

Wizard's Grimoire

Being a summary of spells known, both common and rare, and a source of reference for spellcasters of the wizard 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 = 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; yr = year

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Spell Summary

Circle One

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Astral Sense	ED:183	2	5/15	60 yds	WF+6	6	10+R mins
2	○	○	Bedazzling Display of Logical Analysis	AM:43	None	NA/7	Self	+6 steps to charisma	TSD	R mins
3	○	○	Crushing Will	ED:183	1	8/16	120 yds	WF+5	TSD	1 round
4	○	○	Dispel Magic	ED:183	1	6/13	60 yds	WF	2	1 round
5	○	○	Divine Aura	ED:184	1	6/14	25 yds	WF+5	TSD	5+R mins
6	○	○	Flame Flash	ED:184	1	7/15	25 yds	WF+4	TSD	1 round
7	○	○	Ignite	ED:184	None	NA/11	5 yds	Ignites flammable object	TSD	1 round
8	○	○	Iron Hand	ED:184	1	5/13	Touch	+3 steps melee weapon damage	TSD	10+R rnds
9	○	○	Mind Dagger	ED:184	None	NA/7	40 yds	WF+2	TSD	1 round
10	○	○	Silent Converse	AM:43	1	5/13	100 yds	WF+4	4	5+R mins
11	○	○	Triangulate	AM:43	None	NA/10	500 yds	Refer to spell text	TSD	1 round
12	○	○	Wall Walker	ED:184	1	6/14	Touch	Target's WF+5	TSD	10+R rnds

Circle Two

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	And His Money	ED:185	1	7/16	10 yds	-4 to target's social defense.	TSD	3+R mins
2	○	○	Astral Shield	ED:185	None	NA/7	Touch	+3 to spell defense	TSD	7+R rnds
3	○	○	Clean	ED:185	2	5/13	Touch	WF+4	TSD	1 mins
4	○	○	Dodge Boost	ED:185	None	NA/8	Self	+3 steps to avoid blow	TSD	5+R rnds
5	○	○	Rope Ladder	ED:185	2	6/14	50 yds	Create ladder from rope	2	R mins
6	○	○	Seal	AM:43	1	6/11	20 yds	WF+6	4	8+R mins
7	○	○	Vines	ED:185	1	6/15	50 yds	WF+4	TSD	3+R rnds
8	○	○	Wake-Up Call	ED:185	4	6/15	Touch	Sets off alarm call	TSD	Up to 24 hrs

Circle Three

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Aura Strike	AM:43	1	7/12	40 yds	WF+8	TSD	1 round
2	○	○	Catwalk	AM:43	1	7/12	Touch	+6 steps to climbing and balancing tests	TSD	8+R rnds
3	○	○	Combat Fury	ED:185	1	9/16	Touch	+4 steps to attack and damage	TSD	7+R rnds
4	○	○	False Aura	AM:44	2	7/12	Touch	WF+6	TSD	3+R mins
5	○	○	Healing Sleep	AM:44	2	7/12	Touch	Doubles recovery tests and adds +4 steps to healing tests	TSD	8 hrs
6	○	○	Leaps and Bounds	ED:185	None	NA/9	Touch	Target's WF+7	TSD	5+R rnds
7	○	○	Levitate	ED:186	1	8/18	100 yds	Levitate up to 2000 pounds	TSD	see Text
8	○	○	Notice Not	ED:186	1	7/15	Touch	+3 steps to stealthy actions	TSD	1+R mins
9	○	○	Quicken Pace	ED:186	2	10/13	Touch	WF+4	TSD	4+R hours
10	○	○	Seeking Sight	ED:186	1	7/15	Touch	+3 steps to missile weapon attack	TSD	1+R mins
11	○	○	Shatter Lock	ED:186	2	6/13	5 yds	WF+8	TSD	1 round
12	○	○	Water Wings	AM:44	1	7/15	Touch	Waterproof windling wings	TSD	R hrs
13	○	○	Wizard Mark	AM:44	2	6/15	Touch	WF+6	TSD	1+R hrs

