

Illusionist's Grimoire

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

Abbreviations:

AM = Arcane Mysteries of Barsaive; EC = Earthdawn Companion; ED = Earthdawn Rulebook; hrs = hrs; 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; yr = year

Contents

SPELL SUMMARY	2
Circle One	2
Circle Two	2
Circle Three	2
Circle Four	2
Circle Five	3
Circle Six.....	3
Circle Seven	3
Circle Eight.....	3
Circle Nine.....	4
Circle Ten.....	4
Circle Thirteen	4
Circle Fourteen	4
ENDPLAY	5
Credits.....	5
Copyright.....	5
Legal Information	5

Spell Summary

Circle One

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Assuring Touch	ED:167	None	NA/7	Touch	+3 steps vs fear	TSD	12+R rnds
2	○	○	Bellow of the Thundras	AM:19	None	NA/15	60 yds	Allows subject's voice to be heard	TSD	5+R mins
3	○	○	Best Face	ED:167	2	5/14	Touch	Charisma+5	TSD	8+R mins
4	○	○	Blazing Fists of Rage	AM:19	None	NA/16	Touch	WF+5	TSD	4+R rnds
5	○	○	Catseyes	AM:19	1	5/10	Touch	Grants low-light vision	TSD	3+R mins
6	○	○	Disguise Metal	ED:167	1	7/14	Touch	Changes appearance of metal	TSD	WF+7 mins
7	○	○	Displace Image	ED:167	1	7/15	Touch	Projects image 3 yds away	TSD	1+R mins
8	○	○	Fun With Doors	AM:19	2	5/10	20 yds	Creates/alters door illusions	Door's SD	7+R rnds
9	○	○	Light	ED:167	1	6/14	10 yds	Summons light	2	WP+5 mins
10	○	○	Pauper's Purse	ED:167	None	NA/7	Touch	WF+4	TSD	1+R mins
11	○	○	Rope Guide	ED:167	None	NA/7	25 yds	WF+4	TSD	3+R rnds
12	○	○	True Blazing Fists of Rage	AM:19	None	NA/16	Touch	WF+2	TSD	4+R rnds
13	○	○	Unseen Voices	ED:168	None	NA/7	40 yds	See spell text	TSD	15+R rnds

Circle Two

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Blindness	AM:19	1	8/14	25 yds	Blinds the target	TSD	5+R mins
2	○	○	Crafty Thought	ED:168	1	6/14	2 yds	WF+5	TSD	R mins
3	○	○	Disaster	AM:20	1	9/17	10 yds	WF+6	TSD	5+R rnds
4	○	○	Encrypt	AM:20	None	NA/11	20 yds	WF+4	TSD	R hrs
5	○	○	Ephemeral Bolt	ED:168	None	NA/9	60 yds	WF+7	TSD	1 round
6	○	○	Impossible Knot	AM:20	2	6/14	Touch	WF+4	4	1+R days
7	○	○	Innocent Activity	ED:168	1	6/14	Touch	Covers up true activity	TSD	12+R rnds
8	○	○	Monstrous Mantle	ED:168	2	8/13	Touch	Increases combat prowess	TSD	WF+5 rnds
9	○	○	Remove Shadow	AM:20	1	6/14	Touch	Removes shadow and reflection	TSD	5+R mins
10	○	○	Tailor	ED:169	2	6/7	Touch	WF+4	TSD	R×10 mins
11	○	○	True Ephemeral Bolt	ED:169	None	NA/8	60 yds	WF+3	TSD	1 round
12	○	○	Weather Cloak	ED:169	1	6/9	Touch	WF+3	TSD	R×10 mins
13	○	○	You Got Me	AM:20	1	6/14	Self	+6 steps to charisma	6	6+R mins

