

AD r-agent: *
Disallow: /counter/
Disallow: /images/
Disallow: /backup/
Disallow: /*etmaplocs.php
Disallow: /w/load.php
Disallow: /w/index.php
Disallow: /w/api.php
Disallow: /w/
Disallow: /wiki/Special:
Disallow: /wiki/Special:*
Disallow: /wiki/Special%3A*
Disallow: /phpbb3/
Disallow: /phpbb3.test/
Disallow: /oblivion/cs/
Crawl-delay: 5

- Arena

Castles

Blades

Legends

Travels

Redguard

Battlespire

Betrayal of the 2nd Era

Skyrim Adventure Game

Call to Arms

Skyrim Very Special

Skyrim Pinball

Featured Content
- community

Community Portal

Admin Noticeboard

Bluesky

Discord

Join Server

Facebook

Instagram

Mastodon

Threads

Tumblr

Twitch

X (Twitter)

YouTube

Blog

shivering

discussion

edit

history

chat

AD

Shivering:Magic

< Shivering Isles

The UESPWiki – Your source for The Elder Scrolls since 1995

This article lists all the **spells, powers and abilities** available in the [Shivering Isles](#) expansion.

Contents

Conjuration

Destruction

Illusion

Restoration

Powers

Scrolls

Spell Merchants

Bugs

Most spells can be purchased from [Earil](#) in [Crucible](#), with a few also available from [Mirili Ulven](#) in [Highcross](#). In addition, there are a variety of Greater Powers and Lesser Powers that are available in Shivering Isles, with many of them received as rewards for progressing through the [Main Quest](#). The [Conjuration](#) spells use new and unique [Summon](#) effects, while all other spells are variations of existing effects.

See also





- [Oblivion Spells](#)
- [Oblivion Leveled Spells](#)
- [Spells by Effect](#)

Spells

edit


Conjuration

edit

	Spell Name	Form ID	Cost	Effects	Where to get
Apprentice					
	Summon Hunger	0007E0AF	44	<input type="checkbox"/> Summon Hunger for 20 secs on Self	Earil
Journeyman					
	Summon Gluttonous Hunger	0004DC20	122	<input type="checkbox"/> Summon Gluttonous Hunger for 20 secs on Self	Earil
	Summon Decrepit Shambles	0004DC19	120	<input type="checkbox"/> Summon Decrepit Shambles for 30 secs on Self	Earil
Expert					
	Summon Ravenous Hunger	0004DC21	246	<input type="checkbox"/> Summon Ravenous Hunger for 20 secs on Self	Earil
	Summon Shambles	0004DC1E	262	<input type="checkbox"/> Summon Shambles for 30 secs on Self	Earil
Master					
	Summon Voracious Hunger	0004DC22	487	<input type="checkbox"/> Summon Voracious Hunger for 25 secs on Self	Earil
	Summon Replete Shambles	0004DC1F	450	<input type="checkbox"/> Summon Replete Shambles for 30 secs on Self	Earil

Destruction

edit

	Spell Name	Form ID	Cost	Effects	Where to get
Novice					
	Snow Flare	0004DC23	21	<input type="checkbox"/> Fire Damage 7 pts on Target <input type="checkbox"/> Frost Damage 5 pts on target	Earil

https://en.uesp.net/wiki/Shivering:Magic[5/4/2025 8:25:42 PM]

■ Forums

■ Patreon

■ Hosted Wikis

-  Starfield Wiki
- Oblivion CS Wiki
- Skyrim CK Wiki
- Fallout 3 GECK Wiki
- Fallout 4 CK Wiki

