/>	<input type="checkbox"/>	14	Stick Together	ED:160	1	5/13	25 yds	3+R mins	WF+7 Strength step glue between two targets	TSD

Circle Three Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Astral Sense (Discipline)	MS:132	2	5/15	60 yds	10+R mins	WF+6	6
<input type="checkbox"/>	<input type="checkbox"/>	2	Behind Eye	ED:160	2	6/16	Touch	30+R mins	Step 4 Perception to rear, prevents blindsiding	TSD
<input type="checkbox"/>	<input type="checkbox"/>	3	Dispel (Discipline) Magic	MS:132	1	6/13	60 yds	1 round	WF	2
<input type="checkbox"/>	<input type="checkbox"/>	4	Fingers of Wind	AM:7	1	7/15	20 yds	5+R mins	WF	6
<input type="checkbox"/>	<input type="checkbox"/>	5	Fuel Flame	AM:7	None	NA/15	10 yds	R rnds	WF+3	4
<input type="checkbox"/>	<input type="checkbox"/>	6	Grounding	AM:7	2	4/12	Touch	R mins	+12 Armor vs. electrical-based damage, anchors	TSD
<input type="checkbox"/>	<input type="checkbox"/>	7	Ice Mace and Chain	ED:160	None	NA/15	40 yds	2 rnds	Casts WF+5 Damage step mace and ice chain	TSD
<input type="checkbox"/>	<input type="checkbox"/>	8	Lightning Bolt	AM:8	1	10/15	25 yds	1 round	Casts WF+5 Damage step bolt of lightning	TSD
<input type="checkbox"/>	<input type="checkbox"/>	9	Plant Feast	ED:161	3	6/16	25 yds	1+R hrs	Produces WF+8 result meals	2
<input type="checkbox"/>	<input type="checkbox"/>	10	Porter	ED:161	2	9/15	15 yds	R days	Creates WF Strength step porter	2
<input type="checkbox"/>	<input type="checkbox"/>	11	Puddle Deep	ED:161	1	7/15	15 yds	3+R mins	Increases puddle depth by WF result feet	2
<input type="checkbox"/>	<input type="checkbox"/>	12	Repair	ED:161	1	9/16	Touch	3+R mths	WF+5 Strength step for repaired object	2
<input type="checkbox"/>	<input type="checkbox"/>	13	Rust	AM:8	None	NA/15	30 yds	1 round	-5 weapon Damage steps, -5 Armor	TSD
<input type="checkbox"/>	<input type="checkbox"/>	14	Sky Lattice	ED:161	3	8/17	120 yds	10+R mins	Creates air energy lattice (supports 4,000 lbs), WF+3 Strength step grip secures climber	2
<input type="checkbox"/>	<input type="checkbox"/>	15	Smoke Cloud	AM:8	1	10/15	10 yds	8+R rnds	-5 step action penalty	6
<input type="checkbox"/>	<input type="checkbox"/>	16	Snuff	AM:8	2	7/15	Touch	Instant	WF+5	Fire/Creator SD
<input type="checkbox"/>	<input type="checkbox"/>	17	Sunlight	AM:8	2	10/15	10 yds	5+R mins	Creates bright light	6
<input type="checkbox"/>	<input type="checkbox"/>	18	Thrive	AM:9	1	7/15	1 yard	1 round	Accelerates plant growth	8
<input type="checkbox"/>	<input type="checkbox"/>	19	Throne of Air	ED:161	2	8/17	Self	10+R mins	Creates air throne (Full Move 150 yds, Combat Move 75 yds), imparts WF+7 Avoid Blow step	2
<input type="checkbox"/>	<input type="checkbox"/>	20	Winds of Deflection	AM:9	1	8/15	Self	5+R rnds	WF+6	TSD

