*Spells*

* **Alteration**
* *Guise of the (Animal)*

*“This spell is commonly believed to have been created by the Witches of the Glenmoril Wyrd, using the power of Hircine to create it. This spell allows the caster to become an animal for a time.”*

***Upkeep***

| ***Animal*** | ***Level*** | ***Cost*** | ***Sp Str*** |
| --- | --- | --- | --- |
| Cave Rat | 1 | 3 | -- |
| Skeever | 1 | 5 | -- |
| Crocodile | 3 | 8 | -- |
| Durzog | 3 | 9 | -- |
| Giant Bat | 2 | 6 | -- |
| Giant Snake | 3 | 12 | -- |
| Giant Spider | 3 | 11 | -- |
| Horker | 2 | 8 | -- |
| Bear | 4 | 13 | -- |
| Cave Bear | 4 | 15 | -- |
| Snow Bear | 5 | 18 | -- |
| Lion | 3 | 9 | -- |
| Wolf | 2 | 8 | -- |
| Ice Wolf | 3 | 11 | -- |
| Bird ! | 1 | 4 | -- |
| Bristleback | 4 | 10 | -- |
| Horse | 3 | 12 | -- |

Effect

You adopt the stat block of a selected creature. If you drop to 0 HP while in this animal form, you will revert back to your normal form and must make an End test to remain conscious. The transformation lasts for 10 minutes.

If you take a wound while in your animal form, you will suffer the effects of the wound until you transform. When you return to your normal form, you will lose all effects from the wound and will instead receive a point of Fatigue.

*! = Must select a specific bird*

* *Passwall*

*“Allows the caster to pass through solid terrain, a useful spell for nightblades and adventurous mages.”*

***Upkeep***

| ***Level*** | ***2*** | ***4*** | ***6*** |
| --- | --- | --- | --- |
| ***Cost*** | 10 | 20 | 30 |
| ***SP Str*** | 1 | 2 | 3 |

Effect

The caster may move through “Sp Str” meters of solid material. If the material is too thick to completely pass through or the caster ends their turn inside a solid object, the caster is forced back to where they cast the spell from and takes 1d12 unnegatable damage. While inside a solid object, the caster cannot be targeted by any attack or spell. One cannot pass through magically protected areas.

* *Equilibrium*

*“This spell is commonly called the “Sorcerer’s Gambit”, it can be used to convert one’s vital resources into another.”*

| ***Level*** | ***5*** |
| --- | --- |
| ***Cost*** | -- |
| ***SP Str*** | -- |

Effect

The Caster may spend their MP, HP, or SP to restore another. The following chart shows the conversion ratios. *(Row = 1st #, Column = 2nd #)*

| **--** | **HP** | **MP** | **SP** |
| --- | --- | --- | --- |
| **HP** | -- | 1 : 2 | 5 : 1 |
| **MP** | 2 : 1 | -- | 10 : 1 |
| **SP** | 1 : 5 | 1 : 10 | -- |

* **Conjuration**
* *Call (Animal)*

*“This spell is commonly used by witches and shamans of all castes and races, from the Glenmoril Wyrd to the Skaal of Solstheim.”*

***Upkeep, Mindlock (Sp Str)***

| ***Animal*** | ***Level*** | ***Cost*** | ***Sp Str*** |
| --- | --- | --- | --- |
| Cave Rat | 1 | 3 | 1 |
| Skeever | 1 | 5 | 1 |
| Crocodile | 3 | 8 | 1 |
| Durzog | 3 | 9 | 1 |
| Giant Bat | 2 | 6 | 1 |
| Giant Snake | 3 | 12 | 2 |
| Giant Spider | 3 | 11 | 2 |
| Horker | 2 | 8 | 1 |
| Horse | 3 | 12 | 1 |
| Bear | 4 | 13 | 2 |
| Cave Bear | 4 | 15 | 2 |
| Snow Bear | 5 | 18 | 2 |
| Lion | 3 | 9 | 1 |
| Wolf | 2 | 8 | 1 |
| Ice Wolf | 3 | 11 | 1 |
| Bird | 1 | 4 | 1 |

Effect

Summons an Animal with the Summoned and Bound traits, which appears within five meters of the caster. Keeping the Animal in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Animal when it’s summoned, as it acts on its own turn. This Animal will persist for 10 minutes.

* *Summon Daedra (EB)*

*“See the Scroll of Oblivion”*

***Upkeep, Mindlock (Sp Str)***

| ***Daedra*** | ***Level*** | ***Cost*** | ***Sp Str*** |
| --- | --- | --- | --- |
| Air Atronach | 6 | 52 | 3 |
| Grievous Twilight | 6 | 55 | 3 |
| Harvester | 5 | 48 | 3 |
| Herne | 3 | 27 | 1 |
| Knight of Order | 6 | 43 | 2 |
| Lurker | 7 | 70 | 3 |
| Shrike | 4 | 30 | 1 |
| Shrike Mistress | 5 | 43 | 2 |
| Seeker | 5 | 45 | 2 |
| Seeker Aspirant | 6 | 50 | 3 |
| High Seeker | 7 | 55 | 3 |
| Vermai | 3 | 29 | 2 |
| Watcher | 6 | 52 | 3 |
| Daedric Titan | 7 | 75 | 3 |
| Unicorn | 4 | 34 | 1 |
| Stone Atronach | 5 | 52 | 2 |

Effect

Summons the Daedra found in my “*Expanded Bestiary*” available on the Homebrew Channel.

