

# Varázslatok listája I.

## Alteration, Conjunction, Destruction

(Alteration, Conjunction, Destruction) - [\(Illusion, Mysticism, Restoration\)](#)

Varázslat neve [ szükséges skillszint ] angol ismertető, célpontja

### ALTERATION SPELLS

**Aegis**, [ **Master** ], gain 50 points of armor for 1 minute, on self.  
**Beast of Burden**, [ **Master** ], allows the caster to carry 250 additional pounds for 6 minutes, on self.  
**Burdening Touch**, [ **Novice** ], increases the target's Encumbrance by 15 for 15 seconds, on touch.  
**Defend**, [ **Apprentice** ], gain 15 points of armour for 30 seconds, on self.  
**Ease Burden**, [ **Apprentice** ], allows the caster to carry 50 additional pounds for 4 minutes, on self.  
**Electric Shell**, [ **Apprentice** ], + 10 points of Armour and 10% resistance to shock for 30 seconds.  
**Encumbering Touch**, [ **Journeyman** ], Increases the target's Encumbrance by 50 for 25 seconds, on touch.  
**Fire Shield**, [ **Expert** ], +30 points of armour and 30% resistance to fire for 30 seconds, on self.  
**Flame Shield**, [ **Master** ], +30 points of armour and 30% resistance to fire for 1 minute, on self.  
**Frost Shell**, [ **Apprentice** ], +10 points of armour and 10% resistance to frost for 30 seconds, on self.  
**Glacial Wall**, [ **Expert** ], +30 points of armour and 30% resistance to frost for 1 minute, on self.  
**Guard**, [ **Journeyman** ], +30 points of armour for 30 seconds, on self.  
**Heat Shell**, [ **Apprentice** ], +10 points of armour and 10% resistance to fire for 30 seconds, on self.  
**Hindering Touch**, [ **Apprentice** ], increases the target's Encumbrance by 35 for 25 seconds, on touch.  
**Ice Shield**, [ **Journeyman** ], +30 points of armour and 30% resistance to frost for 30 seconds, on self.  
**Lighten Load**, [ **Journeyman** ], allows the caster to carry +75 pounds for 5 minutes, on self.  
**Lightning Shield**, [ **Journeyman** ], +30 points of armour and 30% resistance to shock for 30 seconds, on self.  
**Lightning Wall**, [ **Expert** ], +30 points of armour and 30% resistance to shock for 1 minute, on self.  
**Open Average Lock**, [ **Journeyman** ], automatically opens lock of average difficulty, on target.  
**Open Easy Lock**, [ **Apprentice** ], automatically opens a lock of easy difficulty, on target.  
**Open Hard Lock**, [ **Expert** ], automatically opens a lock of hard difficulty, on target.  
**Open Very Easy Lock**, [ **Novice** ], automatically opens a lock of very easy difficulty, on target.  
**Opressing Grasp**, [ **Expert** ], increases the target's Encumbrance by 75 for 30 seconds, on touch.  
**Pack Mule**, [ **Expert** ], allows the caster +150 additional pounds for 5 minutes, on self.  
**Protect**, [ **Novice** ], gain 15 points of armour for 30 seconds, on self.  
**Protect Other**, [ **Novice** ], target gains 10 points of armor for 20 seconds, on touch.  
**Sea Stride**, [ **Apprentice** ], walk on water for 30 seconds, on self.  
**Shield**, [ **Expert** ], gain 40 points of armour for 30 seconds, on self.  
**Water Breathing**, [ **Apprentice** ], breathe underwater for 30 seconds, on self.  
**Weight of the World**, [ **Expert** ], increases the target's Encumbrance by 60 for 30 seconds, on target.