■ Affiliates

■ Contact Us

■ Links

tools

■ What Links Here

■ Related changes




■ Special Pages

■ Printable Version




■ Permanent Link

■ Page information






■ Cite this page


Apprentice					
	Glimpse of Death	0004DC28	50	<input type="checkbox"/> Drain Health 60 pts for 3 secs on Touch	Earil
	Hail Fire	0004DC26	57	<input type="checkbox"/> Fire Damage 15 pts on Target <input type="checkbox"/> Frost Damage 10 pts on Target	Earil
Journeyman					
	Icy Blaze	0004DC27	120	<input type="checkbox"/> Fire Damage 25 pts on Target <input type="checkbox"/> Frost Damage 20 pts on Target	Earil

Illusion [\[edit\]](#)

	Spell Name	Form ID	Cost	Effects	Where to get
Apprentice					
	Mirili's Apprentice Command	0007B219	62 (83*)	<input type="checkbox"/> Command Creature up to level 5 for 30sec on Touch	Mirili Ulven
Journeyman					
	Mirili's Journeyman Command	0007B21A	191 (255*)	<input type="checkbox"/> Command Creature up to level 12 for 30sec on Touch	Mirili Ulven
Expert					
	Mirili's Expert Command	0007B21B	368 (491*)	<input type="checkbox"/> Command Creature up to level 20 for 30sec on Touch	Mirili Ulven

Restoration [\[edit\]](#)

	Spell Name	Form ID	Cost	Effects	Where to get
Novice					
	Salve	0004DC38	22	<input type="checkbox"/> Restore Health 5 pts for 2 secs on Self <input type="checkbox"/> Restore Fatigue 10 pts for 2 secs on Self	Earil
Apprentice					
	Remedy	0004DC3A	56	<input type="checkbox"/> Restore Health 10 pts for 2 secs on Self <input type="checkbox"/> Restore Fatigue 20 pts for 2 secs on Self	Earil
	Remedy Friend	0004DC3D	56	<input type="checkbox"/> Restore Health 10 pts for 2 secs on Touch <input type="checkbox"/> Restore Fatigue 20 pts for 2 secs on Touch	Earil
Journeyman					
	Rejuvenate	0004DC3B	136	<input type="checkbox"/> Restore Health 20 pts for 2 secs on Self <input type="checkbox"/> Restore Fatigue 40 pts for 2 secs on Self	Earil
	Rejuvenate Friend	0004DC3E	126	<input type="checkbox"/> Restore Health 10 pts for 3 secs on Target <input type="checkbox"/> Restore Fatigue 20 pts for 3 secs on Target	Earil
Expert					
				<input type="checkbox"/> Restore Health 35 pts for 2 secs on	

	Revive	0004DC3C	289	Self <input type="checkbox"/> Restore Fatigue 75 pts for 2 secs on Self	Earil
--	--------	----------	-----	--	-----------------------

Powers [\[edit\]](#)

All powers in Shivering Isles are received as a reward for completing quests. Greater Powers have no [Magicka](#) cost, but can only be used once per day. Lesser Powers may or may not use Magicka, but they can be used as often as you like.

Powers are cast the same way as spells, however there are several differences between powers and spells, as detailed under the [Magic Overview](#). Unless otherwise noted, all Power effects are cast on Self.



Greater Powers [\[edit\]](#)