See the “*Scroll of Oblivion*” for rules.

* **Destruction**
* *Black Hex*

*“An old curse used by witches around the world due to it's unfortunate yet harmless effects.”*

***Direct***

| ***Level*** | ***3*** | ***6*** |
| --- | --- | --- |
| ***Cost*** | 8 | 14 |
| ***SP Str*** | 1 | 2 |

Effect

The target must make a Wp test to resist. If they fail, the target rerolls their next test “Sp Str” times and uses the worst result.

* *Wildfire*

*“This is a spell believed to have been created by the Ashlanders of Morrowind.”*

***Upkeep, Range (30m), AoE (2m, Flat)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| ***SP Str*** | 1d4 | 1d6 | 1d8 | 1d10 | 2d6 | 2d8 | 2d10 |

Effect

The target location sets on fire, any creature within the affected radius takes “Sp Str” damage. This damage is resolved as an AOE. The affected area will persist for 3 rounds and will increase in size by 1m every round.

* *Cause Disease*

*“This spell is used by many Witches as a punishment for disrespect.”*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| ***SP Str*** | +30 | +20 | +10 | -0 | -10 | -20 | -30 |

Effect

The target must make a Wp test with the bonus/penalty described under “Sp Str”, or be afflicted with a common disease of the caster’s choice.

* *Curse of Notorgo*

*“A spell used by witches to aid in escaping the ignorant.”*

***Direct, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 9 | 12 | 15 | 18 | 21 | 24 |
| ***SP Str*** | -1 | -2 | -3 | -4 | -5 | -6 | -7 |

Effect

Reduces the targets Movement Speed & Initiative rating by “Sp Str”, for 1 minute.

* **Illusion**
* *Glamour*

*“This spell is rather rare in modern times due to its ability of impersonation. While a very useful tool for nightblades it has gotten a bit of a bad reputation after Jagar Tharn used it to usurp the empire.”*

***Upkeep***

| ***Level*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 15 | 20 | 25 |
| ***SP Str*** | 1 | 2 | 3 | 4 |

Effect

The caster can alter aspects of themselves for a period of time. You may select “Sp Str” features from the list below. The effect lasts for 1 hour. Those that can detect magic will sense a spell upon the glamoured target. You can use this spell to adopt the visage (not the stats) of any medium or small sized humanoid creature that the caster has seen before.

* Change Appearance
* Change Voice
* Change Gender
* Create Tactile Illusion
* *Clairvoyance*

*“This is a minor form of divination used to aid in searching for things.”*

| ***Level*** | ***1*** | ***3*** | ***5*** | ***7*** |
| --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 10 | 13 | 16 |
| ***SP Str*** | +10 | +20 | +30 | +40 |

Effect

The caster gains a “Sp Str” bonus on skill tests made to locate something or someone. The caster must have prior knowledge of whatever they are searching for. Such as finding the best path to get to a location that the caster knows of, following tracks that they have found, and searching for an item that they know exists. This spell lasts for 1 minute.

* *Command*

*“This spell is used by witches and warlocks to make slaves of the weak minded.”*

***Direct, Upkeep, Mindlock (1)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 15 | 19 | 23 | 27 | 31 | 35 | 39 |
| ***SP Str*** | +30 | +20 | +10 | +0 | -10 | -20 | -30 |

Effect

The caster may select a target within 10m of them. This target must make a “Sp Str” Wp test. If they fail, they become bound to the caster (*Gain the Bound Trait*)

This spell's effect lasts for 3 rounds and each time the caster upkeeps the spell, the victim may remake the Wp test for free.

* **Mysticism**
* *Tongue of (Language)*

*“Quite the useful spell for travelers of a more diplomatic inclination.”*

***Upkeep, [Any Language]***

| ***Level*** | ***3*** |
| --- | --- |
| ***Cost*** | 18 |
| ***SP Str*** | --- |

Effect

The caster may speak and understand a language that they do not know or would be unable to naturally speak (Such as Jel). This effect lasts for 5 minutes. This spell does NOT allow the caster to read the given language.

* *(Faith/Deity/Prince) Intervention*

*“This spell allows the caster to call upon their faith and be teleported to the nearest place of worship to their faith.”*

| ***Level*** | ***2*** | ***4*** | ***6*** |
| --- | --- | --- | --- |
| ***Cost*** | 10 | 15 | 20 |
| ***SP Str*** | 50 | 100 | 150 |

Effect

Teleports the caster (+5 MP for each additional target) to the nearest consecrated place of worship bound to a given faith. This spell has a range of “Sp Str” km, if there isn’t a valid destination within “Sp Str” km the spell will automatically fail.