Circle Three

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Alarm	ED:169	1	8/17	50 yds	WF+4	TSD	6+R mins
2	○	○	And Then I Woke Up	AM:21	1	10/15	Self	+8 steps to perception	TSD	1 round
3	○	○	Astral Sense [Discipline]	MS:132	2	5/15	60 yds	WF+6	6	10+R mins
4	○	○	Blinding Glare	AM:21	1	10/20	30 yds	WF+6	TSD	1 round
5	○	○	Dampen Karma	ED:169	1	8/17	60 yds	-4 to target's karma dice	TSD	6+R rnds
6	○	○	Detect [Discipline] Magic	MS:132	2	5/15	60 yds	WF+6	6	10+R mins
7	○	○	Dispel [Discipline] Magic	MS:132	1	6/13	60 yds	WF	2	1 round
8	○	○	False Floor	ED:169	2	7/17	Touch	WF+3	2	1+R hrs
9	○	○	Impossible Lock	ED:169	2	7/15	Touch	+D6 to sensing difficulty	2	1+R hrs
10	○	○	Mind Fog	ED:169	1	8/15	60 yds	WF+6	TSD	R rnds
11	○	○	Nobody Here	ED:170	1	10/18	10 yds	WF+8	TSD	8+R mins
12	○	○	Phantom Warrior	AM:21	1	7/15	10 yds	Creates 3 images of target	TSD	R+3 rnds
13	○	○	See the Unseen	AM:21	1	7/15	Touch	+8 steps to perception tests	TSD	5+R mins
14	○	○	Soothe the Savage Beast	AM:21	1	7/15	10 yds	Hypnotizes a single animal	TSD	3+R mins
15	○	○	Suffocation	ED:170	3	7/18	120 yds	WF+8	TSD	3+R rnds

Circle Four

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Aura	AM:22	1	10/16	10 yds	WF+2	TSD	3+R rnds
2	○	○	Bleeding Edge	AM:22	1	10/20	Touch	+5 steps to weapon damage	TSD	1 round
3	○	○	Circle of Well Being	ED:170	3	8/17	Touch	WF	2	R×10 mins
4	○	○	Clarion Call	ED:170	1	8/17	100 yds	WF+4	TSD	12+R rnds
5	○	○	Conceal Tracks	AM:22	2	10/20	Touch	Conceals tracks	TSD	R hrs
6	○	○	Eyes Have It	ED:170	3	7/17	60 yds	WF+4	2	1+R mins
7	○	○	Great Weapon	AM:22	1	13/20	Touch	-2 step attack test penalty	TSD	2+R rnds
8	○	○	Hunger	AM:22	3	10/17	Touch	Increases or reduces hunger	TSD	R days
9	○	○	Improved Alarm	ED:170	3	8/19	120 yds	WF+5	TSD	1+R hrs
10	○	○	Memory Blank	AM:23	2	10/17	1 yard	WF+4	TSD	1+R hrs
11	○	○	Multi-Missile	ED:170	2	8/17	Touch	+4 missiles	TSD	R rnds
12	○	○	Nightmare of Foreboding	AM:23	5	10/17	20 yds	-8 to wound threshold	TSD	R days
13	○	○	Stop Right There	ED:171	None	NA/9	60 yds	WF+3	TSD	R rnds
14	○	○	Unmask	AM:23	1	10/20	20 yds	WF+6	TSD	3+R mins

