

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.

Abbreviations:
AM = Arcane Mysteries of Barsaive; 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

Contents

ELEMENTALIST SPELLS	2
Circle One Spells.....	2
Circle Two Spells	2
Circle Three Spells	2
Circle Four Spells	3
Circle Five Spells.....	3
Circle Six Spells.....	3
Circle Seven Spells	3
Circle Eight Spells	4
Circle Nine Spells	4
Circle Ten Spells.....	4
Circle Eleven Spells.....	4
Circle Twelve Spells	4
Circle Fourteen Spells.....	4
Circle Fifteen Spells.....	4
ENDPLAY.....	5
Credits.....	5
Copyright	5
Legal Information.....	5

Elementalist Spells

Circle One Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Air Armor	AM6	None	NA/10	Touch	+3 armor, +3 steps vs heat	TSD	5+R mins
2	Crunch Climb	ED158	1	6/14	Touch	+3 steps to climbing tests	TSD	5+R mins
3	Earth Blend	ED158	None	NA/7	Touch	WF+7	TSD	5+R mins
4	Earth Darts	ED158	1	5/12	30 yds	WF+6	TSD	1 round
5	Flameweapon	ED158	2	5/14	10 yds	+D4 to weapon damage step	Weapon's SD	10+R rnds
6	Heat Food	ED159	1	5/7	Touch	Heat rejuvenating food	2	10+R mins
7	Moonglow	AM6	None	NA/10	10 yds	Creates light	4	5+R mins
8	Plant Talk	ED159	None	NA/7	Self	Converse with plant spirits	2	10+R mins
9	Purify Earth	AM6	1	5/13	10 yds	Purifies earth and soil	5+	1 round
10	Purify Water	ED159	1	5/13	Touch	WF+8 quarts	2+	1 round
11	Resist Cold	ED159	None	NA/7	Touch	+3 armor against cold	TSD	6+R mins
12	Resist Fire	ED159	None	NA/7	Touch	+3 armor against fire	TSD	6+R mins

Circle Two Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Air Mattress	AM6	1	7/17	Touch	Creates air cushion	5	10 hrs
2	Billowing Cloak	AM6	1	6/14	Touch	WF+5	TSD	3+R rnds
3	Boil Water	ED159	2	7/13	Touch	Boils 1 quart of water	2	3+R mins
4	Gills	ED159	2	4/13	Touch	Allows breathing underwater	TSD	10+R mins
5	Hunter's Sense	AM7	None	NA/14	25 yds	WF+5	TSD	3+R mins
6	Ice Spear	ED159	1	7/14	120 yds	WF+3	TSD	1 round
7	Icy Surface	ED159	None	NA/8	Touch	Creates slippery surface	2	3+R mins
8	Path Home	ED160	2	7/14	60 yds	Shows a path home	5	20+R mins
9	Shield Willow	AM7	1	6/14	Touch	+6 shatter, +1 armor/mystic armor	TSD	R mins
10	Slow Metal Weapon	ED160	1	9/13	60 yds	-3 steps to damage	TSD	8+R rnds
11	Small Slayer	AM7	1	6/14	10 yds	Summons a poisonous creature	6	3+R rnds
12	Sterilize Object	ED160	1	5/14	10 yds	WF+7	2	1 round
13	Stick Together	ED160	1	5/13	25 yds	WF+7	TSD	3+R mins