### CONJURATION SPELLS

**Bound Boots**, [ **Novice** ], summons and equips a pair of Daedric boots for 20 seconds, on self.  
**Bound Bow**, [ **Journeyman** ], summons and equips a Daedric bow for 15 seconds, on self.  
**Bound Cuirass**, [ **Journeyman** ], summons and equips a Daedric cuirass for 60 seconds, on self.  
**Bound Dagger**, [ **Novice** ], summons and equips a Daedric dagger for 15 seconds, on self.  
**Bound Gauntlets**, [ **Novice** ], summons and equips a pair of Daedric gauntlets for 60 seconds, on self.  
**Bound Greaves**, [ **Apprentice** ], summons and equips a pair of Daedric greaves for 60 seconds, on self.  
**Bound Helmet**, [ **Novice** ], summons and equips a Daedric helmet for 20 seconds, on self.  
**Bound Mace**, [ **Journeyman** ], summons and equips a Daedric mace for 15 seconds, on self.  
**Bound Shield**, [ **Expert** ], summons and equips a Daedric shield for 120 seconds, on self.  
**Bound Sword**, [ **Expert** ], summons and equips a Daedric longsword for 15 seconds, on self.  
**Bound War Axe**, [ **Apprentice** ], summons and equips a Daedric war axe for 15 seconds, on self.  
**Dismiss Undead**, [ **Expert** ], greatly increases the chance that an undead will flee for 1 minute, on target.

**Rebuke Undead**, [ Journeyman ], increases the chance that an undead will flee for 30 seconds, on target.

**Repulse Undead**, [ Apprentice ], moderately increases the chance that an undead will flee for 30 seconds, on target.

**Summon Clannfear**, [ Expert ], summons a Clannfear to fight for the caster for 45 seconds, on self.

**Summon Daedroth**, [ Expert ], summons a Daedroth to fight for the caster for 30 seconds, on self.

**Summon Dremora**, [ Journeyman ], summons a Dremora to fight for the caster for 20 seconds, on self.

**Summon Dremora Lord**, [ Master ], summons a Dremora Lord to fight for the caster for 35 seconds, on self.

**Summon Faded Wraith**, [ Expert ], summons a Faded Wraith to fight for the caster for 40 seconds, on self.

**Summon Flame Atronach**, [ Journeyman ], summons a Flame Atronach to fight for the caster for 30 seconds, on self.

**Summon Frost Atronach**, [ Expert ], summons a Frost Atronach to fight for the caster for 35 seconds, on self.

**Summon Ghost**, [ Apprentice ], summons a Ghost to fight for the caster for 25 seconds, on self.

**Summon Gloom Wraith**, [ Master ], summons a Gloom Wraith to fight for the caster for 25 seconds, on self.

**Summon Headless Zombie**, [ Journeyman ], summons a Headless Zombie to fight for the caster for 25 seconds, on self.

**Summon Lich**, [ Master ], summons a Lich to fight for the caster for 20 seconds, on self.

**Summon Scamp**, [ Apprentice ], summons a Scamp to fight for the caster for 20 seconds, on self.

**Summon Skeleton**, [ Apprentice ], summons a Skeleton to fight for the caster for 40 seconds, on self.

**Summon Skeleton Champion**, [ Expert ], summons a Skeleton Champion to fight for the caster for 40 seconds, on self.

**Summon Skeleton Guardian**, [ Journeyman ], summons a Skeleton Guardian to fight for the caster for 50 seconds, on self.

