

Nethermancer's Grimoire

Being a summary of spells known, both common and rare, and a source of reference for spellcasters of the nethermancer 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 = mins; MS = Magic: A Manual of Mystic Secrets; mths = mths; NA = Not Applicable; R = Spellcasting R; rnds = rnds; SD = Spell Defense; TSD = TSD; WF = WF; WP = WP; yds = yds; 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 Eleven	4
Circle Twelve	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	○	○	Astral Spear	AM:29	1	6/12	120 yds	WF+6	TSD	1 round
2	○	○	Bone Dance	ED:174	1	7/15	25 yds	WF+4	TSD	3+R rnds
3	○	○	Chilling Circle	ED:174	2	6/15	Touch	Step 4 damage when in circle	TSD	6+R mins
4	○	○	Command Nightflyer	ED:174	1	5/13	120 yds		WF+2	TSD
5	○	○	Detect Undead	ED:175	None	NA/7	25 yds	WF+5	TSD	3+R mins
6	○	○	Dry and Wet	ED:175	1	7/8	15 yds	WF+4	TSD	1 round
7	○	○	Experience Death	ED:175	1	6/12	20 yds	WF+5	TSD	3+R rnds
8	○	○	Insect Repellent	ED:175	1	6/7	Touch	WF+5	2	3+R mins
9	○	○	Putrefy	ED:175	None	NA/9	25 yds	Putrefies food	2 (see text)	1 round
10	○	○	Spirit Dart	AM:29	0	NA/7	25 yds	WF+2	TSD	1 round
11	○	○	Spirit Grip	ED:175	None	NA/7	Touch	WF+6	TSD	1 round
12	○	○	Undead Struggle	ED:175	None	NA/7	10 yds	WF+4	TSD	3+R rnds

Circle Two

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Bone Circle	ED:176	3	6/17	5 yds	WF+5	9	3+R mths
2	○	○	Detect [Discipline] Magic	MS:132	2	5/15	60 yds	WF+6	6	10+R mins
3	○	○	Ethereal Darkness	ED:176	1	8/16	Touch	Darkness, spell defense 12	2	WP+D10 rnds
4	○	○	Fog Ghost	ED:176	2	6/15	25 yds	Summons fog ghost	8	3+R rnds
5	○	○	Gadfly	AM:29	1	6/14	30 yds	-3 steps to target's actions	4	4+R rnds
6	○	○	Life Circle of One	ED:176	2	6/15	Touch	WF+5	2	3+R mins
7	○	○	Pocket Guardian	ED:177	3	7/13	Self	Summons pocket guardian	7	1+R days
8	○	○	Repel Animal	ED:177	2	6/13	5 yds	WF+6	2	1+R hrs
9	○	○	Shadow's Whisper	AM:29	1	6/11	100 yds	WF+6	4	3+R mins
10	○	○	Shield Mist	ED:177	1	6/13	Self	WF+6	TSD	3+R rnds

Circle Three

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Arrow of Night	AM:29	1	7/15	Touch	+8 steps to damage test	6	1 round
2	○	○	Astral Sense [Discipline]	MS:132	2	5/15	60 yds	WF+6	6	10+R mins
3	○	○	Dark Messenger	AM:29	1	7/15	Touch	Conveys a message	TSD	R hrs
4	○	○	Death's Head	ED:177	None	NA/9	Self	WF+5	TSD	5+R rnds
5	○	○	Death Trance	AM:30	2	7/12	Touch	Makes subject hibernate	TSD	3+R hrs
6	○	○	Dispel [Discipline] Magic	MS:132	1	6/13	60 yds	WF	2	1 round
7	○	○	Fog of Fear	ED:177	2	8/18	60 yds	WF+5	2	6+R rnds
8	○	○	Grave Message	ED:178	4	7/19	100 miles	Sends message to nethermancer	Refer to spell text	R days
9	○	○	Pack Bags	ED:178	1	7/11	5 yds	WF-1	2	1 round
10	○	○	Pain	ED:178	None	NA/11	10 yds	Step 4 damage, immobilization	TSD	3+R rnds
11	○	○	Preserve	AM:30	2	7/12	Touch	Prevents decaying or spoiling	2	R days
12	○	○	Shadow Meld	AM:30	2	7/15	Touch	WF+6	TSD	R mins
13	○	○	Spirit Double	ED:178	1	11/19	Touch	Creates spirit double of caster	10	10+R rnds
14	○	○	Summon Bone Ghost	AM:30	1	7/15	10 yds	Summons a bone spirit	9	1+R mins