	Spell Name	Form ID	Effects	Notes	Quest
	Ahjazda's Paranoia	00081C35	<input type="checkbox"/> Frenzy up to level 25 in 50 ft for 10 secs on Touch	Given to you by Ahjazda .	The Coming Storm
	Risen Flesh	0008E93F	<input type="checkbox"/> Reanimate for 60 secs on Touch	Only reanimates humanoids, and will not affect creatures.	Ghosts of the Hill of Suicides
	Blessing of Mania	0008F023	<input type="checkbox"/> Frenzy up to level 12 in 30 ft for 30 secs on Target	Only received if the Mania Entrance is used to enter the Shivering Isles for the first time.	Through the Fringe of Madness
	Blessing of Dementia	0008F024	<input type="checkbox"/> Demoralize up to level 12 in 30 ft for 10 secs on Target	Only received if the Dementia Entrance is used to enter the Shivering Isles for the first time.	Through the Fringe of Madness
	Summon Dark Seducer	0003161D	<input type="checkbox"/> Summon Dark Seducer 60 secs on Self	Only received if you choose to do the Ritual of Dementia.	Ritual of Accession
	Summon Golden Saint	0003161E	<input type="checkbox"/> Summon Golden Saint 60 secs on Self	Only received if you choose to do the Ritual of Mania.	Ritual of Accession
	Angry Mind (Gatekeeper Gift) ^{[1][2]}	00050C76	<input type="checkbox"/> Fortify Willpower 20 pts for 60 secs on Self	If you have picked the Angry Mind body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Helm of Power (Gatekeeper Gift) ^{[1][2]}	00050C77	<input type="checkbox"/> Fortify Strength 20 pts for 60 secs on Self	If you have picked the Helm of Power body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Heart of Spell Turning (Gatekeeper Gift) ^{[1][2]}	00050C78	<input type="checkbox"/> Reflect Spell 20 pts for 30 secs on Self	If you have picked the Heart of Spell Turning body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Heart of Wound Sharing (Gatekeeper Gift) ^{[1][2]}	00050C79	<input type="checkbox"/> Reflect Damage 20 pts for 30 secs on Self	If you have picked the Heart of Wound Sharing body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Arm of Fire Shielding (Gatekeeper Gift) ^{[1][2]}	00050C7A	<input type="checkbox"/> Fire Shield 20 pts for 30 secs on Self	If you have picked the Arm of Fire Shielding body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Arm of Shock Shielding (Gatekeeper Gift) ^{[1][2]}	00050C7B	<input type="checkbox"/> Shock Shield 20 pts for 30 secs on Self	If you have picked the Arm of Shock Shielding body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Arm of Frost Shielding (Gatekeeper Gift) ^{[1][2]}	00050C7C	<input type="checkbox"/> Frost Shield 20 pts 30 secs on Self	If you have picked the Arm of Frost Shielding body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Arm of Slashing ^{[1][2]}	00050C7D	<input type="checkbox"/> Fortify Blade 20 pts for 60 secs	If you have picked the Arm of Slashing body part for the	Rebuilding the

	(Gatekeeper Gift)		on Self	Gatekeeper.	Gatekeeper
	Arm of Chopping (Gatekeeper Gift) ^{[1][2]}	00050C7E	 Fortify Blunt 20 pts for 60 secs on Self	If you have picked the Arm of Chopping body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Arm of Bashing (Gatekeeper Gift) ^{[1][2]}	00050C7F	 Fortify Blunt 20 pts for 60 secs on Self	If you have picked the Arm of Bashing body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Breast of Life (Gatekeeper Gift) ^{[1][2]}	00050C80	 Fortify Health 100 pts for 60 secs on Self	If you have picked the Breast of Life body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Breast of Magic (Gatekeeper Gift) ^{[1][2]}	00050C81	 Fortify Magicka 100 pts for 60 secs on Self	If you have picked the Breast of Magic body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Legs of Nimbleness (Gatekeeper Gift) ^{[1][2]}	00050C82	 Fortify Agility 20 pts for 60 secs on Self	If you have picked the Legs of Nimbleness body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Legs of Fortitude (Gatekeeper Gift) ^{[1][2]}	00050C83	 Fortify Endurance 20 pts for 60 secs on Self	If you have picked the Legs of Fortitude body part for the Gatekeeper.	Rebuilding the Gatekeeper
	Summon Flesh Atronach	00014B35	 Summon Flesh Atronach for 120 secs on Self	The Flesh Atronach summoned is dependent on your level; see Summon for details.	Rebuilding the Gatekeeper
	Summon Golden Saint	00018DBC	 Summon Golden Saint 120 secs on Self	Only received if you are Duke/Duchess of Dementia.	The Helpless Army
	Summon Dark Seducer	00018DBD	 Summon Dark Seducer for 120 secs on Self	Only received if you are Duke/Duchess of Mania.	The Helpless Army
	Manipulate Weather ^[2]	0005DD22	 Manipulate Weather for 15 secs on Self	Alters the current weather in the Shivering Isles and temporarily grants you a corresponding ability: <ul style="list-style-type: none">■ Fog (25% chance): Eyes in the Fog■ Rain (25% chance): Healing Rain■ Thunderstorm - (25% chance): Storm's Fury■ Snow (20% chance): Snowblind■ Torrential Downpour - (5% chance): Torrent	The Prince of Madness

