

Earthdawn Spell Table

The following Earthdawn Spell Table lists Circle 1 through Circle 5 spells, arranged by Disc.. Full descriptions of the spells appear in the following Earthdawn books: ¹ED rulebook, ²ED Companion, and ³Magic: A Manual of Mystic Secrets. "See text" directions in the table refer to these descriptions.

Elementalist Spells

	Circle	Threads	Weaving Difficulty	Range	Effect	Casting Difficulty	Duration
Air Blast ¹	4	1	10/16	60 yards	Willforce + 9	2	1 round
Astral Sense (Disc.) ^{1,3}	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell,	10 + Rank minutes
Behind Eye ¹	3	2	6/16	Touch	Step 4 Perception to rear	Target's Spell Defense	30 + Rank minutes
Blizzard Sphere ¹	4	2	10/17	100 yards	Willforce + 8	Target's Spell Defense	3 + Rank rounds
Boil Water ¹	2	2	7/13	Touch	Boils 1 quart of water	2	3 + Rank minutes
Crunch Climb ¹	1	1	6/14	Touch	+3 steps to Climbing Tests	Target's Spell Defense	5 + Rank minutes
Detect (Disc.) Magic ³	2	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Dispel (Disc.) Magic ³	3	1	6/13	60 yards	Willforce	2	1 round
Dispel Magic (Disc.) ³	5	1	6/13	60 yards	Willforce	2	1 round
Earth Blend ¹	1	None	NA/7	Touch	Willforce + 7	Target's Spell Defense	Rank + 5 minutes
Earth Darts ¹	1	1	5/12	30 yards	Willforce + 6	Target's Spell Defense	1 round
Earth Staff ¹	5	1	11/18	Touch	Strength + 10	2	5 + Rank minutes
Fireball ¹	5	1	12/20	100 yards	Willforce + 8	Target's Spell Defense (see text)	1 round
Flameweapon ¹	1	2	5/14	10 yards	+1D4 to weapon's Damage step	Target weapon's Spell Defense	10 + Rank rounds
Flame Strike ³	2	0	NA/11	30 yards	Willforce + 6	Target's Spell Defense	1 round
Gills ¹	2	2	4/13	Touch	Allows breathing underwater	Target's Spell Defense	10 + Rank minutes
Heat Food ¹	1	1	5/7	Touch	Heat rejuvenating food	2	10 + Rank minutes
Ice Mace and Chain ¹	3	None	NA/15	40 yards	Willforce + 5	Target's Spell Defense	2 rounds
Ice Spear ¹	2	1	7/14	120 yards	Willforce + 3	Target's Spell Defense	1 round
Icy Surface ¹	2	None	NA/8	Touch	Creates a slippery, icy surface	2	3 + Rank minutes
Lighten Load ¹	4	1	9/16	10 yards	Willforce + 3	Target's Spell Defense	7 + Rank hours
Lightning Shield ¹	4	None	NA/16	Touch	Willforce + 3	Target's Spell Defense (see text)	7 + Rank rounds
Metal Scream ¹	5	1	11/17	100 yards	Willforce + 5	Target's Spell Defense (see text)	1 + Rank rounds
Metal Wings ¹	5	2	8/18	Touch	Flight, + 5 steps to lifting Strength	Target's Spell Defense (see text)	20 + Rank minutes
Path Home ¹	2	2	7/14	60 yards	Shows a path home	5	20 + Rank minutes
Plant Feast ¹	3	3	6/16	25 yards	Willforce + 8	2	1 + Rank hours
Plant Talk ¹	1	None	NA/7	Self	Converse with plant spirits	2	10 + Rank minutes
Porter ¹	3	2	9/15	15 yards	Willforce	2	Rank days
Puddle Deep ¹	3	1	7/15	15 yards	Willforce	2	3 + Rank minutes