Circle Four

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Animate Skeleton	ED:178	2	7/18	100 yds	Animates skeletons	5	8+R mins
2	○	○	Astral Flare	ED:178	2	7/17	25 yds	WF+6	2	5+R rnds
3	○	○	Blood Servitor	AM:31	2	7/17	Self	Creates blood servitor	8	R hrs
4	○	○	Dark Spy	AM:31	1	10/20	10 yds	Caster can see through a nightflyer's eyes	TSD	R mins
5	○	○	Evil Eye	ED:178	2	7/17	25 yds	-5 steps to all tests	TSD	10+R rnds
6	○	○	Fatal Food	ED:179	3	9/17	10 yds	WF+6	TSD	10+R mins
7	○	○	Friend or Foe	AM:31	2	10/20	10 yds	WF+6	TSD	5+R rnds
8	○	○	Last Chance	AM:31	1	7/17	Touch	+8 steps to recovery test	TSD	1 round
9	○	○	Nightflyer's Cloak	AM:31	2	7/17	Self	Transforms the caster	Caster's SD	R+10 mins
10	○	○	Spirit Servant	ED:179	3	8/20	Touch	Summons spirit servant	9	3+R days
11	○	○	Viewpoint	ED:179	1	9/17	Touch	WP+9	2	6+R mins
12	○	○	Visions of Death	ED:179	1	9/17	100 yds	Immobilizes character from horror and fear	TSD	6+R rnds

Circle Five

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Animate Spirit Object	ED:179	3	10/19	25 yds	WF+5	TSD (9)	R x 10 mins
2	○	○	Astral Horror	ED:180	3	9/19	120 yds	WF+6	TSD (12)	1+R mins
3	○	○	Astral Mount	AM:32	2 or 4	11/17	1 yard	Refer to spell text	8	1+R hrs
4	○	○	Astral Whisper	AM:32	2	11/18	Self	WF+8	6	3+R mins
5	○	○	Blind	AM:32	3	11/15	20 yds	WF+8	Spell Defense	5+R rnds
6	○	○	Circle of Astral Protection	ED:180	3	11/19	Touch	WF+8	TSD	1+R mins
7	○	○	Dispel Magic [Discipline]	MS:133	1	6/13	60 yds	WF	2	1 round
8	○	○	Incessant Talking	AM:32	3	14/18	40 yds	Forces target to babble	TSD	1+R mins
9	○	○	Pass Ward	ED:180	5 (6,7)	13/21	Touch	WF+12	2	R weeks/ yrs
10	○	○	Sculpt Darkness	AM:32	2	11/18	10 yds	+4 steps to stealth actions	6	4+R mins
11	○	○	Sense Horror	AM:33	2	11/18	30 yds	WF+8	6	5+R mins
12	○	○	Shadow Hunter	AM:33	3	11/18	10 yds	Summons shadow hunter	10	1+R hrs
13	○	○	Spiritual Guidance	AM:34	3	8/18	Self	Summons spirit guide	12	30 mins
14	○	○	Star Shower	AM:34	1	11/17	10 yds	WF+9	TSD	1 round
15	○	○	Target Portal	ED:180	4	10/19	1,000 yds	WF+7	TSD	R mins
16	○	○	Tears of the Scourge	AM:34	2	11/21	10 yds	WF+4	TSD	R rnds
17	○	○	Whisper Through the Night	AM:34	1	11/18	10 yds	WF+6	TSD	1+R rnds
18	○	○	Wither Limb	ED:180	3	8/19	60 yds	WF+8	TSD	1 round