* *Temporal Distortion*

*“This spell was created by the Psijic order and is closely guarded by them. It allows the caster to slow down time to a crawl for a short time”*

***Upkeep***

| ***Level*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- |
| ***Cost*** | 30 | 40 | 50 |
| ***SP Str*** | 1 | 2 | 3 |

Effect

Slows down time to stand still for “Sp Str” rounds. The caster can select up to 3 targets to be unaffected by the spell. Those selected by the caster, the caster themselves, suffer the “Slowed” trait and cannot take the dash action.

* *Astral Projection*

*“A spell created by the Psijic order and is commonly deployed by them to interact with outsiders. It allows the caster to project a spectral version of themself”*

***Upkeep***

| ***Level*** | ***3*** | ***5*** |
| --- | --- | --- |
| ***Cost*** | 15 | 30 |
| ***SP Str*** | 2 | 4 |

Effect

Allows the caster to project a spectral visage of themselves anywhere on Mundus that the caster is aware of. They can also send this projection to a specific person, or persons, that they know. The caster can’t see through their projection but can speak and show things they are holding to those they are speaking to. This lasts for SpStr rounds.

* **Restoration**
* *Feet of Notorgo*

*“A fairly common spell that fortifies the target’s speed and reflex.”*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 4 | 6 | 8 | 10 | 12 | 14 | 16 |
| ***SP Str*** | +1 | +2 | +3 | +4 | +5 | +6 | +7 |

Effect

Add “Sp Str” to the targets Movement Speed and Initiative ratings for 1 minute.

* *Stendarr's Aura*

*“A spell created by the Vigilant of Stendarr and commonly used by undead hunters of all orders.”*

***Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 5 | 8 | 11 | 14 | 17 | 20 | 23 |
| ***SP Str*** | 2 | 4 | 6 | 8 | 10 | 12 | 14 |

Effect

Creates a 3m radius centered on the caster. Any undead that enters this turn, or begins its turn in the radius will take “Sp Str” Sunlight damage. The spell lasts for 3 rounds.

* *Jack of Trades*

*“This spell fortifies the target's luck and fortune.”*

***Direct***

| ***Level*** | ***3*** | ***6*** |
| --- | --- | --- |
| ***Cost*** | 9 | 15 |
| ***SP Str*** | 1 | 2 |

Effect

The target rerolls their next test “Sp Str” times and uses the best result.

* *Healing Light*

*“An upgraded form of healing that is used to aid a group of targets.”*

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 | 20 |
| ***SP Str*** | 2 | 4 | 6 | 8 | 10 | 12 | 14 |

Effect

All allies to the caster within a 3m radius centered on the caster are healed for “Sp Str” HP.

* *Sun Fire*

***R Attack (50m), Overload***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| ***SP Str*** | 1d4 | 1d6 | 1d8 | 1d10 | 2d6 | 2d8 | 2d10 |

Effect

Inflicts “Sp Str” Sunlight damage to a target within range. Unless the target has the “Sun-Scarred” trait, this spell will have no effect.

* *Circle of Protection*

*“This spell creates a glowing ring around the caster that wards off evil.”*

***Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 4 | 6 | 8 | 10 | 12 | 14 | 16 |
| ***SP Str*** | 2m | 3m | 4m | 5m | 6m | 7m | 8m |

Effect

Creates a “Sp Str” m circle around the caster for 1 round, any Daedra or Undead that within the circle are pushed outside of it. Daedra and Undead also cannot enter the circle. This spell lasts for 1 round.

What to expect in……

“***Manual of Spellcraft Vol. 3, Rites & Rituals***”

Advanced Rituals

* **Neutral**
* *Rite of the Familiar*
* **Alteration**
* *Rite of the Briarheart*
* *Rite of the Hagraven*
* *Rite of Warding*
* *Rite of the Lurcher*
* **Conjuration**
* *Rite of the Hunter’s Call*
* *Rite of Rebirth (Vamp Cure)*
* **Destruction**
* *Rite of the Falling Star (Meteor)*
* **Illusion**
* *Vision of the Tenth Eye*
* **Mysticism**
* *Rite of Far-Sight*
* *Rite of Transplacement*
* *Rite of Planar Transference*
* **Restoration**
* *Rite of Consecration*
* *Last Rites of Arkay*
* *Rite of the Wolf-Giver (Lycan Cure)*
* *Rite of the Starfrost*
* **Alchemy**
* *Rite of the Homunculus*
* **Enchanting**
* *Rite of Focus*
* *Rite of Morpholithic Inscription*
* **Source Magic**

Using power sources to harness greater magical power and unique rituals and spells

*Author Note*

*The Manual of Spellcraft is a book that appears in the games. I just thought the name would be cool for this series of homebrew additions.*

*Comments and Requests are welcome.*