

Spell Name	School	Level	Location	Function
ILLUSION				
Illuminate	I	2	<i>Delphine Jend – Bravil MG</i>	Light target for long duration low magnitude
Dissipate Shadow	I	3	<i>Ita Rienus – Bravil MG</i>	Light in circle large area for high magnitude
Detect Attitude	I	3	<i>Ita Rienus and Athragar</i>	Detects and distinguishes your enemies from your friends.
Lull	I	2	<i>Ungarion – Bravil Warlocks Luck</i>	Silence on touch
CONJURATION				
Minor Bound Armor	C	2	<i>Alberic Little – Chorral MG</i>	Bound Boots and Cuirass
Major Bound Armor	C	3	<i>Alberic Little – Chorral MG</i>	Bound Boots, Cuirass and Gauntlets
Greater Bound Armor	C	4	<i>Athragar – Chorral MG</i>	Bound Boots, Cuirass, Gauntlets and greaves
Superior Bound Armor	C	5	<i>Gaspar Stegine – IC AU</i>	Bound Boots, Cuirass, Gauntlets, greaves, helmet
Bound Torch	C	2	<i>Athragar – Chorral MG</i>	Bound Torch
Summon Will O Wisp	C	3	<i>Raminus Polus – IC AU</i>	Summon Will O Wisp that follows you and lights up area
Summon Basic Undead	C	3	<i>Alberic Little – Chorral MG</i>	Summon Zombie, Ghost , Skeleton
Summon Zombie Swarm	C	3	<i>Athragar – Chorral MG</i>	Summon Zombie, Headless Zombie
Summon Daedric Beasts	C	4	<i>Athragar – Chorral MG</i>	Summon Daedroth and Clannfeer
Summon Skeleton Horde	C	5	<i>Gaspar Stegine – IC AU</i>	Summon Skeleton guardian, hero, champion
Summon Ancestral Spirits	C	5	<i>Raminus Polus – IC AU</i>	Summon Ghost, faded wrath, gloom wrath
Summon Elemental Atronachs	C	5	<i>Raminus Polus – IC AU</i>	Summon fire, frost, shock atronachs
Summon Dremoras	C	5	<i>Gaspar Stegine – IC AU</i>	Summon Dremora and Lord
Summon Masters of Oblivion	C	5	<i>Borisseean – IC AU</i>	Summon Xivilli and Spider Daedra
Minor Bound Bow	C	1	<i>Alberic Little – Chorral MG</i>	Summon bow
Minor Bound Axe	C	1	<i>Alberic Little – Chorral MG</i>	Summon axe
Minor Bound Mace	C	1	<i>Edgar Vautrine – IC Market</i>	Summon mace
Minor Bound Sword	C	1	<i>Edgar Vautrine – IC Market</i>	Summon sword
Minor Bound Greaves	C	1	<i>Alberic Little – Chorral MG</i>	Summon greaves
Minor Bound Curiass	C	1	<i>Calindil – IC Market</i>	Summon curiass
Minor Bound Shield	C	1	<i>Calindil – IC Market</i>	Summon shield
MYSTICISM				
Thorn Shield	M	4	<i>Agata – Leyawiin MG</i>	Reflect Damage
Wall of Spikes	M	5	<i>Borisseean – IC AU</i>	Reflect Damage
Minor Spellfire	M	1	<i>Alberic Little – Chorral MG</i>	Damage based on magicka spent .75x on touch
Major Spellfire	M	2	<i>Trayvond the Redguard – Cheydinhal MG</i>	Damage based on magicka spent .75x on target
Greater Spellfire	M	3	<i>Volanaro – Bruma MG</i>	Damage based on magicka spent 1x on target
Superior Spellfire	M	4	<i>Agata – Leyawiin MG</i>	Damage based on magicka spent 1.5x on target
Legendary Spellfire	M	5	<i>Borisseean – IC AU</i>	Damage based on magicka spent 1.5x on target area
Extrication	M	2	<i>Alves Uvenim – Leyawiin MG</i>	Teleport to entrance of current interior
Mark Sanctuary	M	3	<i>Agata – Leyawiin MG</i>	Marks a location for recall
Recall Sanctuary	M	3	<i>Agata – Leyawiin MG</i>	Teleport to last sanctuary
Divine Intervention	M	3	<i>Isa Ramen – Bruma Chapel</i>	Teleport to nearest chapel
Daedric Intervention	M	4	<i>Gained upon completing a daedric quest</i>	Teleport to nearest daedric shrine
Assassin's Rush	M	2	<i>M'raag-Dar: DB Sanctuary or book in Quarters when listener</i>	Quickly move behind enemies back
Blink	M	3	<i>Edgar Vautrine – IC Market</i>	Teleport in direction you looking
Swap	M	4	<i>Agata – Leyawiin MG</i>	Switch places with an npc or creature (alive or dead)