**Summon Skeleton Hero**, [ Expert ], summons a Skeleton Hero to fight for the caster for 25 seconds, on self.

**Summon Spider Daedra**, [ Expert ], summons a Spider Daedra to fight for the caster for 20 seconds, on self.

**Summon Storm Atronach**, [ Master ], summons a Storm Atronach to fight for the caster for 40 seconds, on self.

**Summon Xivilai**, [ Master ], summons a Xivilai to fight for the caster for 30 seconds, on self.

**Summon Zombie**, [ Apprentice ], summons a Zombie to fight for the caster for 30 seconds, on self.

**Turn Undead**, [ Novice ], slightly increases the chance that an undead will flee for 30 seconds, on target.

## DESTRUCTION SPELLS

**Arctic Blow**, [ Expert ], deals 80 points of frost damage to a single target, on touch.

**Blazing Spear**, [ Journeyman ], deals 35 points of fire damage to a single target, on target.

**Blizzard**, [ Master ], deals 75 points of frost damage to all creatures in a 20 foot radius, on target.

**Burning Touch**, [ Novice ], deals 10 points of fire damage to a single target, on touch.

**Cold Touch**, [ Novice ], deals 15 points of frost damage to a single target, on touch.

**Corrode Armour**, [ Apprentice ], deals 30 points of damage to an enemy's armour, on touch.

**Corrode Weapon**, [ Journeyman ], deals 60 points of damage to an enemy's weapon, on touch.

**Curse of Weakness**, [ Novice ], deals 15 points of Fatigue damage to a single target, on touch.

**Damage Attribute: Agility**, [ Novice ], deals 1 point of Agility damage to a single target, on target.

**Damage Attribute: Endurance**, [ Novice ], deals 1 point of Endurance damage to a single target, on target.

**Damage Attribute: Intelligence**, [ Journeyman ], deals 5 points of Intelligence damage to a single target, on target.

**Damage Attribute: Luck**, [ Novice ], deals 1 point of Luck damage to a single target, on target.

**Damage Attribute: Speed**, [ Apprentice ], deals 3 points of Speed damage to a single target, on target.

**Damage Attribute: Strength**, [ Journeyman ], deals 5 points of Strength damage to a single target, on target.

**Damage Attribute: Willpower**, [ Apprentice ], deals 3 points of Willpower damage to a single target, on target.

**Dire Enervation**, [ Expert ], deals 60 points of temporary Fatigue damage for 30 seconds.

**Dire Wound**, [ Journeyman ], deals 30 points of temporary health damage for 10 seconds, on target.

**Disintegrate Armour**, [ Expert ], deals 100 points of damage to an enemy's armour, on touch.

**Disintegrate Weapon**, [ Master ], deals 150 points of damage to an enemy's weapon, on touch.

**Drain Attribute: Agility**, [ Novice ], deals 5 points of temporary Agility damage for 20 seconds, on target.

**Drain Attribute: Endurance**, [ Novice ], deals 5 points of temporary Endurance damage for 20 seconds, on target.

**Drain Attribute: Intelligence**, [ Journeyman ], deals 15 points of temporary intelligence damage for 25 seconds, on target.