- 1.[a](#) [b](#) [c](#) [d](#) [e](#) [f](#) [g](#) [h](#) [i](#) [j](#) [k](#) [l](#) [m](#) [n](#) Gatekeeper Gifts can be received by activating the rebuilt [Gatekeeper](#). Only one Gatekeeper Gift can be received at a time.
- 2.[a](#) [b](#) [c](#) [d](#) [e](#) [f](#) [g](#) [h](#) [i](#) [j](#) [k](#) [l](#) [m](#) [n](#) [o](#) [p](#) These powers are unaffected by [Silence](#).

Lesser Powers [\[edit\]](#)



	Spell Name	Form ID	Effects	Cost	Notes	Quest
	Summon Haskill ^[2]	00019867	 Summon Haskill for 5 secs on Self	0	Haskill will give you advice on current quests. Please note that you must be in the realm to	Baiting the Trap

					use this spell.	
	Sheogorath's Protection ^[3]	0004BD29	 Revive at New Sheoth Palace for 120 secs on Self	100	Reappear in Sheogorath's Palace if you are about to die while in the realm.	The Prince of Madness




3.a If your health reaches zero after casting Sheogorath's Protection, you will be resurrected at New Sheoth Palace. However, you will lose all race, birthsign, and vampiric abilities and your fame may be reset to zero. Additionally, the spell will not work correctly if you are teleported when you are *already* in the throne room. See [Bugs](#) section for more details.



Abilities [\[edit\]](#)

These active effects are granted whenever you use the Manipulate Weather power. The ability you receive will remain in effect for as long as you remain in the area experiencing the modified weather condition.

	Ability Name	Form ID	Effects	Notes
	Eyes in the Fog	0005DD23	<input type="checkbox"/> Detect Life 120 pts on Self	Ability is granted when Manipulate Weather power creates Fog (25%).
	Healing Rain	0005DD24	<input type="checkbox"/> Restore Health 10 pts on Self	Ability is granted when Manipulate Weather power creates Rain (25%).
	Storm's Fury	0005DD25	<input type="checkbox"/> Fortify Strength 20 pts on Self <input type="checkbox"/> Fortify Endurance 20 pts on Self <input type="checkbox"/> Fortify Agility 20 pts on Self <input type="checkbox"/> Fortify Speed 20 pts on Self	Ability is granted when Manipulate Weather power creates a Thunderstorm (25%).
	Snowblind	0005DD26	<input type="checkbox"/> Chameleon 75 pts on Self <input type="checkbox"/> Shield 50 pts on Self	Ability is granted when Manipulate Weather power creates Snow (20%).
	Torrent	0005DD89	<input type="checkbox"/> Reflect Damage 30 pts on Self <input type="checkbox"/> Reflect Spell 30 pts on Self	Ability is granted when Manipulate Weather power creates a Torrential Downpour (5%).