Create Spell	M	4	Raminus Polus – IC AU	Make spells outside AU
Enchant Item	M	5	Raminus Polus – IC AU	Enchant Items outside AU
Minor Recharge	M	1	Selena Orania – Bruma MG	Pay 25% health for 30% charge
Major Recharge	M	2	Ungarion – Bravil Warlocks Luck	Pay 25% health for 40% charge
Greater Recharge	M	3	Thaurren – Anvil MG	Pay 25% health for 50% charge
Superior Recharge	M	4	Agata – Leyawiin MG	Pay 25% health for 60% charge
Legendary Recharge	M	5	Gaspar Stegine – IC AU	Pay 25% health for 75% charge
Superior Ingredient Detection	M	4	Agata – Leyawiin MG	Reveals ingredients in area
Legendary Ingredient Detection	M	5	Gaspar Stegine – IC AU	Reveals ingredients in area
Superior Magic Detection	M	4	Raminus Polus – IC AU	Reveals magic items and those holding magic items in area
Legendary Magic Detection	M	5	Borissean – IC AU	Reveals magic items and those holding magic items in area
Siphon Pain	M	3	Alves Uvenim – Leyawiin MG	Convert 100% damage into magicka
Wound Essence	M	4	Agata – Leyawiin MG	Convert 150% damage into magicka
Mind Over Body	M	5	Raminus Polus – IC AU	Convert 200% damage into magicka

ALTERATION

Bounce	A	2	Alves Uvenim – Leyawiin MG	One time Jump 100 pts
Jump	A	3	Volanaro – Bruma MG	One time Jump 200 pts
Leap	A	4	Trayvond the Redguard – Cheydinhal MG	On time Jump 350 pts
Spring	A	4	Raminus Polus – IC AU	On time Jump 500 pts
Upsurge	A	5	Orintur – Cheydinhal MG	On time Jump 700 pts
Flotation	A	3	Volanaro – Bruma MG	Levitate 10 seconds
Levitation	A	4	Orintur – Cheydinhal MG	Levitate 20 seconds
Aviation	A	5	Borissean – IC AU	Levitate 30 seconds
Open Very Hard Lock	A	4	Orintur – Cheydinhal MG	Open very hard locks
Mend	A	2	Trayvond the Redguard – Cheydinhal MG	Repair mundane weapon to 55%
Repair	A	3	Orintur – Cheydinhal MG	Repair mundane weapon to 70%
Rebuild	A	4	Orintur – Cheydinhal MG	Repair magical weapon to 85%
Reconstruct	A	5	Gaspar Stegine – IC AU	Repair magical weapon to 100%
Rock Skin	A	5	Orintur – Cheydinhal MG	Creates a layer of rock that protects you from all harm. The effectiveness of the skin decreases as you are harmed.
Swift Swim	A	1	Edgar Vautrine – IC Market	Fortify Swimming speed 25pts and underwater breathing
River's Wings	A	2	Selena Orania – Bruma MG	Fortify Swimming speed 50pts and underwater breathing
Oceans Gift	A	3	Orintur – Cheydinhal MG	Fortify Swimming speed 75pts and underwater breathing
Aquatic Blessing	A	4	Gaspar Stegine – IC AU	Fortify Swimming speed 100pts and underwater breathing
Mend Armor	A	2	Trayvond the Redguard – Cheydinhal MG	Repair mundane armor to 55%
Repair Armor	A	3	Orintur – Cheydinhal MG	Repair mundane armor to 70%
Rebuild Armor	A	4	Orintur – Cheydinhal MG	Repair magical armor to 85%
Reconstruct Armor	A	5	Gaspar Stegine – IC AU	Repair magical armor to 100%

DESTRUCTION

Damage Attribute: Swiftess	D	2	Calindil – IC Market	Damage agility, speed
Damage Attribute: Swiftess	D	3	Delphine Jend – Bravil MG	Damage agility, speed
Damage Attribute: Might	D	2	Edgar Vautrine – IC Market	Damage Strength, Endurance
Damage Attribute: Might	D	3	Edgar Vautrine – IC Market	Damage Strength, Endurance
Damage Attribute: Knowledge	D	2	Druja – Skingrad MG	Damage Intelligence, Willpower
Damage Attribute: Knowledge	D	3	Edgar Vautrine – IC Market	Damage Intelligence, Willpower