Circle Six

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Blessed Light	ED:180	1	8/18	15 yds	WF+4	3	15+R mins
2	○	○	Bone Puppet	AM:35	3	8/15	25 yds	WF+4	TSD	6+R rnds
3	○	○	Bone Shatter	ED:180	2	12/20	60 yds	WF+8	TSD	1 round
4	○	○	Bone Walker	AM:35	3	12/18	Touch	Creates bone walker	6	2+R days
5	○	○	Dust to Dust	AM:36	1+	12/22	60 yds	WF+11	TSD	1 round
6	○	○	Foul Vapors	ED:181	1	11/19	25 yds	WF+5	2	6+R rnds
7	○	○	Friendly Darkness	ED:181	3	9/20	15 yds	+4 steps to R characters	2	1 round
8	○	○	Recovery	ED:181	3	9/20	Touch	WF+15	TSD	1 round
9	○	○	Soul Armor	ED:181	1	7/17	Touch	+D8 to mystic armor	TSD	15+R mins
10	○	○	Wall of Darkness	AM:36	2	12/19	10 yds	WF+6	6	3+R rnds

Circle Seven

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Astral Beacon	AM:36	3	13/23	40 yds	See text	TSD	1 round
2	○	○	Astral Maw	AM:36	2	13/17	25 yds	WF+10	8	3+R rnds
3	○	○	Banquet of Dis	AM:36	3	10/17	Touch	Eliminates hunger and fatigue	TSD	R days
4	○	○	Bone Pudding	AM:37	3	12/20	10 yds	Inflicts 6 wounds to target	TSD	1 round
5	○	○	Cold Storage	AM:37	8	10/20	Touch	Preserves organic matter	8	R mths
6	○	○	Constrict Heart	ED:181	None	NA/18	25 yds	WF+6	TSD	3+R rnds
7	○	○	Damage Shift	AM:37	2	13/20	Self	Shifts damage to another person	TSD	1 round
8	○	○	Marathon Run	AM:37	3	13/20	80 yds	Forces target to flee	TSD	1+R mins
9	○	○	Restrained Entity	ED:181	2	14/20	25 yds	WF+12	TSD	3+R mins
10	○	○	Reverse Withering	ED:182	3	11/18	Touch	WF+7	2	3+R rnds
11	○	○	Spirit Bolt	AM:37	1	13/23	60 yds	WF+12	TSD	1 round
12	○	○	Spirit Portal	ED:182	4	14/19	Touch	WF+10	2	Rx10 mins
13	○	○	Steal Strength	AM:38	3	13/23	Touch	WF+4	2/TSD	5+R mins
14	○	○	Step Through Shadow	AM:38	3	12/24	Self	Creates an astral passageway	TSD	3+R rnds
15	○	○	Wit Friend	ED:182	2	8/19	Touch	WF+5	TSD	10+R mins

Circle Eight

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Control Being	ED:182	3	14/20	25 yds	WF+6	TSD	10+R mins
2	○	○	Globe of Silence	AM:38	3	14/20	40 yds	WF+8	6	2+R mins
3	○	○	Haunted Forest [Multi-Disc]	MS:134	2/2	15/24	1 mile	Transforms a woodland	12	R hrs
4	○	○	Horror Call	ED:182	6	13/22	10 yds	WF+16	TSD	R hrs
5	○	○	Netherblade	AM:38	2	14/17	Touch	WF+8	TSD	6+R rnds
6	○	○	Restrain Horror	ED:182	1	13/19	25 yds	WF+16	TSD	R rnds
7	○	○	Shadow Tether	ED:182	2	16/19	50 yds	WF+7	TSD	10+R mins
8	○	○	Translator Spirit	ED:182	4	11/19	10 yds	WF+5	2	Rx10 mins
9	○	○	Visit Death	AM:38	4	11/24	Touch	Step penalty to target's actions	TSD	1+R days
10	○	○	Wall of Bones	AM:39	4	14/21	20 yds	Creates a wall of bones	7	3+R mins
11	○	○	Wither Away	AM:39	5	11/21	Touch	WF	TSD	R mths