Circle Five

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Awaken	AM:23	2	11/18	Touch	WF+6	TSD	1 round
2	○	○	Bond of Silence	AM:23	3	11/18	20 yds	WF+4	TSD	R mins
3	○	○	Clothing Gone	AM:23	3	11/21	60 yds	-4 step penalty to all actions	TSD	5 rnds
4	○	○	Dispel Magic [Discipline]	MS:133	1	6/13	60 yds	WF	2	1 round
5	○	○	Enter and Exit	AM:24	3	11/21	60 yds	Shows the safest entrance to and exit from a place	6	5+R mins
6	○	○	Eye of Truth	AM:24	1	11/18	Self	+10 steps to disbelief tests	TSD	5+R mins
7	○	○	Flesh Eater	AM:24	2	14/21	Touch	-2 steps to target's actions	TSD	5+R rnds
8	○	○	Flying Carpet	ED:171	3	10/18	Touch	WF+5	7	1+R hrs
9	○	○	Illusion	MS:134	2	11/21	30 yds	Creates illusion	2	5+R mins
10	○	○	Improve Karma	ED:171	3	8/18	Touch	+5 steps to karma dice	TSD	6+R rnds
11	○	○	Noble Manner	ED:171	None	NA/10	Touch	+5 steps to charisma test	TSD	3+R mins
12	○	○	Phantom Fireball	AM:25	1	11/21	100 yds	WF+8	TSD	1 round
13	○	○	Pleasant Visions	ED:171	1	9/18	60 yds	Visions prevent action	TSD	3+R mins
14	○	○	Switch	AM:25	5	NA/18	10 yds	Switches the appearance of both the caster and target	TSD	R mins
15	○	○	Wall of Unfire	ED:171	3	7/15	60 yds	WF+8	2	3+R mins

Circle Six

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Astral Shadow	AM:25	2	12/17	Touch	WF+4	TSD	3+R mins
2	○	○	Bouncing Blaster	ED:172	4	9/20	Touch	WF+8	TSD	3+R days
3	○	○	Chosen Path	ED:172	3	10/18	60 yds	WF+8	2	3+R hrs
4	○	○	Dancing Disks	ED:172	3	7/19	75 yds	WF+6	TSD	7+R rnds
5	○	○	Foreseeing	AM:25	2	12/22	Self	WF+3	9	1 round
6	○	○	Illusory Missiles	ED:172	2	12/15	120 yds	WF+11	TSD	1 round
7	○	○	Memory Scribe	AM:25	3	12/19	1 yard	WF+6	TSD	1+R hrs
8	○	○	Spotlight	ED:172	2	11/20	100 yds	WF+8	TSD	7+R rnds
9	○	○	Stench	AM:26	3	12/22	40 yds	WF+6	TSD	3+R rnds

Circle Seven

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Dreamsight	AM:26	3	13/23	1 mile	WF+8	TSD	8+R mins
2	○	○	Drunken Stagger	AM:26	4	13/20	Touch	Step penalty	TSD	5+R days
3	○	○	False Enchantment	ED:172	5	8/20	Touch	+D8 sensing difficulty	2	7+R days
4	○	○	Rebel Limb	ED:172	1	16/18	60 yds	WF+4	TSD	10+R rnds
5	○	○	Reversal of Passion	AM:26	2	13/20	30 yds	WF+8	TSD	3+R rnds
6	○	○	Stampede	AM:26	4	12/17	120 yds	-2 steps to target's actions	TSD	1+R rnds
7	○	○	Time Flies	AM:26	4	10/23	60 yds	WF+3	2	R hrs
8	○	○	Twisted Tongues	ED:173	1	14/18	60 yds	Jumbles speech	TSD	3+R mins
9	○	○	Vertigo	ED:173	3	12/16	75 yds	Cancels up to D10 action dice	TSD	7+R rnds
10	○	○	Walk Through	ED:173	1	13/17	Touch	Creates temporary pathway	TSD	6+R rnds

Circle Eight

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Astral Nightmare	ED:173	4	12/21	25 yds	WF+10	TSD	3+R mins
2	○	○	Dreamsend	AM:27	3	11/24	1 mile	WF+6	TSD	5+R mins
3	○	○	Ephemeral Magic [Multi-Disc]	MS:133	2/2	16/24	30 yds	WF+3	TSD	R rnds
4	○	○	Form Exchange	ED:173	4	11/21	25 yds	WF+10	TSD	7+R mins
5	○	○	Illusory Spell	AM:27	2+	14+/24	120 yds	WF+12	TSD	1 round
6	○	○	Leaping Lizards	ED:173	3	9/21	150 yds	WF+7	2	R mins
7	○	○	Massive Missiles	ED:173	4	12/21	250 yds	WF+12	TSD	3+R rnds
8	○	○	Other Place	ED:173	3	9/21	1 mile	Links two doorways	TSD	3+R hrs
9	○	○	Shadow Spell	AM:27	2	14/21	60 yds	WF+12	TSD	1+R rnds