Circle Three Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Behind Eye	ED160	2	6/16	Touch	D6 perception to rear	TSD	30+R mins
2	Fingers of Wind	AM7	1	7/15	20 yds	WF	6	5+R mins
3	Fuel Flame	AM7	None	NA/15	10 yds	WF+3	4	R rnds
4	Grounding	AM7	2	4/12	Touch	+12 armor vs electrical, anchors	TSD	R mins
5	Ice Mace and Chain	ED160	None	NA/15	40 yds	WF+5	TSD	2 rnds
6	Lightning Bolt	AM8	1	10/15	25 yds	WF+5	TSD	1 round
7	Plant Feast	ED161	3	6/16	25 yds	WF+8	2	1+R hours
8	Porter	ED161	2	9/15	15 yds	WF	2	R days
9	Puddle Deep	ED161	1	7/15	15 yds	WF	2	3+R mins
10	Repair	ED161	1	9/16	Touch	WF+5	2	3+R mths
11	Rust	AM8	None	NA/15	30 yds	-5 steps damage/armor	TSD	1 round
12	Sky Lattice	ED161	3	8/17	120 yds	WF+3	2	10+R mins
13	Smoke Cloud	AM8	1	10/15	10 yds	-5 rank action penalty	6	8+R rnds
14	Snuff	AM8	2	7/15	Touch	WF+5	Fire/Creator SD	Instant
15	Sunlight	AM8	2	10/15	10 yds	Creates bright light	6	5+R mins
16	Thrive	AM9	1	7/15	1 yard	Accelerates plant growth	8	1 round
17	Throne of Air	ED161	2	8/17	Self	WF+7	2	10+R mins
18	Winds of Deflection	AM9	1	8/15	Self	WF+6	TSD	5+R rnds

Circle Four Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Air Blast	ED162	1	10/16	60 yds	WF+9	2	1 round
2	Blizzard Sphere	ED162	2	10/17	100 yds	WF+8	TSD	3+R rnds
3	Falcon's Cloak	AM9	2	10/20	Self	Turns caster into a falcon	TSD	R hrs
4	Fire Whip	AM9	1	10/20	3 yds	WF+6	4	5+R rnds
5	Great Sticky Vines	AM9	2	11/20	25 yds	WF+4	2/TSD	R mins
6	Lighten Load	ED162	1	9/16	10 yds	WF+3	TSD	7+R hours
7	Lightning Shield	ED162	None	NA/16	Touch	WF+3	TSD	7+R rnds
8	Lightning Step	AM10	3	10/17	Self	WF+2	TSD	3+R rnds
9	Liquid Arrow	AM10	1	10/17	80 yds	WF+9	TSD	1 round
10	Lodestone's Touch	AM10	2	13/17	10 yds	WF+3	TSD	5+R mins
11	Root Trap	AM11	None	NA/20	10 yds	WF+2	4	5+R rnds
12	Shield of Warping	AM11	1	10/17	Touch	WF+6	TSD	5+R rnds
13	Spear (Element)	AM11	1	7/14	40 yds	WF+6	TSD	1 round
14	Spirit's of Death's Sea	AM11	3	10/17	Touch	WF+6	10	R hrs
15	Suffocating Paste	ED162	2	9/18	25 yds	Suffocates and blinds target	TSD	WF rnds
16	Uneven Ground	ED162	1	11/18	25 yds	Penalty to enemy's actions	TSD	4+R rnds
17	Weapon Back	ED162	2	5/16	40 yds	WF+6	TSD	3+R rnds

Circle Five Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Balloons of Mist	AM11	3	8/15	25 yds	WF+4	2	5+R mins
2	Earth Staff	ED163	1	11/18	Touch	Strength+10 steps	2	5+R mins
3	Fireball	ED163	1	12/20	100 yds	WF+8	TSD	1 round
4	Inflame Self	AM12	3	8/15	Self	WF+8	TSD	1+R rnds
5	Ironwood	AM12	3	11/18	Touch	Transforms wood	6	R hrs
6	Metal Scream	ED163	1	11/17	100 yds	WF+5	TSD	1+R rnds
7	Metal Wings	ED163	2	8/18	Touch	Flight, +5 steps to lift strength	TSD	20+R mins
8	Nutritious Earth	AM13	4	8/15	Touch	Makes land fertile	TSD	1 year + 1 day
9	Resist Poison	AM13	2	11/21	Touch	+8 steps vs poison	TSD	R hours
10	Shattering Stone	AM13	1	11/21	25 yds	WF+6	TSD	1 round
11	Stone Cage	ED163	1	11/19	60 yds	WF+5	TSD	10+R rnds