Circle Nine

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Create Life	EC:81	1+	21/26	Touch	Creates a life form	TSD	7+R yrs
2	○	○	Dark Sword	EC:81	6	15/19	Touch	WF+8	TSD	R days
3	○	○	Disrupt Magic	AM:39	2	12/19	60 yds	WF	TSD	1 round
4	○	○	Dream Realm [Multi-Disc]	MS:133	3/2	17/25	1 mile	WF+2	TSD	5+R mins
5	○	○	Mystic Vessel	AM:39	3	15/23	Touch	WF+10	TSD	1+R hrs
6	○	○	Shift Skin	EC:81	2	17/18	Touch	WF+4	TSD	R rnds
7	○	○	Silent Darkness	AM:40	3	15/22	40 yds	WF+8	6	5+R rnds
8	○	○	Talent Shredder	EC:82	1	17/19	100 yds	WF	TSD	1 round
9	○	○	Void Wave	AM:40	4	15/22	100 yds	WF+13	TSD	1 round
10	○	○	Walking Dead	EC:82	4	13/19	Touch	WF	TSD	R days

Circle Ten

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Animate Dead	MS:132	3	10/15	Touch	Creates cadaver men	TSD	5+R days
2	○	○	Astral Slice	AM:40	5	13/26	80 yds	WF+15	TSD	1 round
3	○	○	Damage Transfer	EC:82	3	14/19	100 yds	WF+10	TSD	1 round
4	○	○	Fragile Pattern	EC:82	7	14/23	100 yds	WF+12	TSD	1 round
5	○	○	Gateway	EC:83	5	12/19	5,000 miles	WF+10	TSD	R rnds
6	○	○	Soul Trap	AM:40	6	13/23	Touch	Traps the soul of a deceased target in their body	TSD	R hrs
7	○	○	Spirit Tempest	AM:40	4	16/23	25 yds	WF+5	10	R rnds
8	○	○	Strong Pattern	EC:83	6	18/23	Touch	WF+12	TSD	7+R yrs
9	○	○	Tap Horror Karma	EC:83	2	18/20	50 yds	WF+10	TSD	1 round

Circle Eleven

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Alter Life	MS:131	1+	21/26	Touch	Alters a life form's pattern	TSD	7+R yrs
2	○	○	Shatter Pattern	MS:135	7	TSD	Touch	WF+15	TSD	See spell text
3	○	○	Unnatural Life	AM:41	7	19/25	Touch	Restores a target to "unnatural" life	TSD	R yrs

Circle Twelve

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Forge Falsemen	AM:41	7	20/29	Touch	Creates falsemen	TSD	R yrs
2	○	○	Perverv Emotion	AM:42	10	23/29	Touch	Refer to spell text	TSD	1+R days
3	○	○	Talent Reaver [Multi-Disc]	MS:135	2/1	23/35	30 yds	WF	TSD	Varies

Circle Thirteen

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Erase Horror Mark	AM:42	6	17/22	Touch	Removes horror mark	TSD	1 round
2	○	○	Eternal Youth	AM:42	6	17/31	Self	Stops aging	12	R yrs

Circle Fourteen

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Call Forth the Army of Decay	AM:42	8	21/29	5-mile radius	Summons cadaver men	10	R days

Endplay

Credits

Design and Development

Dialog Publishing, James D Flowers

Dedication

To my son Nathaniel James Keats with all my love.

Version

Nethermancer'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.