Purify Water ¹	1	1	5/13	Touch	Purifies Willforce + 8 quarts of liquid	2 or higher (see text)	1 round
Repair ¹	3	1	9/16	Touch	Willforce + 5	2	3 + Rank months
Resist Cold ¹	1	None	NA/7	Touch	+3 Armor Points against cold damage	Target's Spell Defense	6 + Rank minutes
Resist Fire ¹	1	None	NA/7	Touch	+3 Armor Points against fire damage	Target's Spell Defense	6 + Rank minutes
Sky Lattice ¹	3	3	8/17	120 yards	Willforce + 3	2	10 + Rank minutes
Slow Metal Weapon ¹	2	1	9/13	60 yards	-3 steps to damage	Target's Spell Defense (see text)	8 + Rank rounds
Sterilize Object ¹	2	1	5/14	10 yards	Willforce + 7	2	1 round
Stick Together ¹	2	1	5/13	25 yards	Willforce + 7	Target's Spell Defense (see text)	3 + Rank minutes
Stone Cage ¹	5	1	11/19	60 yards	Willforce + 5	Target's Spell Defense (see text)	10 + Rank rounds
Suffocating Paste ¹	4	2	9/18	25 yards	Suffocates and blinds target	Target's Spell Defense	Willforce rounds
Throne of Air ¹	3	2	8/17	Self	Willforce + 7	2	10 + Rank minutes
Uneven Ground ¹	4	1	11/18	25 yards	Penalty to enemy character actions	Target's Spell Defense (see text)	4 + Rank rounds
Weapon Back ¹	4	2	5/16	40 yards	Willforce + 6	Target's Spell Defense (see text)	3 + Rank rounds

Illusionist Spells

	Weaving			Casting			
	Circle	Threads	Difficulty	Range	Effect	Difficulty	Duration
Alarm ¹	3	1	8/17	50 yards	Willforce + 4	Target's Spell Defense	6 + Rank minutes
Assuring Touch ¹	1	None	NA/7	Touch	+3 steps against fear-causing attacks	Target's Spell Defense	12 + Rank rounds
Astral Sense (Disc.) ^{1,3}	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Best Face ¹	1	2	5/14	Touch	Charisma + 5	Target's Spell Defense	8 + Rank minutes
Circle of Well Being ¹	4	3	8/17	Touch	Willforce	2	Rank x 10 minutes
Clarion Call ¹	4	1	8/17	100 yards	Willforce + 4	Target's Spell Defense (see text)	12 + Rank rounds
Crafty Thought ¹	2	1	6/14	2 yards	Willforce + 5	Target's Spell Defense	Rank minutes
Dampen Karma ¹	3	1	8/17	60 yards	-4 to target's Karma dice	Target's Spell Defense	6 + Rank rounds
Detect (Disc.) Magic ³	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Disguise Metal ¹	1	1	7/14	Touch	Changes appearance of metal	Target's Spell Defense	Willforce Test + 7 minutes
Dispel (Disc.) Magic ³	3	1	6/13	60 yards	Willforce	2	1 round
Displace Image ¹	1	1	7/15	Touch	Projects image 3 yards away	Target's Spell Defense	7 + Rank in rounds
Dispel Magic (Disc.) ³	5	1	6/13	60 yards	Willforce	2	1 round
Ephemeral Bolt ¹	2	None	NA/9	60 yards	Willforce + 7	Target's Spell Defense	1 round
Eyes Have It ¹	4	3	7/17	60 yards	Willforce + 4	2	1 + Rank minutes