Circle Four Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Air Blast	ED:162	1	10/16	60 yds	1 round	WF+9	2
<input type="checkbox"/>	<input type="checkbox"/>	2	Blizzard Sphere	ED:162	2	10/17	100 yds	3+R rnds	WF+8	TSD
<input type="checkbox"/>	<input type="checkbox"/>	3	Falcon's Cloak	AM:9	2	10/20	Self	R hrs	Turns caster into a falcon	TSD
<input type="checkbox"/>	<input type="checkbox"/>	4	Fire Whip	AM:9	1	10/20	3 yds	5+R rnds	WF+6	4
<input type="checkbox"/>	<input type="checkbox"/>	5	Great Sticky Vines	AM:9	2	11/20	25 yds	R mins	WF+4	2/TSD
<input type="checkbox"/>	<input type="checkbox"/>	6	Lighten Load	ED:162	1	9/16	10 yds	7+R hrs	WF+3	TSD
<input type="checkbox"/>	<input type="checkbox"/>	7	Lightning Shield	ED:162	None	NA/16	Touch	7+R rnds	WF+3	TSD
<input type="checkbox"/>	<input type="checkbox"/>	8	Lightning Step	AM:10	3	10/17	Self	3+R rnds	WF+2	TSD
<input type="checkbox"/>	<input type="checkbox"/>	9	Liquid Arrow	AM:10	1	10/17	80 yds	1 round	WF+9	TSD
<input type="checkbox"/>	<input type="checkbox"/>	10	Lodestone's Touch	AM:10	2	13/17	10 yds	5+R mins	WF+3	TSD

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	11	Root Trap	AM:11	None	NA/20	10 yds	5+R rnds	WF+2	4
<input type="checkbox"/>	<input type="checkbox"/>	12	Shield of Warping	AM:11	1	10/17	Touch	5+R rnds	WF+6	TSD
<input type="checkbox"/>	<input type="checkbox"/>	13	Spear (Element)	AM:11	1	7/14	40 yds	1 round	WF+6	TSD
<input type="checkbox"/>	<input type="checkbox"/>	14	Spirit's of Death's Sea	AM:11	3	10/17	Touch	R hrs	WF+6	10
<input type="checkbox"/>	<input type="checkbox"/>	15	Suffocating Paste	ED:162	2	9/18	25 yds	WF rnds	Suffocates and blinds target	TSD
<input type="checkbox"/>	<input type="checkbox"/>	16	Uneven Ground	ED:162	1	11/18	25 yds	4+R rnds	Penalty to enemy's actions	TSD
<input type="checkbox"/>	<input type="checkbox"/>	17	Weapon Back	ED:162	2	5/16	40 yds	3+R rnds	WF+6	TSD

Circle Five Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Balloons of Mist	AM:11	3	8/15	25 yds	5+R mins	WF+4	2
<input type="checkbox"/>	<input type="checkbox"/>	2	Dispel (Discipline) Magic	MS:132	1	6/13	60 yds	1 round	WF	2
<input type="checkbox"/>	<input type="checkbox"/>	3	Earth Staff	ED:163	1	11/18	Touch	5+R mins	Strength+10 steps	2
<input type="checkbox"/>	<input type="checkbox"/>	4	Fireball	ED:163	1	12/20	100 yds	1 round	WF+8	TSD
<input type="checkbox"/>	<input type="checkbox"/>	5	Inflame Self	AM:12	3	8/15	Self	1+R rnds	WF+8	TSD
<input type="checkbox"/>	<input type="checkbox"/>	6	Ironwood	AM:12	3	11/18	Touch	R hrs	Transforms wood	6
<input type="checkbox"/>	<input type="checkbox"/>	7	Metal Scream	ED:163	1	11/17	100 yds	1+R rnds	WF+5	TSD
<input type="checkbox"/>	<input type="checkbox"/>	8	Metal Wings	ED:163	2	8/18	Touch	20+R mins	Flight, +5 Strength steps to lift	TSD
<input type="checkbox"/>	<input type="checkbox"/>	9	Nutritious Earth	AM:13	4	8/15	Touch	1 year + 1 day	Makes land fertile	TSD
<input type="checkbox"/>	<input type="checkbox"/>	10	Resist Poison	AM:13	2	11/21	Touch	R hrs	+8 Toughness steps vs. poison	TSD
<input type="checkbox"/>	<input type="checkbox"/>	11	Shattering Stone	AM:13	1	11/21	25 yds	1 round	WF+6	TSD
<input type="checkbox"/>	<input type="checkbox"/>	12	Stone Cage	ED:163	1	11/19	60 yds	10+R rnds	WF+5	TSD