Circle Nine

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Do Unto Others	AM:27	3	14/20	15 yds	See spell text	See spell text	R rnds
2	○	○	Dream Realm [Multi-Disc]	MS:133	3/2	17/25	1 mile	WF+2	TSD	5+R mins
3	○	○	Grim Reaper	EC:78	5	13/21	Touch	WF+13	TSD	Rx10 mins
4	○	○	One of the Crowd	EC:79	5	14/21	15 yds	WF+10	TSD	1+R hrs
5	○	○	Revulsion	EC:79	4	15/21	Touch	WF+13	TSD	1+R mins
6	○	○	Shift Walls	EC:79	5	15/21	15 yds	WF+9	TSD	3+R hrs
7	○	○	Thundering Walls	EC:79	3	15/21	75 yds	WF+9	2	7+R rnds

Circle Ten

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Afterlife	EC:79	5	16/21	25 yds	WF+14	TSD	R mins
2	○	○	Astral Materialization	EC:80	4	15/22	25 yds	WF+13	TSD	1 round
3	○	○	Eclipse	EC:80	6	15/21	NA	WF+8	2	R days
4	○	○	Eternal Day	EC:80	5	18/21	NA	WF+8	2	R days
5	○	○	Haunted House	EC:80	5	15/20	75 yds	WF+11	2	R days

Circle Thirteen

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Restore Pattern	AM:28	3	20/31	Touch	WF+15	TSD	1 round

Circle Fourteen

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Shadow Palace	AM:28	6	21/32	Touch	WF+10	8	R hrs

Endplay

Credits

Design and Development

Dialog Publishing, James D Flowers

Dedication

To my son Nathaniel James Keats with all my love.

Version

Illusionist's Grimoire 1.02

Copyright

First Edition copyright © 1998-2000 by Dialog Publishing. All rights reserved. Whole or partial reproduction or publication of the content of this document in any manner, without the express permission of the publisher or author, is strictly prohibited.

All text and information incorporated in this document is protected under the copyright laws of New Zealand. Any persons involved in the unauthorised reproduction of this document will be prosecuted under the full capacity provided for by the New Zealand Copyright Protection Act. No liability is assumed with respect to the use or interpretation of the information herein.

Legal Information

This document contains textual and graphical material from published FASA Corporation works relating to their copyrighted and trademarked roleplaying game Earthdawn®. Such material is reproduced here without permission, and subject to the disclaimers and copyright notices in the paragraphs following. Material not specifically belonging to FASA Corporation remains the property of Dialog Publishing, and is subject to such national and international copyrights as may be in place for such information, unless specifically stated otherwise.

Earthdawn® is a Registered Trademark of FASA Corporation. Barsaive™ is a Trademark of FASA Corporation. Original Earthdawn® material copyright © 1993-2000 FASA Corporation. All rights reserved. Used without permission. Published by: FASA Corporation - 1100 W. Cermak Road - Suite B305 - Chicago, IL 60608. Any unauthorised use of FASA Corporation's copyrighted material or trademarks in this document should not be viewed as a challenge to those copyrights or trademarks.

Dynasty (Epic Roleplay in Ancient Egypt), Samurai (Epic Roleplay in Feudal Japan), Inquisitor (Dark Medieval Roleplay in a World of Fear), Ballad, Ballad of a Greater Earth, A Greater Earth all copyright © 1994-2000 Dialog Publishing. All rights reserved. Our Web address is: <http://www.dlg.co.nz/roleplay>. Email us at: roleplay@dlg.co.nz

Earthdawn Downtime System, EDS, Herbs and Plants of Barsaive, Earthdawn Shards, Monuments of Scythia all copyright © 1994-2000 Dialog Publishing. Unless explicitly stated otherwise, all copyrights and trademarks appearing on this site remain the property of their respective owners. All rights reserved.