Circle Four

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Ball of String	ED:186	3	10/15	Variable	WF+6	2	3+R hours
2	○	○	Binding Threads	AM:45	2	10/17	40 yds	WF+8	TSD	2+R mins
3	○	○	Buoyancy	AM:45	1	13/20	Self	+2 steps to swimming tests	TSD	R hours
4	○	○	Dust Devil	ED:186	2	9/13	80 yds	-2 steps to sight, hearing, smell	TSD	5+R rnds
5	○	○	Hair Frenzy	AM:45	None	NA/20	25 yds	-2 steps to target's actions	TSD	5+R rnds
6	○	○	Icy Fingers	AM:45	1	7/12	Self	Reduces fire damage	TSD	5+R mins
7	○	○	Identify Magic	AM:45	1	10/20	80 yds	Refer to spell text	TSD	1 round
8	○	○	Identify Spell	AM:45	None	NA/12	60 yds	Refer to spell text	TSD	1 round
9	○	○	Inventory	ED:186	4	9/18	25 yds	WF+8	TSD	1 mins
10	○	○	Juggler's Touch	AM:45	2	10/17	30 yds	WF+6	2/TSD	R rnds
11	○	○	Karmic Connection	AM:45	1	10/17	Touch	WF+10	TSD	1 round
12	○	○	Relax	ED:186	3	9/13	Touch	WF+2	TSD	1 round
13	○	○	Thorny Retreat	ED:187	1	11/13	Touch	WF+2	2	7+R rnds
14	○	○	Trust	ED:187	1	13/17	50 yds	WF+3	TSD	R mins
15	○	○	Wizard's Cloak	AM:46	2	10/17	Touch	WF+8	TSD	5+R mins

Circle Five

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Counterspell	ED:187	None	NA/11	15 yds	WF+5	TSD	10+R rnds
2	○	○	Giant Size	AM:46	2	11/18	Touch	+5 strength and toughness steps	TSD	2+R rnds
3	○	○	Heat Metal	AM:46	2	11/18	10 yds	WF+5	TSD	7+R rnds
4	○	○	Invigorate	ED:187	2	9/17	Touch	+5 steps to recovery tests	TSD	1+R hours
5	○	○	Mage Armor	ED:187	1	12/16	Touch	+4 to physical armor	TSD	7+R mins
6	○	○	Makeshift Missile	ED:187	1	9/15	Touch	WF+6	Refer to spell text	2+R rnds
7	○	○	Mystic Shock	AM:46	2	11/21	10 yds	WF+10	TSD	1 round
8	○	○	Sanctuary	AM:46	3	11/18	Touch	WF+8	6	10+R mins
9	○	○	Slow	ED:187	2	7/15	Touch	-5 steps to dexterity tests	TSD	5+R rnds
10	○	○	Solo Flight	ED:187	2	7/18	Self	Grants power of flight	TSD	15+R mins
11	○	○	Study Thread	AM:47	2	11/15	10 yds	WF+5	TSD	R mins

Circle Six

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Blood Lost	AM:47	3	12/22	Touch	Prevents wounds healing	TSD	1+R days
2	○	○	Displace Self	ED:188	2	9/16	Self	WF+7	TSD	5+R rnds
3	○	○	Doom Missile	ED:187	3	10/21	100 yds	WF+5	TSD	R rnds
4	○	○	Karma Cancel	ED:188	2	11/18	100 yds	Prevents karma use	TSD	8+R rnds
5	○	○	Loan Spell	AM:47	2	11/15	Touch	Loans spell	TSD	4+R mins
6	○	○	Makeshift Weapon	ED:188	1	10/15	Touch	WF+8	TSD	5+R rnds
7	○	○	Mental Library	AM:47	3	12/19	Self	+10 ranks to book memory	6	R hrs
8	○	○	Multi-Mind Dagger	MS:134	1+	9/22	30 yds	WF+2	TSD	1 round
9	○	○	Razor Orb	ED:188	2	11/19	100 yds	WF+15	TSD	1 round
10	○	○	Sleep	ED:188	2	9/17	60 yds	Puts rank characters to sleep	TSD	10+R rnds
11	○	○	Spellstore	AM:47	2	12/19	Touch	WF+6	6	R hrs