Circle Six Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Drastic Temperature	ED:163	2	11/19	100 yds	3+R mins	WF+3	2
<input type="checkbox"/>	<input type="checkbox"/>	2	Ease Passage	ED:163	1	11/17	Touch	6+R hrs	WF+10	TSD
<input type="checkbox"/>	<input type="checkbox"/>	3	Fireweave	AM:13	2	12/19	Touch	R mins	WF	TSD
<input type="checkbox"/>	<input type="checkbox"/>	4	Flameshaw	ED:163	4	10/17	100 yds	1+R hrs	WF+7	2
<input type="checkbox"/>	<input type="checkbox"/>	5	Living Wall	AM:13	2	12/22	15 yds	3+R mins	WF+3	6
<input type="checkbox"/>	<input type="checkbox"/>	6	Ricochet Attack	ED:164	Variable	12/19	75 yds	1 round	WF+12	TSD
<input type="checkbox"/>	<input type="checkbox"/>	7	Stone Rain	AM:13	2	15/22	30 yds	R rnds	WF+4	TSD
<input type="checkbox"/>	<input type="checkbox"/>	8	Tossing Earth	ED:164	3	11/17	100 yds	1+R hrs	WF+1	2
<input type="checkbox"/>	<input type="checkbox"/>	9	Tree Merge	AM:14	3	16/23	Self	6+R hrs	Merge with tree	TSD

Circle Seven Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Beastform	AM:14	2	16/23	Self	5+R mins	Turns caster into an animal	TSD
<input type="checkbox"/>	<input type="checkbox"/>	2	Calm Water	ED:164	4	8/19	500 yds	1+R hrs	WF+9	6+
<input type="checkbox"/>	<input type="checkbox"/>	3	Cloud Summon	ED:164	3	12/20	1 Mile	1+R hrs	WF Dice+7	8+
<input type="checkbox"/>	<input type="checkbox"/>	4	Death Rain	ED:164	1	15/18	75 yds	12+R rnds	WF+5 Steps	TSD
<input type="checkbox"/>	<input type="checkbox"/>	5	Earth Q'wrl	AM:14	4	16/18	Self	10+R mins	Move through earth	TSD
<input type="checkbox"/>	<input type="checkbox"/>	6	Earth Surfing	AM:14	4	10/22	1 yard	1 hour	Creates earth wave	6
<input type="checkbox"/>	<input type="checkbox"/>	7	Engulf (Element)	AM:14	2	13/20	10 yds	R rnds	WF	TSD
<input type="checkbox"/>	<input type="checkbox"/>	8	Fire Hounds	AM:15	2+	13/20	10 yds	5+R mins	Summons fire hounds	7
<input type="checkbox"/>	<input type="checkbox"/>	9	Flame Darts	AM:15	2	13/23	40 yds	1 round	WF+7	TSD
<input type="checkbox"/>	<input type="checkbox"/>	10	Grasping Hand of Earth	AM:15	3	13/20	60 yds	3+R rnds	WF+6	TSD
<input type="checkbox"/>	<input type="checkbox"/>	11	Storm Manacles	ED:165	2	12/18	60 yds	12+R rnds	WF+5	TSD
<input type="checkbox"/>	<input type="checkbox"/>	12	Thunderclap	AM:15	3	13/17	60 yds	1 round	-8 steps to actions, deafness	TSD
<input type="checkbox"/>	<input type="checkbox"/>	13	Whirlwind	ED:165	2	12/18	60 yds	6+R rnds	WF+9	2/TSD