Circle Six Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Drastic Temperature	ED163	2	11/19	100 yds	WF+3	2	3+R mins
2	Ease Passage	ED163	1	11/17	Touch	WF+10	TSD	6+R hours
3	Fireweave	AM13	2	12/19	Touch	WF	TSD	R mins
4	Flameshaw	ED163	4	10/17	100 yds	WF+7	2	1+R hours
5	Living Wall	AM13	2	12/22	15 yds	WF+3	6	3+R mins
6	Ricochet Attack	ED164	Variable	12/19	75 yds	WF+12	TSD	1 round
7	Stone Rain	AM13	2	15/22	30 yds	WF+4	TSD	R rnds
8	Tossing Earth	ED164	3	11/17	100 yds	WF+1	2	1+R hours
9	Tree Merge	AM14	3	16/23	Self	Merge with tree	TSD	6+R hrs

Circle Seven Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Beastform	AM14	2	16/23	Self	Turns caster into an animal	TSD	5+R mins
2	Calm Water	ED164	4	8/19	500 yds	WF+9	6+	1+R hours
3	Cloud Summon	ED164	3	12/20	1 Mile	WF Dice+7	8+	1+R hours
4	Death Rain	ED164	1	15/18	75 yds	WF+5 Steps	TSD	12+R rnds
5	Earth Q'wril	AM14	4	16/18	Self	Move through earth	TSD	10+R mins
6	Earth Surfing	AM14	4	10/22	1 yard	Creates earth wave	6	1 hour
7	Engulf (Element)	AM14	2	13/20	10 yds	WF	TSD	R rnds
8	Fire Hounds	AM15	2+	13/20	10 yds	Summons fire hounds	7	5+R mins
9	Flame Darts	AM15	2	13/23	40 yds	WF+7	TSD	1 round
10	Grasping Hand of Earth	AM15	3	13/20	60 yds	WF+6	TSD	3+R rnds
11	Storm Manacles	ED165	2	12/18	60 yds	WF+5	TSD	12+R rnds
12	Thunderclap	AM15	3	13/17	60 yds	-8 steps to actions, deafness	TSD	1 round
13	Whirlwind	ED165	2	12/18	60 yds	WF+9	2/TSD	6+R rnds

Circle Eight Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Blade Fury	ED165	2	13/20	Touch	WF+10	TSD	3+R rnds
2	Crushing Hand of Earth	AM16	4	14/21	60 yds	WF+6	TSD	3+R rnds
3	Earth Wall	ED165	3	12/20	50 yds	WF+12	2	1+R hours
4	Perimeter Alarm	ED165	3	10/20	R yds	WF+12	2	4+R hours
5	Silence Metal	ED165	3	13/20	Touch	WF+7	TSD	1+R hours
6	Silver Shadow	ED165	3	12/19	100 yds	WF+3	TSD	1+R hours
7	Waterspout	AM16	2	14/21	1 mile	WF+15	TSD	1 round

Circle Nine Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Burning Water	AM17	5	15/25	20 yds	Creates flammable water	6	R mins
2	Cold Embers	AM17	4	18/25	60 yds	Extinguishes open flames	4	1 round

Circle Ten Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Frozen Harbor	AM17	5	16/29	30 yds	Freezes an expanse of water	9	1 round
2	Petrify	AM17	4	19/26	20 yds	WF+5	TSD	R days

Circle Eleven Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Wood Blade	AM17	4	22/28	Touch	WF+16	4	8+R hrs

Circle Twelve Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Crop Blight	AM18	8	21/26	Touch	Destroys crops (plants)	5	1 year + 1 day

Circle Fourteen Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Council of the Forest	AM18	9	18/32	1 mile	Summons tree/other plant spirits	10	1 day

Circle Fifteen Spells

ID	Spell Name	Ref	Threads	Weaving	Range	Effect	Casting Difficulty	Duration
1	Call Forth the Maelstrom	AM18	6	25/33	None	Creates a natural disaster	10	R hrs
2	Purify Forest	AM18	12	28/33	10 yds	Purifies astral space	TSD	1 round

Endplay

Credits

Design and Development

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Dedication

To my life partner Jeannine and my son Nathaniel. My love to you both always and forever...

Version

Elementalist's Grimoire 1.00

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