

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

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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	7+R rnds
8	○	○	Fun With Doors	AM:19	2	5/10	20 yds	Creates/alters door illusions	Door's SD	1+R mins
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

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