**Drain Attribute: Luck**, [ Novice ], deals 5 points of temporary Luck damage for 20 seconds, on target.

**Drain Attribute: Speed**, [ Apprentice ], deals 10 points of temporary speed damage for 20 seconds, on target.

**Drain Attribute: Willpower**, [ Apprentice ], deals 10 points of temporary Willpower damage for 20 seconds, on target.

**Drain Skill: Alteration**, [ Journeyman ], reduces alteration skill by 15 for 25 seconds, on target.

**Drain Skill: Blade**, [ Expert ], reduces blade skill by 20 for 45 seconds, on target.

**Drain Skill: Conjuraton**, [ Expert ], reduces Conjuraton skill by 25 for 40 seconds, on target.

**Drain Skill: Destruction**, [ Journeyman ], reduces Destruction skill by 15 for 25 seconds, on target.

**Drain Skill: Hand to Hand**, [ Journeyman ], reduces Hand to Hand skill by 15 for 25 seconds, on target.

**Drain Skill: Heavy Armour**, [ Journeyman ], reduces Heavy Armour skill by 15 for 25 seconds, on target.

**Drain Skill: Illusion**, [ Apprentice ], reduces Illusion skill by 10 for 20 seconds, on target.

**Drain Skill: Marksman**, [ Apprentice ], reduces Marksman skill by 10 for 20 seconds, on target.

**Drain Skill: Restoration**, [ Expert ], reduces Restoration skill by 20 for 45 seconds, on target.

**Electric Touch**, [ Apprentice ], deals 25 points of shock damage to a single target, on touch.

**Electrocution**, [ Master ], deals 110 points of shock damage to a single target, on target.

**Entropic Bolt**, [ Apprentice ], deals 10 points of health damage to a single target, on target.

**Entropic Touch**, [ Novice ], deals 5 points of health damage to a single target, on touch.

**Fireball**, [ Journeyman ], deals 30 points of fire damage to all targets in a 10-ft radius, on target.

**Fire Storm**, [ Expert ], deals 50 points of fire damage to all targets in a 15-ft radius, on target.

**Flame Tempest**, [ Master ], deals 75 points of fire damage to all targets in a 15-ft radius, on target.

**Flame Touch**, [ Apprentice ], deals 25 points of fire damage to a single target, on touch.

**Flare**, [ Novice ], deals 6 points of fire damage to a single target, on target.

**Flash Bolt**, [ Apprentice ], deals 20 points of fire damage to a single target, on target.

**Frost Bolt**, [ Journeyman ], deals 35 points of frost damage to a single target, on target.

**Frost Touch**, [ Apprentice ], deals 25 points of frost damage to a single target, on touch.

**Greater Magicka Drain**, [ Journeyman ], deals 50 points of temporary magicka damage for 30 seconds, on touch.

**Hailstone**, [ Apprentice ], deals 20 points of frost damage to a single target, on target.

**Hail Storm**, [ Journeyman ], deals 30 points of frost damage to all creatures in a 10-ft radius, on target.

**Heat Blast**, [ Expert ], deals 70 points of fire damage to a single target, on target.

**Ice Blast**, [ Master ], deals 110 points of frost damage to a single target, on target.

**Ice Bolt**, [ Expert ], deals 70 points of frost damage to a single target, on target.

**Ice Storm**, [ Expert ], deals 50 points of frost damage to all creatures in a 15-ft radius, on target.

**Immolating Blast**, [ Master ], deals 110 points of fire damage to a single target, on target.

**Legendary Magicka Drain**, [ Master ], deals 120 points of temporary Magicka damage for 1 minute, on touch.

**Lightning Ball**, [ Expert ], deals 40 points of shock damage over 2 seconds to all creatures in a 20-foot radius.

**Lightning Blast**, [ Expert ], deals 70 points of shock damage to a single target, on target.

**Lightning Bolt**, [ Journeyman ], deals 35 points of shock damage to a single target, on target.

**Lightning Grasp**, [ Journeyman ], deals 45 points of shock damage to a single target, on touch.

**Lightning Storm**, [ Master ], deals 60 points of shock damage over 2 seconds to all creatures in a 20-ft radius, on target.

**Lightning Surge**, [ Expert ], deals 80 points of shock damage to a single target, on touch.

**Magicka Drain**, [ Apprentice ], deals 30 points of temporary Magicka damage for 30 seconds, on touch.

**Major Enervation**, [ Apprentice ], deals 30 points of temporary Fatigue damage for 15 seconds, on target.

**Major Wound**, [ Apprentice ], deals 15 points of temporary Health damage for 10 seconds, on target.

**Minor Enervation**, [ Novice ], deals 15 points of temporary Fatigue damage for 15 seconds, on target.

**Minor Wound**, [ Novice ], deals 5 points of temporary Health damage for 10 seconds, on target.

**Scorching Blow**, [ Expert ], deals 80 points of fire damage to a single target, on touch.

**Searing Grasp**, [ Journeyman ], deals 45 points of fire damage to a single target, on touch.

**Sever Magicka**, [ Apprentice ], deals 40 points of magicka damage to a single target, on target.

**Shock**, [ Apprentice ], deals 20 points of shock damage to a single target, on target.

**Shocking Burst**, [ Journeyman ], deals 30 points of shock damage over 2 seconds to all creatures in a 20-ft radius, on target.

**Shocking Touch**, [ Novice ], deals 10 points of shock damage to a single player, on touch.

**Snowball**, [ Novice ], deals 10 points of frost damage to a single target, on target.

**Spark**, [ Novice ], deals 10 points of fire damage to a single target, on target.

**Superior Magicka Drain**, [ Expert ], deals 100 points of temporary Magicka damage for 30 seconds, on touch.

**Superior Wound**, [ Expert ], deals 50 points of temporary Health damage for 10 seconds, on target.

**Weakness to Fire**, [ Apprentice ], target is inflicted with a 25% weakness to fire for 30 seconds, on target.

**Weakness to Frost**, [ Apprentice ], target is inflicted with a 25% weakness to frost for 30 seconds, on target.

**Weakness to Magicka**, [ Journeyman ], target is inflicted with a 25% weakness all Magicka for 30 seconds, on target.

**Weakness to Poison**, [ Apprentice ], target is inflicted with a 25% weakness to all poison effects for 30 seconds, on target.

**Weakness to Shock**, [ Apprentice ], target is inflicted with a 25% weakness to shock for 30 seconds, on target.

**Winter's Grasp**, [ Journeyman ], deals 45 points of frost damage to a single target, on touch.

**Withering Bolt**, [ Expert ], deals 40 points of Health damage to a single target, on target.

**Withering Touch**, [ Journeyman ], deals 30 points of Health damage to a single target, on touch.