Circle Seven

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Astral Gift	AM:48	3	13/23	30 yds	Gives astral-sensitive sight	TSD	5 rnds
2	○	○	Blood Boil	ED:188	3	12/17	60 yds	WF+9	TSD	4 rnds
3	○	○	Call	AM:48	2	10/17	100 miles	Delivers a message	TSD	1 round
4	○	○	Confusing Weave	ED:188	1	13/20	60 yds	WF+3	TSD	1 round
5	○	○	Dislodge Spell	AM:48	1	9/22	60 yds	WF+10	TSD	1 round
6	○	○	Lightning Cloud	ED:188	4	12/18	120 yds	WF+10	TSD	5+R rnds
7	○	○	Liquid Eyes	AM:48	3	13/23	40 yds	Blinds target	TSD	R rnds
8	○	○	Move on Through	ED:188	None	NA/17	120 yds	WF+4	TSD	1 round
9	○	○	Mystic Net	AM:48	3	13/20	40 yds	WF+8	TSD	2+R mins
10	○	○	Spell Cage	ED:189	3	11/19	100 yds	-5 steps to all spellcasting tests	TSD	5+R rnds

Circle Eight

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Catch Spell	AM:49	2	14/21	Self	WF+12	TSD	R rnds
2	○	○	Cat's Cradle	ED:189	4	12/20	25 yds	Shared spellcasting	TSD	R mins
3	○	○	Compress. Bubble	ED:189	3	15/22	75 yds	WF+10	TSD	7+R rnds
4	○	○	Delay Blow	ED:189	2	14/20	Touch	WF+15	TSD	10+R rnds
5	○	○	Ephemeral Magic [Multi-Disc]	MS:133	2/2	16/24	30 yds	WF+3	TSD	R rnds
6	○	○	Peace Bond	AM:49	3	11/21	Touch	WF+10	TSD	5+R mins
7	○	○	Safe Opening	ED:189	2	12/19	5 yds	WF+8	TSD	5+R rnds
8	○	○	Spell Snatcher	AM:49	2	14/24	60 yds	WF+10	TSD	1 round
9	○	○	Wound Mask	ED:189	3	13/15	Touch	WF+10	TSD	5+R rnds

Circle Nine

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Absorbing Sphere	EC:84	3	13/19	60 yds	WF+8	TSD	12+R rnds
2	○	○	Channel Raw Magic	AM:50	2	12/25	25 yds	Channels astral energy	TSD	3 rnds
3	○	○	Draining Eye	EC:84	4	14/15	60 yds	WF+10	TSD	R mins
4	○	○	Glowing Swarm	AM:50	4	12/22	10 yds	Creates swarm of glowing insects	8	R+3 rnds
5	○	○	Observe Event	EC:84	5	14/15	5 yds	WF+3	TSD	Varies
6	○	○	Reattach Limb	EC:85	6	15/15	Touch	WF	TSD	1 round
7	○	○	Tell Tale	EC:85	3	12/15	Touch	Gain answer from object	TSD	1 minute
8	○	○	Wipe Matrices	AM:50	1+	12/22	60 yds	WF+12	TSD	1 round

Circle Ten

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Death Vow	EC:85	3	13/22	Touch	WF+10	TSD	R weeks
2	○	○	Draw and Quarter	AM:51	4	16/26	Touch	WF+15	TSD	1 round
3	○	○	Hold Pattern	EC:85	6	14/23	Touch	WF+8	2	R days
4	○	○	Journey to Life	EC:86	7	14/15	Touch	WP+15	TSD	R days
5	○	○	Onion Blood	EC:86	4	16/19	100 yds	WF+6	TSD	R rnds
6	○	○	Spell Fusion	AM:51	4	19/26	40 yds	WF+3	7	3 rnds
7	○	○	Warp Astral Space	EC:86	3	17/23	50 yds	-8 steps to spellcasting	15	5+R rnds

Circle Eleven

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Block Magic	AM:51	4	16/25	40 yds	-10 steps to magic-based tests	10	3+R mins

Circle Twelve

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	Alter Form	AM:51	8	16/26	Touch	Change physical nature and true pattern of an object	TSD	1 round
2	○	○	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	○	○	Cleanse Astral Space	AM:52	5	20/28	Touch	WF+12	10	1 round

Circle Fifteen

ID	Known	Matrix	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	○	○	City in a Bottle	AM:52	8	18/33	25 miles	Captures terrain	12	1+R days

Endplay

Credits

Design and Development

Dialog Publishing, James D Flowers

Dedication

To my son Nathaniel James Keats with all my love.

Version

Wizard's Grimoire 1.02

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