Circle Eight Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Blade Fury	ED:165	2	13/20	Touch	3+R rnds	WF+10	TSD
<input type="checkbox"/>	<input type="checkbox"/>	2	Crushing Hand of Earth	AM:16	4	14/21	60 yds	3+R rnds	WF+6	TSD
<input type="checkbox"/>	<input type="checkbox"/>	3	Earth Wall	ED:165	3	12/20	50 yds	1+R hrs	WF+12	2
<input type="checkbox"/>	<input type="checkbox"/>	4	Haunted Forest (Multi-Disc)	MS:134	2/2	15/24	1 mile	R hrs	Transforms woodland	12
<input type="checkbox"/>	<input type="checkbox"/>	5	Perimeter Alarm	ED:165	3	10/20	R yds	4+R hrs	WF+12	2
<input type="checkbox"/>	<input type="checkbox"/>	6	Silence Metal	ED:165	3	13/20	Touch	1+R hrs	WF+7	TSD
<input type="checkbox"/>	<input type="checkbox"/>	7	Silver Shadow	ED:165	3	12/19	100 yds	1+R hrs	WF+3	TSD
<input type="checkbox"/>	<input type="checkbox"/>	8	Waterspout	AM:16	2	14/21	1 mile	1 round	WF+15	TSD

Circle Nine Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Burning Water	AM:17	5	15/25	20 yds	R mins	Creates flammable water	6
<input type="checkbox"/>	<input type="checkbox"/>	2	Cloud Banish	EC:75	3	15/20	1 mile	1+R Hrs	WF+8	8+
<input type="checkbox"/>	<input type="checkbox"/>	3	Cold Embers	AM:17	4	18/25	60 yds	1 round	Extinguishes open flames	4
<input type="checkbox"/>	<input type="checkbox"/>	4	Dragon's Breath	EC:75	3	15/20	50 yds	1 round	WF+12	TSD
<input type="checkbox"/>	<input type="checkbox"/>	5	Fire Wall	EC:76	4	14/20	50 yds	1+R hrs	WF+10	2
<input type="checkbox"/>	<input type="checkbox"/>	6	Moon Shadow	EC:76	5	16/22	100 yds	1 month	WF+10	TSD
<input type="checkbox"/>	<input type="checkbox"/>	7	Water Wall	EC:76	4	14/20	50 yds	1+R hrs	WF+10	2

Circle Ten Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Air Fortress	EC:77	Var	17/23	Touch	Rx10 hrs	WF+12	2
<input type="checkbox"/>	<input type="checkbox"/>	2	Earth and Air	EC:77	3	16/20	120 yds	1+R hrs	WF+10	2+
<input type="checkbox"/>	<input type="checkbox"/>	3	Elemental Merchant	EC:77	3	15/19	50 yds	1+R days	WF+5	10 (SD of Spirit)
<input type="checkbox"/>	<input type="checkbox"/>	4	Fire and Water	EC:78	3	17/20	120 yds	1+R hrs	WF+9	2+
<input type="checkbox"/>	<input type="checkbox"/>	5	Frozen Harbor	AM:17	5	16/29	30 yds	1 round	Freezes an expanse of water	9
<input type="checkbox"/>	<input type="checkbox"/>	6	Petrify	AM:17	4	19/26	20 yds	R days	WF+5	TSD
<input type="checkbox"/>	<input type="checkbox"/>	7	Weather Change	EC:78	5	13/20	10 miles	10+R hrs	WF+8	2

Circle Eleven Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Wood Blade	AM:17	4	22/28	Touch	8+R hrs	WF+16	4

Circle Twelve Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Crop Blight	AM:18	8	21/26	Touch	1 yr + 1 day	Destroys plant crops	5

Circle Fourteen Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Council of the Forest	AM:18	9	18/32	1 mile	1 day	Summons tree or other plant spirits	10

Circle Fifteen Spells

Spell Known	In Matrix	Spell ID	Spell Name	Ref	Threads	Weaving Difficulty	Range	Duration	Effect	Casting Difficulty
<input type="checkbox"/>	<input type="checkbox"/>	1	Call Forth the Maelstrom	AM:18	6	25/33	None	R hrs	Creates a natural disaster	10
<input type="checkbox"/>	<input type="checkbox"/>	2	Purify Forest	AM:18	12	28/33	10 yds	1 round	Purifies astral space	TSD