Blessings [\[edit\]](#)

	Blessing Name	Form ID	Effects	Notes
	Blessing of Arden-Sul	0008E940	<input type="checkbox"/> Cure Disease <input type="checkbox"/> Restore Agility 100pts <input type="checkbox"/> Restore Endurance 100pts <input type="checkbox"/> Restore Intelligence 100pts <input type="checkbox"/> Restore Luck 100pts <input type="checkbox"/> Restore Personality 100pts <input type="checkbox"/> Restore Speed 100pts <input type="checkbox"/> Restore Strength 100pts <input type="checkbox"/> Restore Willpower 100pts <input type="checkbox"/> Restore Magicka 500pts	Received from activating the Altar of Arden-Sul
	Flame of Agnon	0008E940	 Surrounds player with swirling green and orange flames	NPCs will remark on the flames when greeting you. Can light either the Flame of Mania or Flame of Dementia in the Sacellum Arden-Sul , which removes this blessing.
	Flame of Dementia	000948B7	<input type="checkbox"/> Fortify Speed 5pts for 300sec on Self <input type="checkbox"/> Fortify Luck 5pts for 300sec on Self <input type="checkbox"/> Fortify Security 4pts for 300sec on Self <input type="checkbox"/> Fortify Sneak 4pts for	Received when lighting the Flame of Dementia in the Sacellum Arden-Sul








			300sec on Self	
	Flame of Mania	000948B5	<div><div><input type="checkbox"/></div>Fortify Intelligence 10pts for 300sec on Self</div> <div><div><input type="checkbox"/></div>Fortify Willpower 10pts for 300sec on Self</div> <div><div><input type="checkbox"/></div>Resist Paralysis 10pts for 300sec on Self</div>	Received when lighting the Flame of Mania in the Sacellum Arden-Sul
	Spirit Blessing	0008E940	<div><div><input type="checkbox"/></div>Fortify Fatigue 100 pts for 1200 seconds</div>	Received each time a ghost is freed from the Hill of Suicides

Scrolls [\[edit\]](#)

Only one new scroll is introduced with Shivering Isles.

	Name	Effect(s)		Location
	Burst of Might (000790B3)	<div>Fortify Strength 100 points for 5 seconds on self</div> <div>Fortify Endurance 100 points for 5 seconds on self</div> <div>Shield 100% for 5 seconds on self</div>	0	Received from Amiable Fanriene as a reward for the quest Falling Awake .


Spell Merchants [\[edit\]](#)

Name	Form ID							US	UE	Location	Services
Earil	00015869		<div>1A</div> <div>2J</div> <div>2E</div> <div>2M</div>	<div>1N</div> <div>2A</div> <div>1J</div>			<div>1N</div> <div>2A</div> <div>2J</div> <div>1E</div>	17	7	Crucible	
Mirili Ulven	00017844			<div>1A</div> <div>1J</div> <div>1E</div>				3		Highcross	


Notes [\[edit\]](#)

- There exists a [unique icon](#) for the Summon Haskill spell within the game files, but it is not used.

Bugs [\[edit\]](#)

- If your health reaches zero after you cast Sheogorath's Protection, you will be resurrected at New Sheoth Palace. However, you will lose all race, birthsign, and vampiric abilities and your fame may be reset to zero. The spell is normally supposed to take effect when your health is very low, and the bugs are introduced if you die and have to be resurrected. This is similar to the bug in [Molag Bal's quest](#) except that you will also drop your weapon before resurrecting.
 -  The [Unofficial Shivering Isles Patch](#) addresses this issue. As with Molag Bal's quest, the bug is in inaccessible engine code, so the fix is to allow you to die rather than survive as a broken character.
- If Sheogorath's Protection is cast and you are teleported to safety while you are *already* in the throne room, Haskill and the Court Healer will repeatedly spawn raised off the ground and fall to the floor in a loop. The controls will be locked, and the only practical option is to reload or quit the game.


Categories: [Shivering](#) | [Shivering-Bugs Fixed by the Unofficial Shivering Isles Patch](#) | [Shivering-Confirmed Bugs](#)



This page was last edited on 29 April 2025, at 09:45.

All content is available under the terms of the [Attribution-ShareAlike 2.5 License](#).

[Privacy Policy](#)[About UESPWiki](#)[Disclaimers](#)[Mobile view](#)

 Powered by
MediaWiki