Curse of the Daedra	D	4	<i>Adrienna Berene – Skingrad MG</i>	Damage all but personality
Drain Attribute: Swiftess	D	2	<i>Druja – Skingrad MG</i>	Drain Agility, Speed
Drain Attribute: Swiftess	D	3	<i>Edgar Vautrine – IC Market</i>	Drain Agility, Speed
Drain Attribute: Might	D	2	<i>Calindil – IC Market</i>	Drain Strength, Endurance
Drain Attribute: Might	D	3	<i>Raminus Polus – IC AU</i>	Drain Strength, Endurance
Drain Attribute: Knowledge	D	2	<i>Calindil – IC Market</i>	Drain Intelligence, Willpower
Drain Attribute: Knowledge	D	3	<i>Edgar Vautrine – IC Market</i>	Drain Intelligence, Willpower
Sever Mind	D	3	<i>Calindil – IC Market</i>	Drains magicka on target
Sever Spirit	D	4	<i>Volanaro – Bruma MG</i>	Drains magicka on target area
Sever Soul	D	5	<i>Borissean – IC AU</i>	Drains magicka on target area
Fire Dance	D	3	<i>Adrienna Berene – Skingrad MG</i>	Fire circle damage area
Flame Circle	D	4	<i>Delphine Jend – Bravil MG</i>	Fire circle damage area
Burning Spiral	D	5	<i>Borissean – IC AU</i>	Fire circle damage area
Ice Belt	D	3	<i>Adrienna Berene – Skingrad MG</i>	Frost circle damage area
Frost Ring	D	4	<i>Raminus Polus – IC AU</i>	Frost circle damage area
Frozen Orb	D	5	<i>Gaspar Stegine – IC AU</i>	Frost circle damage area
Electric Hoop	D	3	<i>Adrienna Berene – Skingrad MG</i>	Shock circle damage area
Sphere of Shock	D	4	<i>Raminus Polus – IC AU</i>	Shock circle damage area
Lightning Vortex	D	5	<i>Borissean – IC AU</i>	Shock circle damage area
Black Hand	D	1	<i>Druja – Skingrad MG</i>	Poison Damage touch
Viperbolt	D	2	<i>Volanaro – Bruma MG</i>	Poison Damage target
Deadly Poison	D	3	<i>Adrienna Berene – Skingrad MG</i>	Poison Damage target
Toxic Cloud	D	4	<i>Raminus Polus – IC AU</i>	Poison Damage Area
Poison Bloom	D	5	<i>Borissean – IC AU</i>	Poison Damage Area
Serpent Fang	D	4	<i>M’raag-Dar: DB Sanctuary</i>	Poison Damage paralyze on touch
Rapidfire	D	3	<i>Druja – Skingrad MG</i>	Rapidfire fireballs 1 per sec
Accelerated Rapidfire	D	4	<i>Selena Orania – Bruma MG</i>	Rapidfire fireballs 2 per sec
Velocious Rapidfire	D	5	<i>Volanaro – Bruma MG</i>	Rapidfire fireballs 3 per sec
Soul Burn	D	2	<i>Calindil – IC Market</i>	Fire Damage and soul trap
Phantom Frost	D	3	<i>Selena Orania – Bruma MG</i>	Frost Damage and soul trap
Spirit Bolt	D	4	<i>Volanaro – Bruma MG</i>	Shock Damage and soul trap
Soul Crush	D	5	<i>Adrienna Berene – Skingrad MG</i>	Damage health and soul trap

RESTORATION

Resistance	R	2	<i>Avras Adas – Leyawiin Chapel</i>	Resist Disease 50%
Immunity	R	3	<i>Tumindil – Skingrad Chapel</i>	Resist Disease 100%
Enhance Reflex	R	3	<i>Uravas Othrelas – Bravil Chapel</i>	Resist Normal Weapons 15%
Remedy	R	3	<i>Tumindil – Skingrad Chapel</i>	Resist Poison 30%
Chromatic Sphere	R	4	<i>Isa Ramen – Bruma Chapel</i>	Resist Elements 25%
Circle Of Life	R	5	<i>Isa Ramen – Bruma Chapel</i>	Restore Health Circle Area
Regeneration	R	3	<i>Marc Gultite – Anvil MG</i>	Regenerates Magicka Slowly
Meditation	R	4	<i>Isa Ramen – Brume Chapel</i>	Regenerates Magicka Slowly
Mana Burst	R	5	<i>Tumindil – Skingrad Chapel</i>	Regenerates Magicka Slowly
Minor Fortify Jump	R	1	<i>Calindil – IC Market</i>	Fortify Jump 50pts
Major Fortify Jump	R	2	<i>Edgar Vautrine – IC Market</i>	Fortify Jump 100pts
Greater Fortify Jump	R	3	<i>Isa Ramen – Bruma Chapel</i>	Fortify Jump 200pts
Superior Fortify Jump	R	4	<i>Tumindil – Skingrad Chapel</i>	Fortify Jump 300pts

Legendary Fortify Jump	R	5	<i>Borissean – IC AU</i>	Fortify Jump 400pts
Fire Resistance	R	2	<i>Ungarion – Bravil Warlocks Luck</i>	Resist fire 15%
Shock Resistance	R	2	<i>Thaurren – Anvil MG</i>	Resist shock 15%
Frost Resistance	R	2	<i>Calindil – IC Market</i>	Resist frost 15%
Blessed Mobility	R	3	<i>Tumindil – Skingrad Chapel</i>	Resist Paralysis 50%, Fortify Agility 5pts

New Spells From: **Supreme Magicka by flyflightflea and Strategy Master Version 0.86**

Skill Level:

Lvl 1 – **Novice** – 5 to 24 pts
 Lv2 – **Apprentice** – 25 to 49 pts
 Lvl3 – **Journeyman** – 50 to 74 pts
 Lvl4 – **Expert** – 75 to 99 pts
 Lvl5 – **Master** – 100 pts

Magic School:

***I*llusion** – *Personality*
***C*onjuration** – *Intelligence*
***M*ysticism** – *Intelligence*
***A*lteration** – *Willpower*
***D*estruction** – *Willpower*
***R*estoration** – *Willpower*