False Floor ¹	3	2	7/17	Touch	Willforce + 3	2	1 + Rank hours
Flying Carpet ¹	5	3	10/18	Touch	Willforce + 5	7	1 + Rank hours
Illusion ³	5	2	11/21	30 yards	Creates illusion	2	5 + Rank minutes
Impossible Lock ¹	3	2	7/15	Touch	+D6 to Sensing Difficulty	2	1 + Rank hours
Improve Karma ¹	5	3	8/18	Touch	+5 steps to Karma dice	Target's Spell Defense	6 + Rank rounds
Improved Alarm ¹	4	3	8/19	120 yards	Willforce + 5	Target's Spell Defense	1 + Rank hours
Innocent Activity ¹	2	1	6/14	Touch	Covers up true activity	Target's Spell Defense	12 + Rank rounds
Light ¹	1	1	6/14	10 yards	Summons light	2 (see text)	Willpower Test + 5 minutes
Mind Fog ¹	3	1	8/15	60 yards	Willforce + 6	Target's Spell Defense	Rank rounds
Monstrous Mantle ¹	2	2	8/13	Touch	Increases combat prowess	Target's Spell Defense	Willforce Test + 5 rounds
Multi-Missile ¹	4	2	8/17	Touch	+4 missiles	Target's Spell Defense (see text)	Rank rounds (1 missile)
Noble Manner ¹	5	None	NA/10	Touch	+5 steps to Charisma Tests	Target's Spell Defense	3 + Rank minutes
Nobody Here ¹	3	1	10/18	10 yards	Willforce + 8	Target's Spell Defense (see text)	8 + Rank minutes
Pauper's Purse ¹	1	None	NA/7	Touch	Willforce + 4	Target's Spell Defense	1 + Rank minutes
Pleasant Visions ¹	5	1	9/18	60 yards	Pleasant visions prevent action	Target's Spell Defense (see text)	3 + Rank minutes
Rope Guide ¹	1	None	NA/7	25 yards	Willforce + 4	Target's Spell Defense (usually 2)	3 + Rank rounds
Stop Right There ¹	4	None	NA/9	60 yards	Willforce + 3	Target's Spell Defense	Rank rounds
Suffocation ¹	3	3	7/18	120 yards	Willforce + 8	Target's Spell Defense (see text)	3 + Rank rounds
Tailor ¹	2	2	6/7	Touch	Willforce + 4	Target's Spell Defense	Rank x 10 minutes
True Ephemeral Bolt ¹	2	None	NA/8	60 yards	Willforce + 3	Target's Spell Defense	1 round
Unseen Voices ¹	1	None	NA/7	40 yards	Creates up to rank illusory voices	Target's Spell Defense	15 + Rank rounds
Wall of Unfire ¹	5	3	7/15	60 yards	Willforce + 8	2 (see text)	3 + Rank minutes
Weather Cloak ¹	2	1	6/9	Touch	Willforce + 3	Target's Spell Defense	Rank x 10 minutes

Nethermancer Spells

	Weaving			Casting		
	Circle	Threads	Difficulty	Range	Effect	Duration
Animate Skeleton ¹	4	2	7/18	100 yards	Animates skeletons	8 + Rank minutes
Animate Spirit Object ¹	5	3	10/19	25 yards	Willforce + 5	Rank x 10 minutes
Astral Flare ¹	4	2	7/17	25 yards	Willforce + 6	5 + Rank rounds
Astral Horror ¹	5	3	9/19	120 yards	Willforce + 6	1 + Rank minutes
Astral Sense (Disc.) ^{1,3}	3	2	5/15	60 yards	Willforce + 6	10 + Rank minutes
Bone Circle ¹	2	3	6/17	5 yards	Willforce + 5	3 + Rank months
Bone Dance ¹	1	1	7/15	25 yards	Willforce + 4 to target	3 + Rank rounds
Chilling Circle ¹	1	2	6/15	Touch	Step 4 Damage when in circle	6 + Rank minutes

Astral Sense ¹	1	2	5/15	60 yards	Willforce + 6	6 (see text)	10 + Rank minutes
Astral Shield ¹	2	None	NA/7	Touch	+3 to Spell Defense	Target's Spell Defense	7 + Rank rounds
Ball of String ¹	4	3	10/15	Variable	Willforce + 6	2	3 + Rank hours
Clean ¹	2	2	5/13	Touch	Willforce + 4	Target's Spell Defense	1 minute
Combat Fury ¹	3	1	9/16	Touch	+4 steps to Attack and Damage Tests	Target's Spell Defense	7 + Rank rounds
Counterspell ¹	5	None	NA/11	15 yards	Willforce + 5	Target's Spell Defense	10 + Rank rounds
Crushing Will ¹	1	1	8/16	120 yards	Willforce + 5	Target's Spell Defense	1 round
Dispel Magic ¹	1	1	6/13	60 yards	Willforce	2	1 round
Divine Aura ¹	1	1	6/14	25 yards	Willforce + 5	Target's Spell Defense	5 + Rank minutes
Dodge Boost ¹	2	None	NA/8	Self	+3 steps to Avoid Blow	Target's Spell Defense	5 + Rank rounds
Dust Devil ¹	4	2	9/13	80 yards	-2 steps to actions requiring sight, hearing, or smell	Target's Spell Defense	5 + Rank rounds
Flame Flash ¹	1	1	7/15	25 yards	Willforce + 4	Target's Spell Defense	1 round
Ignite ¹	1	None	NA/11	5 yards	Ignites flammable objects	Target's Spell Defense	1 round
Inventory ¹	4	4	9/18	25 yards	Willforce + 8	Target's Spell Defense	1 minute
Invigorate ¹	5	2	9/17	Touch	+5 steps to Recovery Tests	Target's Spell Defense	1 + Rank hours
Iron Hand ¹	1	1	5/13	Touch	+3 steps to Melee Weapons damage	Target's Spell Defense	10 + Rank rounds
Leaps and Bounds ¹	3	None	NA/9	Touch	Target's Willforce + 7	Target's Spell Defense	5 + Rank rounds
Levitate ¹	3	1	8/18	100 yards	Levitate up to 2,000 pounds	Target's Spell Defense (see text)	5 + Wizard's Rank minutes
Mage Armor ¹	5	1	12/16	Touch	+4 to Physical Armor Rating	Target's Spell Defense	7 + Rank minutes
Makeshift Missile ¹	5	1	9/15	Touch	Willforce + 6	See text	2 + Rank rounds
Mind Dagger ¹	1	None	NA/7	40 yards	Willforce + 2	Target's Spell Defense	1 round
Notice Not ¹	3	1	7/15	Touch	+3 to tests for stealthy actions	Target's Spell Defense	1 + Rank minutes
Quicken Pace ¹	3	2	10/13	Touch	Willforce + 4	Target's Spell Defense	4 + Rank hours
Relax ¹	4	3	9/13	Touch	Willforce + 2	Target's Spell Defense	1 round
Rope Ladder ¹	2	2	6/14	50 yards	Create ladder from rope	2	Rank minutes
Seeking Sight ¹	3	1	7/15	Touch	+3 steps to missile weapon attacks	Target's Spell Defense	1 + Rank minutes
Shatter Lock ¹	3	2	6/13	5 yards	Willforce + 8	Target's Spell Defense	1 round
Slow ¹	5	2	7/15	Touch	Movement halved, -5 steps to Dexterity Tests	Target's Spell Defense	5 + Rank rounds
Solo Flight ¹	5	2	7/18	Self	Grants power of flight	Target's Spell Defense	15 + Rank minutes
Thorny Retreat ¹	4	1	11/13	Touch	Willforce + 2	2	7 + Rank rounds
Trust ¹	4	1	13/17	50 yards	Willforce + 3	Target's Spell Defense	Rank minutes
Vines ¹	2	1	6/15	50 yards	Willforce + 4	Target's Spell Defense	3 + Rank rounds
Wake-Up Call ¹	2	4	6/15	Touch	Sets alarm to go off	Target's Spell Defense	Up to 24 hours
Wall Walker ¹	1	1	6/14	Touch	Target's Willforce + 5	Target's Spell Defense	10 + Rank in rounds